

5) The question concerned reverses. Partner had indeed reversed showing 17 +pts and so the responder had to add their points to openers and decide if the total number of points held was enough for game. If it was they should bid it !
NB opener (of course) will have more cards in the suit they first bid .

6) There was a choice of three long suits to lead.
An *interior sequence* lead; a *top of touching honours* lead; a *top of nothing* lead.
The strongest {long} suit is the normal choice at NTs.

7) The question concerned whether the opening hand was good enough to consider going for a slam and if so the way to embark on that slam hunt.
One of the hands was not good enough and a sign off in game was the correct call.
The other two hands were good enough and a cuebid was the right call on one hand and 4NT Blackwood with the other.

8) This question concerned whether an honour should be covered by the defender "covering a honour with an honour". The reason to cover an Hon with an Hon is to attempt to create a trick for yourself or for your partner. Thus if there was at least a theoretical chance of creating a trick { sometime in the future} for yourself or partner then you should cover an Honour. If there was no chance at all of promoting a trick for your side then the Honour should not be covered.

9) An opponent has overcalled in the very suit that you might have bid yourself.
That is to say an opponent having called 2Clubs is attempting to make 8 tricks in that contract. Your opinion might be that that player is unlikely to make their contract in the light of the 13 pts {and 5 clubs} you hold . Normally there are two bids that one considers when this situation arises.

10) Both these hands have four initial losers yet they have different solutions.
It would be wrong in both to draw trumps straight away as there are tasks to be performed *before* trumps are draw.

answers

1) i Ace Hrts ii return the 2 Hrts iiipartner will win the hrt return ivpartner will lead a hrt that we can ruff

2) i 4S ii 2D iii 4C iv 3D

3) i K ii J iii 3 iv 8

4) 3NT 5) 4H 6) Q Sp

7) i 4C ii 4NT iii 4S

8) i K ii 2 iii 2 iv K

9 Double .{ 3NT would also be a reasonable call but not as profitable}

10 i Play Ace diamonds , Ace Hrts , K Hrts , Q Hrts *throwing* a diamond

ii Play Ace diamonds , play 4 diamonds.