Homework answers –AK lead

1) 2 D – a negative ("get lost") signal

2) (a) the same 2 diamonds – you may have got this wrong believing that the J being an Hon should be indicated (with the 6).
The reason for playing a negative signal is that partner who has the AK3 wants to know whether to cash the K and then lead the 3. If you signal high partner will assume you can take a trick (with say the Q) – you cant take a trick so put partner off with the2

(b) Now a 6 to show the Q –u want partner to continue the suit

(c) the 9 –u want a ruff

(d) well you wont know this (blame me) but actually when you have the Q + J and partner leads the Ace , then you are supposed to play the Q (to show the J).
You didn't know it but u do now ! So the Q promises the J
So next time partner leads an Ace and you have Q5 you will play ? yes the 5
We only play the Q when we have Q singleton (duh ..) or QJ or QJ(x) or QJ(x)(x)

3) on the 9 diamonds play the K and then another
     on the 2 diamonds don't play the K instead switch [to the J hearts or 3 clubs]

4) i) on the 9 diamonds play the K and then another and watch partner ruff the 3rd D
    ii) don't play K diamonds –switch

5) well (b) certainly is. Only 10 pts but 100% an opener
          and (a) ? I would pass but there are some reprobates who open these

6) (i) 5Sp + 5 Hrts ie we rebid the 2nd suit not the 1st to show length in the 2nd and by inference equal or greater length in the 1st
    (ii) 3Sp + 5H + 4C

7) a) 2D a DGR to ve followed by a bid of 4Sp
    b) 4C a splinter
    c) 4Sp a gambling raise

8) haven't looked at (ii) yet but here in (i) I can see we have 8 tricks on top.
    One successful finesse will give us the 9th trick.
    We simply play the 2 to the Q ie a 50% shot -if the finesse works we make 9 and if it doesn't we go off.
    Why not finesse the 10 rather than the Q ? coz that's only a 25% chance and is likely to lose (to the K or J) and you cant afford to lose a trick at all.

    (ii) ok now Ive seen it its broadly similar to (i) [we have 8 tricks] but is different in that now we can afford to lose a trick. (If we lose one trick we still have the Ace hrts to save us]. Here we should finesse the 10 spades FIRST ……..and if it loses (probably it will) we will next finesse the Q. These combined finesses , 1st the 10 then the Q give us a combined 75 percentage chance of making 1 trick.

    Do I think you are well up on %s and will follow that ? …maybe but even if you aren't just learn if you can afford to lose a trick the "harder" finesse should be taken first (the less likely to win) as long as you can follow it with the more likely to win finesse next.