

Homework -2nd player plays + honour splitting

1)

- a) play small spade
- b) play K Hrts NB if u dont play it now your King may never make
- c) play small diamond -there will be plenty of chances to make our Ace later; best now is to play low and see if partner can contribute a trick.
- d) play Q clubs -again -if u dont play the Q now u may never make a trick with it.

2)

- a) play J spades ie split our honours
- b) play Q Hrts ie ditto
- c) play 10 diamonds -hmmm ,well I can see that playing low will probably be as good as anything else BUT you might as well do these things "properly". Split 'em.
- d) play J clubs -easy game bridge.

3)

- a) play small spade
- b) play J Hrts -splitting your honours
- c) play small diamond -more difficult -probably there will be a chance later to make our Ace ;if u feel that, then play low. If u think declarer might have a singleton King you better play your Ace. No "right" answer tho the bidding may put us on the right track. The point about wishing to play low is that if u jump with your Ace u may make it easier for declarer to make both the Q in dummy and King in hand.
- d) play Q clubs -

4) North has 17+ pts and 5 Hrts and 4 Spades

South has 8/9pts and 3 Hrts. All about reverses dontcha know ?

5) Win Ace diamonds { well played , you're coming on}

Draw trumps . Now there are two lines of play.

Line 1) { this is not the best line as we shall see BUT it is ok and if this is what u tried dont reproach yourself. Most goodish players would try this.}

Take Heart finesse. If it wins we make 12 tricks if it fails we make 11 tricks. ie 50% of the time we make 12 tricks and 50% we don't !

Line 2) {very much an "expert" play in the past -BUT perhaps some of you fledgling experts played it this way or tried to play this way ?}

Play all the clubs ending in dummy. You are now left with the following cards:

(declarer)	(dummy)
Q98	J107
AQ	32
J	4
void	void

Play the 4 diamonds to the J diamonds . This is a *throw in*.

The J diamonds will of course lose to the leader's Queen diamonds.

Unfortunately for them they will have to lead a Heart { straight round to our AQ }, or give us a ruff and discard. This throw in play makes the contract 100% certain.

