

Homework counting tricks

Post script - having done the homework myself I would say the first 4 Questions are tough (very tough) and that even experienced players might not get them all right. It shouldn't really put you off if you score less than your usual 100% however; if you get some wrong put them away for an hour or a day/week and go back and see if you can reprise the correct approach to solving the problems. It is the solving method that is important to try and understand.

1) Well first we have to decide whether to JUMP up with the Ace spades; its rather odd (if you like to think of things in those terms, that declarer is playing a spade with all those diamonds in the dummy).

Counting declarers *presumed* tricks....

Declarer has : Ace Hrt + K Hrts + Q Hrts (probably Q hrts because partner played low at trick one) + 5 x diamond tricks {AKQJ10} (reasonable to guess declarer has the K Dis or they would be playing a Di); ie all equalling 8 tricks. Perhaps they are trying to "steal" a 9th trick with the Q sp in dummy.

Time to act decisively !. Win the Ace spades and lead the Q clubs.

2)These are hard !!

If you count declarer's likely tricks you will see they don't amount to more than 8. They are : A + K Hrts ; 5 x diamonds ; Ace clubs (probably).

There is no reason not to win the K spades and continue our leads of Hearts. Declarer WILL NOT make 9 tricks if you defend like this.

3) Declarer's likely tricks are :-

A + K + J Hrts ; 5 x clubs { ie they hold AKQ54 and those are probably all winners}; again it looks like they are trying to steal a 9th trick with the Q sp.

It certainly looks like the time to stand up { having counted} -come the hour etc etc no more cliches -play the Ace diamonds { like a man - damn another cliché}.

4)This too looks difficult to me.

Declarer hasn't played on diamonds which I find suspicious. With a nice suit like QJ109 why aren't they developing the suit ? Answer -they don't need to- the diamonds are all winners. The mist rises

Declarer has :- 2 x club tricks ; 4 x diamond tricks ; A + K Hrts ; if they also hold the Ace spades then they have 9 trickswell they might or might not BUT we may as well assume they don't! Play a spade. If partner holds the Ace spades we beat the contract.

5) Plan: establish the diamonds.
There are variations eg you could just duck the first or second diamond also.

Trick 1) A Hrt
Trick 2) 4 D
Trick 3) 6D
Trick 4) 7d

Trick 1) 6 Hrts
Trick 2) A di
Trick 3) K di
Trick 4) 2d

6) Plan: establish the diamonds.
You will have to make sure you have an entry to the diamonds; Also you must w.w.w. in hrts.

Trick 1) 4H
Trick 2) 5H
Trick 3) AH
Trick 4) 3D

Trick 1) 2H
Trick 2) 3H
Trick 3) 6H
Trick 4) 2D !

7) Plan: Discard losers.
Need to throw losers before drawing trumps.

Trick 1) A H
Trick 2) AD
Trick 3) 2C
Trick 4) 3H
Trick 5) 4H

Trick 1) 5H
Trick 2) 2D
Trick 3) Q C
Trick 4) K D
Trick 5) Q D

8) Plan: Trump a Hrt in dummy.
(there are variations e.g ducking the Hrt lead would also work).

Trick 1) Ace H
Trick 2) 4 H
Trick 3) A S
Trick 4) 5 H

Trick 1) 2H
Trick 2) 6 H
Trick 3) 3S
Trick 4) 7 S

9i) 1S-----2S
Pass.

9 ii) 1S-----4S {gambling raise}
Pass.

10) 1S-----2H
3D-----3S
4S

10ii) 1S-----2H
2S-----3S
Pass.

{opener rebid 2S and NOT 3D which would be a reverse}

11) Answer : " C".

This is an old fashioned treatment of Stayman.

The 2C bidder ignores opener's response and merrily bids their own

major at the *three* level. It shows { or perhaps *shew* } an invitational distributional hand with a longish major.

Few still play this but you may yet meet someone who does.

(In fact I myself use the bid and it nicely closes a gap in the Acol system of how to invite game with a long major. It is in decline because the hand can be bid using transfers without recourse to Stayman).