

Homework answers –ruffs

1)b) 9 diamonds best a) 6 hrts 2nd best c) 7 clubs worst

NB there will be little argument that c) is the worst but some may prefer a) to b)

2) Line 1) Win Ace hrts and return your last heart to create a void.

[we will still have to get partner in to lead a 3rd heart so we can ruff but it is a Plan]

Line 2) Hmmm.. well this plan probably is not as good as above but you could switch to the 9 clubs and hope partner has (say) the K clubs and we can promote a trick for partners K.

Yet another plan might have been to switch to a small diamond in case partner held the Ace diamonds.

3) Well jumping with the Ace diamonds is automatic of course but now what ?

Perhaps leading your last diamond to create a void.

We need partner to get in to give us a ruff though...perhaps with the Ace hrts.

This defence (of going for the ruff yourself in diamonds) will work if partner holds

Both the Ace hrts and the Ace spades. ((Actually you might still beat it if partner held the Ace hrts and the K spades)).

4) this was no good – responder needs 11+ pts to use Stayman –the point being that if Stayman fails (and it usually does , but don't tell Hugo) we need to return to 2NT which shows 11-12

5) no settle for 4Sp. 17 pts is not to be sneezed at but where are the 12 tricks coming from ? where s the source of tricks ? Wheres the 2nd good establishable suit ? The hand is too balanced basically.

If opener had had these 17 pts ...

AQ876		AQ876
KJ	or even	KJ
AQJ64		AQJ6
3		43

Now slams are worth looking at.

6) 3NT (opener has a 6 card suit and a STRONG hand)

7) You need t ruff a heart in dummy for your 10th trick so play a small heart at trick 2 (to create a void). The opponents if they are on form will unfortunately lead two rounds of spades to remove dummy's trumps and your chances.