

## Homework answers -protection

- 1) Double right shape ( short in opener's suit and long in the others ) and 8ish + pts
- 2) 1Sp again right shape ( 5+ suit ) and 8ish + pts
- 3) 1NT 10-14 NB this hand has a "stop" in spades but it isnt essential as we hope that one reason partner passed is becuase they had spades
- 4) probably raise spades tho NTs are also possible  
How high ? opposite a "normal" overcall then 4Sp would be fair -here 3Sp is enough
- 5) Again NTs or Sp ? well the jury's out ( quite like NTs my self ) but whichever we won't *quite* bid game opposite a protective call.  
2nt OR 3Sp
- 6) This is one of those trick hands where despite holding good spades ( the A + K ) it will pay to duck the first spade lead. You lose nothing (extra) by this as we would always expect to lose a spade sometime BUT by losing it at the start you masy disrupt the defenders' communications ie one of them may run out and not be able to lead the suit back.  
The answer was " iii "
- 7) You need to go into aggressive desperate mode and play a diamond and hope partner has the Ace. Why ? Because the dummy is so strong and long in tricks that declarer will have no trouble drawing trumps and throwing losers away if you don't get cracking.
- 8) Well you should almost certainly switch to the 8 diamonds at trick 2 because the lead , and declarers play , strongly suggest that the declarer holds the K + Q + J sp. Which means ...partner has the Ace diamonds.Partner will win with the Ace diamonds and lead a diamond back and you will take 1 sp + 4 diamonds.  
Is there anything in the argument partner could have led the 10 from K109876 ? (and that you should return a spade ). Maybe, but I am switching to a diamond just about 525,600 times a year.
- 9) Funny double by partner. They pass then make a penalty double. Why didnt they bid if they have tricks ? The answer is that the suit they hold and have tricks in has been bid by an opponent. The double asks for a lead of dummys first bid suit.