

Homework Answers Delayed overcalls

- 1) i) correct not to overcall the first time ie suit and pts aren't good enough
ii) correct to now bid 2Sp ie having passed initially , partner won't expect much more than we have for our delayed overcall.
- 2) i) correct not to overcall the first time
ii) correct to now bid 3C ie one opponents has bid a weak takeout and may even be very weak.
- 3) i) correct not to overcall the first time ie suit and pts aren't good enough
It is true that there are those who would overcall on this to begin with though why is not so clear.
ii) correct to now bid Pass. The reason it is not safe to overcall even at our second turn is that the opponents have not found a fit and there is no certainty that our side has a fit either. Keep mum.
- 4) i) Should bid 1Sp straight away.
ii) correct to bid 2Sp now BUT as I have said , really we should have overcalled straight away.
- 5) i) Should bid 2Sp straight away. NB when we bid 2Sp over 1NT it only shows a good suit and 10-15 pts ie there is nothing special about an overcall over 1NT.
ii) correct to bid 2Sp now BUT as I have said , we definitely should have overcalled straight away.
- 7) i) correct to pass initially. ie average suit -suit only 5 cards -poorish points-poor shape.
ii) correct to Pass now too. The opponents have not found a fit and we may be walking into trouble if we make a delayed overcall.
- 8) i) correct to pass for the first two rounds
ii) correct to bid 3Cl now; it is now , when the opponents are limited { not strong} and have found a fit that inspires (!) us to bid .
- 9) Take out double ; usually 12+ pts with a shortage on opponent's suit and length in the other three suits. Requesting that partner bid.
- 10) Penalty double. 16+ pts . {ok , maybe 15+ }. A double of NTs is always penalty.
- 11) Penalty double. 16+ pts . {ok , maybe 15+ }. A double of NTs is always penalty.
- 12) Lead directing double; request that partner leads a club NB the 4C bid was a splinter of course. Any double of a conventional bid is a LDD.
- 13) Lightner double. Telling partner and anyone else that is listening that you have a void somewhere and if partner would lead their longest suit then you will in all probability trump it.

14) Win with the Ace clubs. Cant draw trumps yet as the opponents will cash the Ace sp + ace Hrts.

Time to try a ruffing finesse.

Trick 2 , lead Q clubs..... if the K is played on the Q we ruff and return to dummy with the Ace diamonds to play the J clubs and throw our Hrt away.

{ if the K clubs was not played on our Q , then we *pass* the Q and hope it wins and throw our Heart away anyway }.

15)Well this should be meat and drink to you by now but I have a feeling that people have forgotten all about the *forcing defence*. The correct play now is

the K Hrts *knowing that the declarer will trump this lead*. Our hope is that the declarer will run out of trumps and actually they are bound to.

They started with 5 spades , trumped our Ace Hrts taking them to 4 Spades.

They lead a spade to our Ace { so they only have 3 spades} and when they trump our K Hrts they will only have 2 spades left.

Meanwhile we have three spades ourself ie we have more trumps than declarer!

Every time we get in we will punch declarer with another Hrt lead and so will always have more trumps than them.

The contract is doomed if you play this way.