

## Answers Thurs 31

- 1) nothing wrong with 1NT - you have 6-9 and stops in opponents overcall suit
- 2) now 2H is correct and 1NT wrong. compare ans to 1 + 2 and work it out ?
- 3) good -2Sp is better than 1NT when u have a singleton
- 4) 2Sp is much to big a bid -a conservative 2D is correct
- 5) 3NT 19 pts and balanced *and* because partner may only have 3 card support
- 6) 4H. because ( chiefly) South has four hearts but also as their shape isnt best for NTs
- 7) Trick 1) w.w.w. let opps win spade lead 2) www. ditto 3) win Ace sp 4) a diamond any variation in that and you have missed the point(s).

(i) We are vulnerable in spades ( hence w.w.w. )

(ii) We have 6 top tricks only ( hence playing on hearts , admit it thats what u did , will only *even if the finesse works* net 8 tricks. So you need diamond tricks anyway.

Playing a diamond and continuing to play diamonds until 9 tricks are there is the way.

8) You know to lead back partner's lead of the spade. And... well tempting to cash the Q + K + A hrts I am sure before leading the spade. Or those who like to have a nibble of the cake slice even if they cant eat the whole thing will just cash one more heart before returning the spade. Alas that defence wont work.

There is a race in progress. Declarer is trying to establish a heart trick from their J1098; and they can't ( yet) as long as you hold the A + K + Q hrts. You would be helping the declarer if you cash hearts. Return partner's spade lead straight away whenever you get the lead. (the race is to see which side can get the extra tricks -your side in spades or declarers in hearts ).

9) 2D -not strong enough to raise the bidding so high with a 2H rebid (if you did and partner didnt like Hrts they would have to bid 3D)

9(ii)) 1Sp -bidding still at 1 level so no reason not to mention spades.

(partner can always go 2C if they dont like Sp )

10)(i) dont draw trumps.

T1) Ace hrts T2) K d T3) A d T4) Q d *throwing the 2 hrts* T5) NOW draw trumps

(ii) dont draw trumps.

T1) Ace hrts T2) 3 hrts *which the opponents win* T3) Win whichever suit is led ( you can)

T4) 4 Hrts *which you trump in dummy* T5) draw trumps

(iii) do draw trumps [ not a very good contract incidentally ; but we can try ].

T1) Ace hrts

T2) K S ( *which we will say loses to the Ace sp and the defenders continue to lead hrts* )

T3) QS

T4) if trumps have now been drawn we will start cashing diamonds. Ace diamonds

T5) K d T6) Q D T7) small club to the Q for a finesse

