Homework answers transfers (i)

- 1) 2H partner has 5+ hearts and has transferred. You must complete the transfer.
- 2) Pass. Here partner;s 2D is natural and not a transfer. Remember –in interrupted sequences transfers are not played.
- 3) 2C Stayman
- 4) 2Sp Natural. NB again we don't play transfers in interrupted sequences
- 5) N S 1Nt-----2H 2S-----Pass
- 6) It looks wrong to carry on with the K hearts NB it might get ruffed anyway and also all you are doing is helping dummy's Q + J hearts to become promoted.

Its not the sort of dummy though that one needs to get too exceited about ie its balanced. A safe exit is the order of the day.

The 8 diamonds is best. Safe ? yes but more interestingly a putting the frightners on type of exit. You can see dummy should play the J diamonds for a winning finesse but your exit of the 8 diamonds may well put declarer off.

7) well... its not much different from above and a 8 diamonds exit is safe.

However .... If you trust your partner (well do you ?)

(i) partner played the 3 hearts which is a S.P.S (look it up) asking for a club.

Hopefully they hold the Ace clubs and so we lead the 2 clubs to their Ace and they return a club to our King. Perhaps we can then give partner a club ruff.

Might you anyway lead a club ?( even if partner is one of those who you can never be sure are thinking bridge thoughts ) – well perhaps; we are very very unlikely to beat this contract unless partner has the Ace clubs so perhaps we should lead a club regardless. We can always glare afterwards if she hasn't the Ace.

## 8) 5 losers and 8 winners.

With that many losers (or so few winners) you need luck. Here you will need a winning diamond finesse and the diamonds to break reasonably.

The intention is to establish the long suit (the diamonds) in the dummy.

You could draw a trump or 2 but this is actually best :-

Win Ace hrts . Finesse the Q diamonds. Play Ace diamonds. Ruff a diamond HIGH.

Now depending on whether the diamonds have been established ...in which case simply draw trumps and end up in dummy to play winning diamonds ( and make 11 tricks ) OR

The diamonds have not yet been established ...in which case return to dummys 10 sp and ruff another diamond HIGH ...then finally return to dummy to play the last winning diamond ( makes 10). Not hard really as long as you saw the need to 9 establish the long suit in the dummy

- 9)i) 8 Top tricks: Play. K spades. Play A + K + Q hearts NB if the hearts break the 9 hrts in dummy is now our  $9^{th}$  winner. If the hearts don't break. Play K spades and then a small diamond to the J. NB we were able to "check" out the hearts and when they failed us resort to the diamond finesse.
- (ii)8 top tricks. Less room for manoeuvre. The choice is between playing A + K + Q hearts hoping the 7 is a winner OR finessing the J diamonds. The 3-3 heart break is only 36% whereas the diamond finesse is 50% so the diamond finesse is the correct play.