

Homework answers – odds and s....

1)

There are 9 tricks on top!
You don't need to do anything
(except make sure you take your
Tricks). This works- win Ace sp-
Unblock A + K + Q hrts – go to Ace
Clubs –play J Hrts + Ace diamonds

3)

This is the best line; win Ace sp;
Play A + K + Q Hrts (if they were 3-3
You have 9); if hearts didn't break now
Finesse the 10 diamonds; if that worked you
Have 9 ...if it didn't win the K Sp and take a
Last finesse of the Q diamonds;

5)

This one is harder; you would like
To test the diamonds and if that failed
Take the heart finesse; well entries
Prevent that. You have to choose –the finesse
Is 50% and therefore best; win Ace sp
(at the 2nd lead if u want) then take
heart finesse. Its possible that even if the
Finesse lost the opps don't have enough spades
To beat you so may get to play diamonds yet.

7)

I wonder if I know the answer to this !
The heart finesse is 50% whereas trying
For 3-3 in diamonds is 36% (and trying clubs
Is also 36%.) So it seems the heart finesse is
Best. Hmm... Actually though trying diamonds
And THEN trying clubs is (I think)
54% so that would be Better. If there are
any mathematicians out there
Please confirm or *disconfirm*.

9) (a) play the 2 diamonds to show 3 diamonds (or more than two diamonds anyway)

(b) play the 8 diamonds to show two diamonds

© play the 4 diamonds to show you could not win a trick in diamonds.

Yes (a) + (b) were DISTRIBUTIONAL signals (declarer/dummy led) and (c) was a
ATTITUDE signal (partner led)

10) My first instinct was to count winners (not losers). That is easier when your trumps are so solid -
you only have 10 winners . You could count losers if you prefer –you have 3 losers.
Anyway however you approached it – you need luck. Win Ace sp. Play small diamond to Q (wins!);
Play Ace diamonds; play small diamond and trump . Lead 8 spades to 10 in dum,my;
Play winning 8 diamonds throwing club; play winning 7 diamonds throwing club.
Skills were to retain an entry card in dummy (10 sp) and establish the long suit in dummy by ruffing.
Makes 13 tricks.

2)

1st chance clubs breaking 3-2 ; so play A + K
clubs. If everyone followed then you have 9 tricks.
If the clubs were 4-1 then try hearts. A + K + Q hrts
; if everyone followed then the suit was 3-3 and the
2 Hrts is a winner (and your 9th trick); if all of those
failed take the diamond finesse.

4)

Win Ace sp; cash A + K + Q hrts...if that worked
etc etc then the 2 is a winner; if it isnt finesse the 10
diamonds; if that failed win K sp and finesse J diam.

6)

This is interesting too; Ace spades; Ace Hrts
now a finesse of the J diamonds (probably loses);
Win K sp; Now K hrts + Q Hrts- if hearts break (3-3
you have 9 tricks; if they don't take the finesse of
the J diamonds.

8)

Win Ace sp ; play 2 diamonds to the Q
for a 50% chance. That's the only way to play it.
So heres a follow up question –why not instead
of playing on diamonds instead play a chinese
finesse in hearts ? Why would that CF in hearts
lead to almost certain defeat ?

