

Answers –cuebids

1) 1H-----3H
4NT----- 5D
6H

2) 1S-----3S
4C* ----- 4H
4S

(here the lack of a diamond control
Put an end to thoughts of a slam)

3)1H-----3H
3S*-----4C*
4H -----4NT
5H-----6H

(responder might have
cue bid 5D rather than
use 4NT)

4)1S-----3C
3H-----3S
4C*-----4H*
4S-----Pass

(both players know of the diamond problem)

5)1H-----3H
3S*-----4D*
4NT-----5D
6H -----Pass

6) 1H-----3H
3S*-----4C*
4H----- Pass.

7)1S-----2D
2H-----4Sp
5D*-----6S

opener cant bid 4NT with no control in clubs so
has to cuebid at the 5 level [5 D] ; responder having club
control knows to bid the slam. (and yes they could have
Bid 5H but eventually they would have to bid 5s)

- 8) (i) K sp cover in case partner has the J or 10
(ii) Q ...in case partner has the J or 10
(iii) 2in case partner has the Q or K

9) yes it would be nice to know what partners suit preference signal
was but you don't need it. You need club tricks to beat this contract.
The dummy has a MOUNTAIN of tricks. Play the 3 clubs and hope.

10) It would be nice if the spade finesse was working but wot if it aint?
This sequence is attractive.

Ace Hrts; Ace diamonds; Q diamonds; Now ...roll of drums
QUEEN OF SPADES (not the J , not the 10 , not the etc etc).
If the Q Spades is covered with the K we win with ace , and probably
make 11 tricks. (You play it to see how).
If the Q spades isnt covered with the K then play your Ace on your Q
(yes); then play K diamonds and throw a heart.
Still will make 10 if no glitches appeared.