

Homework answers { Review March 2010 }

1) 7 top tricks

Need to get extra tricks from diamonds. We have 8 diamonds missing the Q so .. best is to finesse the J diamonds ie lead the 6 towards the J and play the J.

2) 6 Top tricks

Need to get extra tricks from diamonds. We have 9 diamonds missing the Q so .. best is to play the diamonds "from the top" ie play the Ace then K .

3) There are 8 top tricks. The choice is between a Hrt finesse { 50% } or playing spades hoping they break 3-3 { 36% }. The finesse is best of course.

4) I made this question harder { and more interesting ! } than I think I originally intended . There are only 7 top tricks and the extra 2 tricks will have to come from a diamond finesse or a heart finesse and a spade break. Unfortunately you can't try both finesses as you don't have the entries. Either finesse is 50% but it is the Hrt finesse that should be taken. This is why. You hope {!} that the Hrt finesse will win { taking you up to 8 top tricks}; now you play the A + K + Q sp and the 2 spades may be a winner, if it is the contract is made; if the spades don't break 3-3 we have one last chance up our sleeve(s) -we can play the Ace + King of diamonds hoping the Q will drop.
OK I know I know , I will set easier questions another time.

5) Partner's lead of the 2 diamonds is distinctly odd... normally a lead of a low card promises an honour and that is impossible here. Unless partner has got it wrong (again) the lead must be a singleton. When declarer starts drawing trumps we must JUMP up quickly with the Ace of trumps and lead a diamond for partner to trump.

6) Bid 2 H. One doesn't normally support partner *straight away* with only 3 card support but when there is an overcall this is fine.

7) Bid 2 H. One doesn't normally support partner *straight away* with only 3 card support but when there is an overcall this is fine. Hopefully you didn't think 1NT was the right call ?

8) We should bid. Why ? well partner may have got shut out of the auction for one thing and may have a smattering of points , for another , you won't win at this game if you just lie down and let opponents walk { bid} all over you.
2H is alrightish but a more professional bid would be double which of course is a take-out double.

9) a) Pass b) 2H c) 2H { i quite like Pass but seem to be in a minority of one in this}.

10) Having bid 2H and hear the opponents bid the inevitable 2S we must now bid 3H.

11) i) if the Q Hrts is played we must play the K -this will no doubt lose to declarer's Ace but in time partner's Jack will be promoted into a winner (as will our 10).
ii) if the 9 Hrts is played now we should play the 10. This loses to declarer's Ace but later our King will make.

12) i) 4 losers { 1 x spade 2 x hrts 1 x club }

Daren't draw trumps as the opponents will grab the Ace trumps and take their 4 tricks. We must play diamonds and discard a Hrt. If this passes off ok we can then draw trumps.

ii) 4 losers { 1 x spade 1 x Hrt 2 x diamonds }

Need to trump a Hrt in dummy. Wrong to draw trumps first as there wont be a trump left in the dummy to trump with ! ie sharp defenders would take the Ace of trumps and play another trump.

Simply play A + K and another Hrt and then trump it. Now draw trumps.