

## Homework answers review card play

- 1) Q sp. { The hand is straightforward. Leave the opponents with their master trump and simply play out all of the winning diamonds. No doubt the defender with the trump will use it at some point but the declarer cannot fail to make 10 tricks }.
- 2) Q Diamonds { This is the "other" type of hand where the declarer's trumps are not their only problem ! }. In addition to coping with the bad trump break the declarer also has to establish the long diamond suit. On such hands the best technique is to leave the trumps for the moment { and leave a defender with two trumps } and set about establishing the diamond suit. After the diamonds have been established { ie after an opponent plays the Ace diamond } the declarer goes back to drawing one more trump (only) . The declarer leaves one trump outstanding and plays winning diamonds.
- 3) Q sp. { the play is similar to hand 1 }
- 4) 4 Diamonds { the hand is played as in hand 2 above }.
- 5) Ace clubs. {NB no finesse need be taken at this point -the declarer if they wished could always take the club finesse later if they wished anyway }. On this hand declarer plays the J diamonds and 9 tricks are assured with no risks { and no finesses }.
- 6) Qcl. { Here there are two points} -
  - i) the declarer can never make 9 tricks unless the club finesse works -you *need* the club finesse to hold.
  - ii)there is no way of delaying this sort of finesse ,thx xx -----AQ; if you want to take the finesse you have to take it now.
- 7)Ace clubs -here you have 9 tricks "on top". Perhaps the club finesse will work BUT there is no need to risk it . It is possible if the club finesse lost the opponents would switch to spades and take you 1 or 2 off.
- 8)Ace clubs -the hand is uncertain BUT there is no need to take this finesse straight away ; declarer will have to decide whether to play on Hrts or spades and no doubt may return to the club finesse later if they need to.
- 9)The easiest play is to lead the 7 diamonds in an attempt to establish the diamonds ( to "knock" the Ace diamonds out ). This is better than embarking on ruffing Hrts in dummy.
- 10)Again -establishing the long suit is preferable to the uncertain route of trumping Hrts.

NB re 9 + 10 It *may* be that declarer decides later in the hand to give up establishing diamonds and to revert to the line of trumping Hrts in the dummy. The point is that the declarer can have their cake and eat it by first trying to establish diamonds.

11) Tricks light	Not Vuln	Vuln
1 off doubled	100	200
2 off doubled	300	500
3 off doubled	500	800
4 off doubled	800	1100

you can no doubt come up with your own mnemonics --- I remember the following.

Not vulnerable doubled scores are : 1 3 5 8

vulnerable doubled scores are : 2 5 8 11

12) South doubles the opponents 1NT. NB with 12 pts { or 10 + in fact } South should double an intervening 1NT if their partner opened the bidding.

13) 1S-----1NT  
3Sp-----4Sp.  
with 15/16 and a six  
card suit opener  
should jump

1H-----3H  
4H.  
Opener has 14 and a  
singleton surely enough  
to raise to 4. Responder's  
bid of 3H was correct. You  
know why they didnt bid 2H  
presumably ?

1S-----1NT  
Pass.  
With 15 or 16 and a balanced  
hand opener passes in this  
sequence.

14) Its a dodgy slam of course.

To make 13 tricks you will need both the Hrt finesse and the spade finesse.

At trick 1 you play the Q Hrts. If after you open your eyes the Queen has won the trick you next lead a spade , leading the 4 to the Q. If that finesse worked then you need to return to the dummy to finesse in spades again. You can either lead a Hrt to the Ace to get there { or more imaginatively } play the Ace diamonds , play the King diamonds , play the Queen diamonds and trump it . However you get to the dummy , you lead another spade from dummy and lead to the Jack. Probably the trumps have broken and you need no more finesses and can play the Ace to drop the King .Well played.