

## Answers transfer calls

1) 2H ie this shows 5 x spades

2) 2H ie this shows 5 x spades

Get it ? the transfer bid is used however weak or strong you are

3) 3Sp ie partner's 3H shows 5 x spades

4) 3NT –having shown five spades South now shows their points ( and bids game )

5) 2NT ie they have shown 5 x spades and now they show their 11/12 pts

6) 4NT is a possibility NB partner's splinter call of 4D indicates spade support and a singleton diamond. Opener is eminently suitable for a slam

7) Pass. Partner's dble is penalty. Go get 'em pard.

8) Lead a club. Partner's low diamond ( check that ) asks for the lowest of the other non trump suits

9) (i) well you will duck the spade lead –YES even with the Ace + King errr..

It is to do with the fact that to make 9 tricks you will have to lose the lead twice ( in diamonds and hearts ) ; your best chance to cut the defenders off from each other is to duck the *first spade*. Waiting when not so weak ( as Lynda G terms it )

Come to next weeks lesson if you want the whys and wherefores.

(ii) This is a straightforward w.w.w. to begin with. So don't play the Ace spades until the 3<sup>rd</sup> round.

Now we need to play on diamonds.

You should lead the 8 towards the 10 and finesse it.

ie you could have finessed two ways ..either the 6 to the J or the 8 to the 10.

Well you need to finesse into the safer hand ( "safer" as that hand may well have no spades left to lead back )

10) only you can say