

Homework -slamming

- 1) 4Hrts is probably enough. The poor trump suit puts a damper on things.
- 2) 4NT -partner's D.G.R plus our points and controls make a slam a fair bet.
- 3) Hmm .. really we have to pass because of our three small spades ie we have no "controls" in the spade suit. Sometimes this approach will have been too cautious e.g partner may have a singleton or void spade and 12 or 13 tricks can be made. There is no way of us knowing this so passing and making a certain 4Hrts is better than going down in 6 { or 5 Hrts }.
- 4) Pass. 33 pts are needed for 6NT. Partner has 19 and we have 11 so no point in going past 3NT. *Couldn't I just bid 4NT ?* No NO A thousand times NO.
Pass is the call.
- 5) 4Hrts is enough. Please note that 4Hrts is not a "shut out" (or whatever the latest misnomer currently being used in *la cuisine*)- opener is free to go on and having heard our positive response of 3D will know that we have an A + K.
- 6) All systems go -4NT is fine. We have the trumps , the controls (and good distribution) now we need to be sure we have enough Aces.
- 7) Pass -reluctantly perhaps but we are wide open in Hrts { we have no control in Hrts}.
- 8) This looks better -partner has 16+ pts and a good spade suit -we have the necessary controls in the side suits so 4NT it is.
- 9) Well a problem really -we have the points { partners 18/19 and our 14} and we have controls in the side suits ; the only downside is our lousy trumps. If you are prepared to gamble that partner's trumps will be good enough {you would need partner to have AKQx to be sure } then 4NT Blackwood is the answer (and then chance 6Hrts). Another possibility is to ask for Aces and , assuming that we have 3 or 4 to bid the slam in No Trumps. ie ignore the suit fit and the inherent problems in the Hrt suit and play in 6Nt. I like that idea best.
- 10) 2NT -5NT huh ? what can that mean ...oh yes it was in a handout I remember.
It is a grand slam invitation.
We are to bid 6NT with 20 pts and bid 7NT with 22.
Well we do have 20 so perhaps better settle for 6NT BUT those Diamonds do look inviting. They are surely worth 5 tricks.
7NT it is.
- 11) Don't like the sound of this, We seem to have 28/29 points but there are a lot of doubts. The poor trumps and the lack of controls suggest 4Sp is enough.
- 12) 1H --3Sp that's an unusual auction . What can it mean ?
3Sp was a triple jump so denotes a preemptive bid.
Our lack of controls in clubs suggest caution is the watchword here. Settle for 4Sp.
- 13)

The contract is 3NT { and that is important as you will see }.

Partners 9 lead is clearly top of nothing and in a suit contract there would be no point in returning the lead. We would definitely switch , perhaps to the weakest suit in the dummy.

In No trumps you have to consider whether there could be any gain in returning a suit that can't produce tricks for your side for a round or two. Partner will have led from a long suit { 4 or 5 cards} and in timeif we keep leading Hrts ...will have some tricks to take in the Hrt suit . This all may take too long { it must be admitted} but unless you have a definite good alternative plan it is usually right to keep leading the same suit in the hope of establishing partner's Hrts.

Win the Ace Hrts and lead a Hrt back at trick 2.

14) { i see there are two Question 14's -this is the first one }

There are 8 tricks on top. A spade finesse will make an extra trick *if* the finesse works. A problem is that if the spade finesse loses the opponents may belatedly lead clubs and take 4 or 5 club tricks and beat our 3NT.

Better than the spade finesse is to take the diamond finesse. You did spot this 100% finesse I suppose ?

Win the Q diamonds with the King;

lead the 4 diamonds and finesse the 10.

Now run for home.

14) Contract 4Sp.

Theres nothing much to this. We have only three losers so don't mind losing the Ace + King Diamonds and the Ace clubs.

Howeverit doesnt hurt to muddy the waters and play the Q Diamonds under the lead of the Ace. If the leader believes you then they will switch.

Why bother when we only had 3 losers anyway ? The reason is that it is possible that the leader was about to play , Ace diamonds , King Diamonds , and then give their partner a diamond ruff. If you put them off playing the King diamonds then nothing will go wrong.

15)3NT -only 8 tricks and no real hopes of getting a 9th without the opponent's aid.

Duck the K hrts at trick one { you better have done it smoothly and quickly }; maybe the leader will blithely lead another Hrt straight into your AJ tenace.

An example of the *Bath Coup*.

16) The club lead has exposed a weakness. We cant draw trumps as the opponents will take the Ace spades and 2 x clubs.

We will have to chuck the clubs before drawing trumps.

Ace clubs : Ace Hrts : K diamonds : K Hrts throwing a club: Q Hrts throwing a club:

Draw trumps.

17) 1Sp -----1NT This is the best auction.

2D -----2H

Pass.

If you dont reply 1NT on the first round you are likely to get too high

e.g 1Sp----- 2H {promising 5 Hrts and 10 + pts }

4H

(opener with 14 pts and a singleton is entitled to go to 4Hrts).

