

Quiz answers

The bids

- 1) 1Sp ..and not 4H. Why is this ? with 13-15 u need to bid a D.G.R to show your points ie start with 1Sp and whatever opener bids next bid 4H
- 2) 3H (10-12) 3)4H (gambling raise 3+ pts. Yes have seen it done with 3 pts)
- 4)3D jump shift 16+
- 5) 4H 6) pass or 4H ? well generally u need 16+ to raise a pre-empt OR 3 quick tricks. 4H might go down but those who like a gamble or who don't know any of the required point counts will bid it. 7) a slam is too far away but game will make. Bid 4H
- 8) Pass.
- 9)2C stayman 10) 3Sp strong takeout 11)6NT ie our 21 + opener's 12 = 33 = slam
- 12) 2H I suppose (weak take out)
- 13)3C stayman 14) ahem it seems we are on 10 again so 10) 3Sp strong t/out
- 11) 7NT 12)3NT a bid of 3D is for the birds
- 13) 3H checkback bid 14)pass . Partner has bid weak Stayman

The defence

- 15) 9 hrts to encourage 16) Ace hrts to unblock
- 17) i) 9 to encourage ii)8 to encourage iii) 2 to discourage

The play –NTs

- 18) (i) win and play a heart NB this is a S.W.S (look it up) –we don't need to play w.w.w when you can take 2 tricks in the suit [here the Ace and later the 10 diamonds]
- 19) (ii) take the hrt finesse. You don't feel delighted about this but is the best odds NB playing for a 3-3 break in spades is 36% whereas the finesse is 50%
- 20) (i) play Ace diamonds. Count your tricks ! you have 9. So win and run for home. If u took a finesse and it lost ...and they shifted to a club ...too awful to contemplate

The play suits

- 21) (iv) win with Ace and then play K then ruff a heart
- 22) (iii) best (tho(ii) will do); with 4 trumps in dummy no urgency to go a ruffin'. Just draw trumps. Why iii and not ii ? entries to dummy are scarce so may as well preserve when we can
- 23)Perhaps the hardest. You should be trying to establish the long suit in dummy by ruffing.
(i).Win Ace hrts . Win K diamonds –then Ace diamonds-then ruff a diamond-hopefullu the diamonds are established and u can draw trumps ending in dummy to enjoy the diamonds.

So how did u do ? 100% Give up you need a new hobby. 60%-----90% very good
50 % room for improvement 30%----40% lots of room for improvement 20%-30%
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