1) win Ace sp and lead a diamond to the K (cf weak to strong).

If the K wins its reasonable to think that's worth tring again so return to Ace clubs and lead a small diamond to the Q.

If the diamond K or Q lost to the Ace we fall back on the heart finesse.

NB if u took a heart finesse BEFORE trying the diamonds you are wrong!

2) only plan is to establish diamonds.

Win ace spades (important); play Ace diamonds, then K diamonds then lose a diamond. Return to K spades and play established winning diamonds

3) win spade and play hearts. When u next have the lead ...play hearts. When u next have the lead ...play hearts

NB if u took a diamond finesse you are wrong!

4) actually quite interesting.

Plan 1) win ace spades and intending to establish diamonds play A + K diamonds ( if everyone follows ) then continue with diamonds making 9 tricks without touching hearts

Plan 2) start with Plan 1) win ace spades and intending to establish diamonds play A + K diamonds ( if someone shows out ....) then switch attention to hearts playing low to the K ( weak to strong) if that won return to Ace clubs and play low heart to Q.

This way makes 9 tricks if the Ace hrts is favourably placed.

- 5) win Ace spades and lead the 2 diamonds to the 3 diamonds ie lose that trick. Later all the diamonds may well be winners.
- 6) a call of 1Sp shows 10-15 pts (a call of 2Sp whatever point count it promises also shows 6 spades)

The correct call is Double. After that bid your spades

- 7) 2D as the first move in the D.G.R.
- 8) 3Sp to show 10-12
- 9) .
- (ii) holding up is much much more likely to be correct and would show you to be a partner that thinks ..