

Homework Answers -raises and slams

1) 1S----- 4Sp

A *gambling raise* ; the bid of 4Sp can be quite weak in terms of points (as few as 6 as in this example)but will have good distributional features ie extra trumps ,shortages in other suits.

2)1Sp-----3Sp

A *limit raise* ; in this case showing 10-12 pts. You did bid 3Sp ? { and not 2 Sp ? }. Good. You realised that the 5th spade allowed you to increase the point count from nine to ten.

3)1Sp -----3H

A *jump shift* showing 16+ pts.

4)1Sp-----4D

A *splinter bid* showing trump support and a singleton diamond. Generally showing 10 ---15 pts }.

5) 1Sp -----2D

Responder starts a *Delayed Game Raise* sequence.

6) 1Sp -----4C

Another splinter raise. NB responder could have also bid a D.G.R BUT a splinter is a more useful bid.

7) 1s-----4C

4D

Important to cuebid here as opener is worried about Hearts and needs partner to cuebid back in the Hrt suit.

8) * The bidding as given was wrong -sorry - notwithstanding that (!) the answer following is correct.

4NT Blackwood is reasonable here and the best bid. Opener has a control in all suits so only needs to know how many Aces partner has.

9) Pass. Partner has bid a gambling raise and opener needs a far better hand than this to initiate a slam move.

10)* And here you may wonder why opener didnt open 2NT.Again ,*notwithstanding* that -the following answer is correct.

Cue bid needed. Opener should bid 4C { or 4D}. Opener hopes that partner will cuebid back in Hearts. NB cuebid when you have a suit unstopped ,Blackwood when you have stops in all suits.

11)4NT. Partner is known to have 16 pts and so slam will make as long as we have 3 or more Aces. Blackwood's the answer.

12)Slam is likely to make if partner has the Ace of Diamonds { and won't make if partner has the Ace of Hrts}. To find put what partner holds we cuebid 4Cl.

13) Partner was a duffer.

All they had to do was win the Ace Hrts at trick 1 and play a spade at trick two.
{No doubt the opps would take their Ace spades at some point BUT we would have 9 tricks }.

14) If the spade finesse works then 12 tricks will be easy. You can't really say that that it is such bad play to take a spade finesse here BUT there is a better chance.

Play three rounds of clubs throwing a HRt, THEN take the spade finesse.

The point is that if you can get rid of your Hrt you can't fail to make 12 tricks and might make 13 if the trump finesse works.

15) Against 3NT you would have led the 3 Hrts or 2 diamonds.

Against 6NT , 4th highest leads help declarers more often than the defenders.

A completely passive lead is best. Lead the 10 clubs.

16) Throw two clubs { the 3 + 7 clubs }.

Throw three Hearts ! { the 9 + 10 + J }. This will leave you only one Hrt, the Queen.

A bit extreme I know !!!

{ the danger of throwing another club , and coming down to a single King clubs is obvious; equally , if you throw even 1 spade , then dummy's spades will all be good }.