

Homework answers -establishing or ruffing

1) There is no problem if you draw trumps.

Simply win Ace hrts { don't embark on a cross-ruff -its too complicated !!}, do draw 3 rounds of trumps.

Then play clubs until the opponents take their Ace clubs.

You will lose only : 1 Club + 1 diamond

2) More complicated-reason is that you only have 3 trumps in dummy.

Best is to play clubs straight away { and not draw any trumps}; when the

Ace clubs has gone you can draw trumps ending in dummy. Yes there are variations on this and still some troubles ahead BUT thats the plan.

3)

i) with this one you can never gain entry to the dummy even if you could establish the clubs. Best is to win and then ruff a hrt -come back to Ace diamonds , draw trumps, play K clubs. Makes 10tricks.

ii) easier now to establish Clubs. Dont draw trumps or trump hrts; play clubs, when ACE has gone draw trumps. Makes 12 in theory

4) Its the same type as the others but slight variation; the choice as ever , is - go for ruffs (in hrts) or establish long suit {clubs}.

Win Ace diamonds -DONT draw trumps -take club finesse

(and basically) take it from there.

If finesse works will make 12 , if it fails probably make 10.

5) Well the declarer didn't quite go for the best chances { and actually played for defensive errors -which duly occurred ! {see below}}. Probably playing for a 3-3 club break and then throwing a losing Hrt on the 13th club was a better bet.

But the contract is doomed because of the bad split in trumps.

So how come 4 Sp made ? Both defenders were at fault.

1) Defender Y covered the Q sp with the Ksp thereby losing the K spades which ALWAYS should have made a trick.

2) Defender X decided to jump up with their Ace hrts allowing the Q HRts AND K Hrts to both make.

It was all to do with covering hons (or not) and 2nd player playing low (or not).

6) Short answer , "yes" !

a) 2NT is forcing in this sequence ie if N has 15+ and S has 10+ what is South doing passing 2NT ?

b) South's 1NT means they haven't got a 4 card suit(think about it).

c) 2H was strong and 3C was a positive; after that neither player can pass until game is bid.