

Answers

1) a ruffer !

trick 1)Ace hrts 2)8 hrts (loses) 3)win! (whatever the opponents lead u cant help winning it) 4)trump a heart in dummy 5) draw trumps 6) draw trumps 7) draw trumps ...etc

[could we have played it to establish the diamonds instead ? well... we could have tried as follows...

trick 1)Ace hrts 2)Ace diamonds 3)K diamonds) 4)trump a diamond in hand NOW you really need the diamonds to have broken 3-3...if they did

5) Ace sp 6) K sp 7) Q sp 8) play winning diamond 9) play winning diamond]

Am NOT going to analyse every hand in such detail but you can see from the above that the establishing route needed a break in diamonds-if that hadn't been the case there would have been all sorts of troubles. Better to play the easy ruffing line when entries etc are awkward. Lets move on.

2) this is going to start as a ruffer BUT might well turn into an establisher

trick 1)Ace hrts 2)Ace sp 3)K sp

we will say trumps have been drawn (if they haven't keep drawing them)

Now could prepare for the heart ruff but am going to put that on hold...

4)Ace diamonds 5) K diamonds 6) trump a diamond

Well ...? If diamonds have been established 7) Ace clubs) 8) diamond 9) diamond

If diamonds not yet established

7) play heart to create heart void –win return and go back to establishing diamonds

3) trick 1)Ace hrts 2)Ace sp 3)K sp

we will say trumps have been drawn (if they haven't keep drawing them)

Now could prepare for the heart ruff but am going to put that on hold...

4)K diamonds 5) A diamonds 6) lose a diamond

Of course we don't know how the suits are breaking but as ever everything is ready! –if the diamonds broke the last one in dummy is a winner (and we can throw a club on it)-even if diamonds don't work out we can still ruff a heart in dummy in a trick or two

4) all routes lead to success here I think – with so many entries I think we can combine lines as follows (and I am intending to make 13 tricks) –im going ruffing in dummy to begin with and establish diamonds later

trick 1)Ace hrts 2)K hrts 3)Ace diamonds 4)heart ruff

5) K diamonds 6) diamond ruff 7)Q sp 8) Ace sp 9) K spades Ace cl 10) winning diamond 11) winning diamond

5) this sort are harder to decide how to play (I find anyway) –if u go hrt ruffing u will have to ruff twice in dummy –not impossible but normally a huge risk of overruffs..

Anyway Im establishing as follows :-

trick 1)Ace hrts 2)Ace D 3)K D

4)diamond ruff 5) Ace sp 6) K sp

7) Q sp 8) play winning diamonds OR if diamonds NOT yet established ruff another diamond and then return to Ace clubs for last winning diamond.

Whats the moral to all this ? not sure ! Maybe if u r going establishing make sure there are sufficient entries in the dummy to enjoy the long suit.

- 6) Ace hearts. Ok ? Yes I know u don't normally ever lead a suit with AQxxx BUT when u and partner have bid the suit and there is nothing else very attractive then the Ace have it. (that was a sort of pun by the way for those on the point of questioning my literacy)
- 7) K diamonds. No doubt about it. You can afford it and it will certainly wake partner up and encourage them (to lead another)

8) Sorry this one slipped in from lessons an even more advanced group has.

"more advanced ? than us , are you sure "?

I will tell you the point of the question in a moment but you should be able to see that if this is a "natural Acol" auction then it is a nonsense.

What is North doing bidding 2Sp over their partner's presumed weak takeout of 2H ? It would be nutz.

So if your answer was ,well the bidding stinks if its natural then that's a good answer.

What I neglected to point out that this particular N/S are playing "transfers" (ie special responses to 1NT.) *Their* bid of 2H actually shows five spades and not hearts. So their bidding was not natural. The last part of the question was that your partner should have made a lead directing double (LDD) of 2H to ask for a heart lead. So don't despair if that didnt make much sense and apologies for including it.

9) 4H because partner has reversed promising 17+ pts.

As we have space and at least 1 person is shaky on reverses ...

Here are some reverse sequences showing 17+ pts
(I will asterix* the reverse call)

1H ----- 1NT
2S*

1C-----1S
2H*

1D-----1S
2H*

And here are some "normal" sequences that don't promise 17+

1S-----1NT
2H

1H-----1S
2C

1H-----1S
2D

from which u might be able to come up with your own idea what a reverse is all about