

## Homework Answers -100% finesses

1) yes !

Can win the lead with the Ace diamonds.

Later , can lead the x diamonds from declarer's hand towards dummy's K10 and finesse the 10.

2)yes!

Different but the same in many ways.

The lead of the Q marks the leader with also the J Diamonds.

Can win the Q with the Ace { leaving K10 in dummy }.

When it suits us we can lead a diamond from declarer's hand and again finesse the 10.

3)yes!

Can win the lead with the King diamonds.

Later , can lead the x diamonds from declarer's hand towards dummy's A10 and finesse the 10. {same as Q}1 }

4)Hmmm... no !

The lead doesn't help.We cannot get a second trick in diamonds.

5)yes!

Can win the K diamonds lead with the Ace.

{This leaves xx -----Jx }.

It is a simple matter now to lead the x from hand towards the J.

The J will make in due course.

6)yes!

Well the lead of the K pinpoints the whereabouts of the Q.

We can win with the Ace and later ..... when in declarer's hand, lead an x to the Jx in dummy. The J must make

7)no !

The lead doesnt help us get another trick in diamonds.

8)no!

The lead doesnt help us.

9)yes!

Quite possibly the lead is from something like Jxx(x) { which in turn means the leader's partner has something like Qxx }.

By playing low on the lead it is likely that the third player will play their Q which we will win with the Ace.

The resulting position will be :

xx----- K10

and a simple finesse of the 10 will make an extra trick.

10)yes! {same answer as to 9 }

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There may have been the odd error/discussion point here !

I *think* my answers are completely correct { no surprise there } and that although some questions *seem* to have more than one answer available , if you analyse carefully you will see that the answers below are right !

Still , email if you don't agree and I will look again.

11) b gambling raise

12) f strong take-out *not e -do you see why ?*

13) e limit bid { 10-12 }

14) c forcing takeout into 5 card suit

15) d limit raise { 6-9 } *not c -do you see why ?*

16) a delayed game raise

17)

i) Q Hrts lead -----play the Ace.

You know declarer has the King so you risk losing the chance to make a trick with your Ace if you don't play it now.

ii) Ace D led -----play the 10

You must signal encouragement to partner { you want the suit to be continued to be led so you can make your Q.}

iii) 8 clubs led ----- play the Q.

Simply play the lowest of touching equals.

18) Our three forced discards will send a message to partner.

If we throw low cards in a suit we will be saying that we dont want that suit led; and if we throw high cards we will be saying that we do want that suit led.

Our hand here presents a third possibility in that we do want a club to be led { we hold AQJ2 } but , if we throw thhe 2 clubs partner will think we dont want a club led.

The solution is to discard something like this :

1st discard: 3 Hrts { message = dont like Hrts}

2nd discard : 2 diamonds { message =dont like diamonds}

3rd discard : 4 Hrts { message = still dont like Hrts }.

A good partner would work out that we do want clubs.

19) 7NT. Partner's quantitative bid of 5NT asks us to { in effect } bid 6NT with a minimum holding or bid 7NT with a maximum holding.

