

Homework answers

Q1)

1) 1Sp ----- 4Sp

D) AQxx	KJxxxx
KJx	Axx
AJx	x
Qxx	Jxxx

2) 1Sp-----2D
2H-----4Sp

E) QJxxx	Kxxx
KJxx	Axx
Qx	AKxx
Ax	xx

3) 1H-----2Sp
3Sp-----4Sp
4NT-----5D
6Sp

F) Qxxx	KJxxx
AJxxx	KQ
Ax	Jxx
KJ	AQx

4) 1Sp-----2H
3H-----4H

G) AQxxx	Jx
Kxx	AJxxx
Kxxx	AQx
x	xxx

5) 2NT-----4NT
P

A) AQxxx	Kx
KJx	Axx
AQx	KJxx
Ax	xxxx

6) 2NT-----4NT
6NT

H) AQJxx	Kx
AQx	xxx
AQ	KJ109
Kxxx	Axx

7) 1NT -----2C
2Sp-----4Sp

B) AQxx	KJxx
KJx	Axxx
Qxxx	x
xx	AQxx

8) 1NT-----3Sp
4Sp

I) xxx	AKJxx
AQ	xxx
AQx	Kx
Jxxxx	Kxx

Q2)

You are in 6Sp

Obviously being in 6Sp missing two Aces is not so bright , but , depending on the lead you may still get away with it.

A diamond or spade lead would be curtains { as would a club lead -if you did get a club lead you would be stuck in dummy with nowhere to go }.

However -on a Hrt lead you can make 12 tricks as follows:

trick i) win Ace Hrts -throwing the J diamonds

trick ii) win King Hrts -throwing the Q diamonds

trick iii) win Queen Hrts -throwing the K diamonds

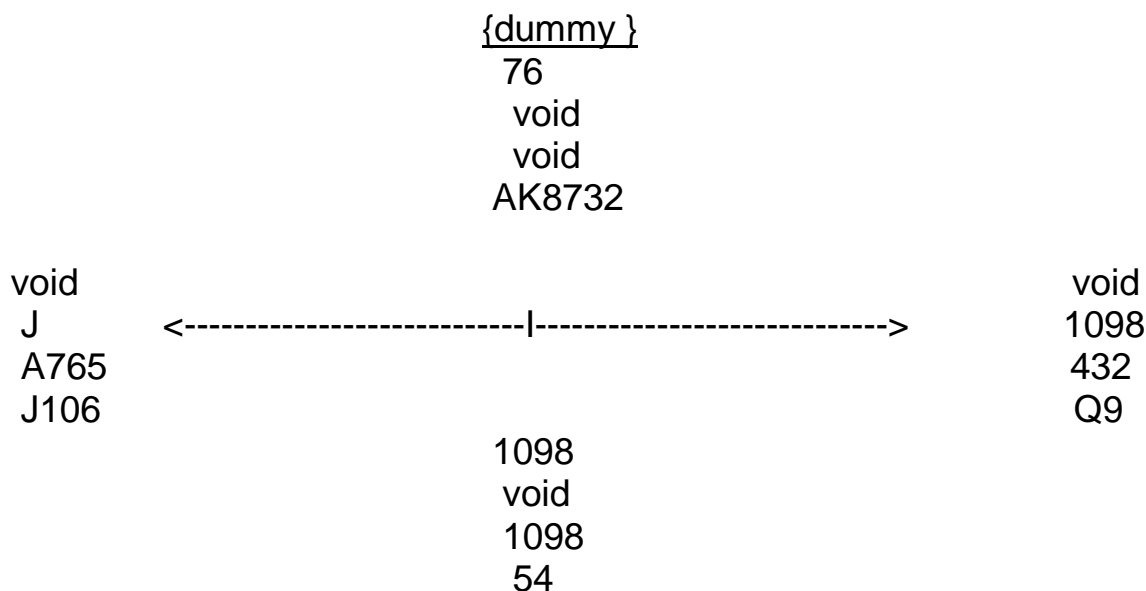
{{ you have managed to throw all three of your diamonds away from the dummy and have created a void in diamonds in dummy }}

Now we need to draw trumps.

trick iv) play K sp -losing to the Ace spades

trick vi) the defenders may lead another spade which you win with the Q.

Here is the position:



There are two possibilities from here. The first is the more elegant.

a)

trick vii) play 10 diamonds !!!! -if the defender plays their Ace on your 10 you of course trump in dummy- if the defender plays a low diamond on your 10 then you don't need to trump in dummy { and can discard a club}. You simply repeat the process of leading diamonds until the Ace is played and ruffed. Called a ruffing-finesse for those who want to know.

b)

trick vii) play 4 clubs to the Ace.

trick viii) play K Clubs

trick ix) play a small club and trump in hand { you have established the clubs}

trick x) play a diamond and trump in dummy.

trick xi/xii) play winning clubs throwing diamonds.