

Homework -play hands /making the best of it

1)

(i) spades = 3 top tricks
hearts = 0 top tricks
diamonds = 2 top tricks
clubs = 1 top tricks

ii) spades = 0 *potential extra tricks*
hearts = 1 *potential extra tricks*
diamonds = 1 *potential extra tricks*
clubs = 2 *potential extra tricks*

iii) Win the spade lead. Lead a small club to the 10 in dummy. This finesse will probably lose. If a spade is continued, win this and take a second club finesse { ie lead the 9 and play the 8 from dummy}. This finesse will probably win !. Take a *third* finesse in clubs leading the last club from hand to the J in dummy.

We have now added 2 x extra tricks to our original 6 top tricks.

Now for our 9th trick we play a small Hrt to the K. { if this wins this is our 9th trick; if it loses then our Q Hrts in dummy will automatically have been promoted into becoming a winner ie our 9th trick }.

2)

(i) spades = 3 top tricks
hearts = 0 top tricks
diamonds = 1 top tricks
clubs = 1 top tricks

ii) spades = 0 *potential extra tricks*
hearts = 3 *potential extra tricks*
diamonds = 2 *potential extra tricks*
clubs = 1 *potential extra tricks*

iii) Win the spade lead. The first suit to play on is the one that provides the *most* extra tricks. ie the Hrts. At trick 2 play the K Hrts. { This will probably lose to the opponent's Ace-if it doesn't, keep playing Hrts until the Ace has been forced out }.

The opponenst when they take the Ace Hrts will continue with another spade which we win.

NB we started with 5 top tricks and have added 3 extra (Hrt) tricks.

We are now going to look for our 9th trick.

Leading a small diamond to dummy ie a finesse of the J diamonds, is the best play. We lead the 3 diamonds and play the J from dummy. If it wins then we have made 9 tricks. If it loses ...no problem because our Q diamonds necessarily has now been promoted into becoming a (9th) winner.

3) 1Sp -----4Sp

The 4 sp bid is wrong,. That bid shows a weak gambling hand. With the actual hand responder should have replied 2D { ie the first bid in a DGR sequence }.

4)1H-----2D

2S-----3NT

I expect you got this wrong !!!!!!!!!!!!!!! Still time to check back to see if you are happy with your answer. You are ? OK here goes.

Opener's rebid of 2SP { a "reverse" , a bid, "going up the line" } was made with only 12 pts and was thus rubbish. {Responder's bid of 3NT with 11pts was correct given that opener was supposed to have 15 pts }.

5) N	E	S	W
1S	1NT	P	P

South was wrong -with a presentable , nay biddable six card diamond suit they should have bid 2D. Yes with 6 pts. Don't they need 10 pts to bid at the two level ? No no no.... because , with , 10 pts , they , should, of course, DOUBLE the 1NT call. {Have mentioned this a few times}.

6) play the 3 Hrts -a discouraging signal. Yes we hold the J BUT we are not going to get a quick trick with that card. Play low to put partner off leading Hrts.

7)play the 10 Hrts { not a mealy-mouthed 3 Hrts }. You hope/expect to get a Hrt trick from the Q so encourage with the 10.

8)Play the 8. A Hi-lo signal. You wish to trump the third round of Hrts so you must encourage partner to keep leading Hrts.

9)Play the J. Same answer as with Q8 above. Playing the J and then the 3 will be a Hi- lo and partner will continue leading Hrts and give you a ruff.

10) Play the 7. *Not* the same answer as Questions)8 + 9 above.

Why with Q 7 do we not play our highest to show a doubleton ?

There are two answers to this (actually maybe a third as well).

1) the Q is considered too valuable a card to "waste" by playing it on partner's Ace { to start a Hi - lo }.

2)the play of a Queen under partner's lead of an Ace has a special conventional significance. It actually shows the Jack as well.

ie when the Ace is led if partner plays the Queen they are saying they also hold the Jack.

3) Even though the Queen is not played from Q x ,opener can usually divine from the card partner plays what is going on ! Try it and see.

11) We need to take a spade finesse to give us any reasonable chance of making the contract. To do that we will need to get to dummy. Win Ace Hrts at trick 1. At trick 2 lead the King Hrts and trump it in dummy. Now lead a spade from dummy and play the 10. Theres no way back to take another trump finesse so we next play the Ace and hope the King spades drops.