

Homework answers -practise hands

1) b) 4C splinter

Showing a singleton *and* 4 card trump support is always the best way to show a constructive raise. (of the other choices a) 2d starting a D.G.R isn't too bad; c) 4Sp is completely wrong as you are much too strong)

2) b)4Sp

The 4Sp bid completes the Delayed Game Raise the other bids are inadequate.

3) c) 1NT

1NT in this last seat { the "protective" seat } shows 10-14.

The other choices are all flawed.

4) a) 4Sp

East responds to her partner's take out double and makes sure with 14 pts to bid to game.

5) The best line is to :

Win the Ace clubs and to play three rounds of diamonds discarding a club from declarer's hand. Then trumps can be drawn.

Two other lines { both weaker than the above } are :-

- i) take the club finesse at trick 1 (the Queen could win and then there are no problems).
- ii) Play the Ace clubs at trick 1; finesse the J Hrts (and if it wins ...) , play the Ace + King Hrts throwing the Q clubs away.

6) On the basis that the 6 clubs lead is 4th highest , you simply play the 9 at trick 1 *expecting* it to win.

7) An example of a defender using the rule of 11 to good effect - you simply play low at trick 1 (playing the 2) because you expect partner's lead of the 7 to win the trick.

8) We would have led the K spades no doubt (or maybe the J diamonds) but partner's double changes things.

Why have they doubled ? Of course it is a Lightner double and partner has a void *somewhere*. We will have to guess which suit partner is going to ruff (and might misguess) but a club seems the most likely. ie we have 5 clubs , dummy has bid clubs themselves (and may have 5 or 6) so it is clubs that partner rates to be short in if anything.