

- 1) mongrel type 2 sp to the Q; then cash Ace sp [and the K drops ! well it might] if you play like that then you are playing –if at anytime you led a waffly Jack then you haven't got it yet . Re read the notes.
- 2) running f---- lead the Q sp (and unless covered by the K) play low from hand; then lead the J and do the same
- 3) Chinese – 2s to the Ace; then 3 sp to the Q
- 4) Repeat --- (like a simple f but repeated duh....) ; 2sp to the J [wins] ; then back to dummy IN A NEW SUIT (clubs); lead the 4 to the Q ; finally cash the Ace
- 5) Ok well this is the harder one –one I said you can probably get by without –well here you would need it im afraid; it's something like a running finesse (in that you have the Q + J + 10 we normally have for the runner) BUT in different hands.

NB runner A 543----- QJ109 this one AJ109 -----Q543

As with the runner the Q is the correct card to lead.

The idea is to lead an honour which, if not covered, will win and will allow you to keep leading the suit from the same hand. Play around with it and see if you can see why leading the 3 is not so good.

Finally –you will have to see why with AJ43 -----Q562 it is WRONG to lead the Q.

- 6) APOLOGY –I made a mistake setting up the hand; the hearts in dummy should have been the K + Q J (and not the Q + J +10); On the basis that you held the KQJ hrts the following play should be tried.

lead the K Hrts for a ruffing finesse. le don't ruff the K Hrts (UNLESS it is covered with the Ace). The general idea is to lead the K Hrts and later lead the Q hrts and finally the J hrts –anytime the K or Q or J are *not* covered you discard a club. [the question wasn't very well set up by me in truth but if the layout was as below 10 tricks can be made by repeatedly leading the Hrts as explained]

K875432	QJ10
Void	KQJ
543	AK72
764	852

6
A9876
Q982
AQ10

Your losers will be only 2 x clubs and 1 x spade.

7) ii ie North was correct both times.

First time N was not strong enough to reverse and in the second they were.

8) The 6 hearts is low and a DISCOURAGING signal NB you can see that the 6 was their lowest heart . So you switch.

9) You are going to lead another heart notwithstanding that declarer probably had a singleton Q . Your idea is to make declarer ruff and everytime you subsequently take the lead you will lead another heart forcing declarer to ruff and possibly run out of trumps. A forcing game you look forward to explaining to partner.