

Quizzical thoughts.....

1) This question was to do with getting ruffs for the defenders.

NB when the defenders have too few high cards to beat contracts they should consider trying to get ruffs as one of their options.

The ruffs will have to come in a short(ish) suit -so a defender should check to see if they have singletons or doubletons.

In the set question "you" had a doubleton Heart { the suit partner led};so that suit might be one that you can create a void in , in preparation for ruffing.

There is a nice sequence of plays that can be found by which a void can be made *and* partner can gain the lead to give you a ruff.

Incidentally -it is important to say that although looking for ruffs after an initial lead has been made is good play , it is only *after* the first lead has been made that one normally looks for such plays.It is the sight of dummy that puts you on this track.

It would be wrong to start with a doubleton lead { as the opening lead} as there are almost always better initial leads to be found.

2) Partner opened with 1Sp and you needed to reply.

All of the responding hands were likely to make game in spades BUT it is still important to make a bid that will describe the type of hand you have.

The choices were a gambling raise -showing a low point count raise based on shape.

A delayed game raise { the start of one anyway } where a new suit is introduced before reverting back to the spade suit at the 4 level.

A splinter raise showing a singleton minor .

A jump shift raise showing 16+ pts ie a jump in a new suit.

3)"You" had to decide whether to play high or low in 2nd seat.

The solution was to play high when you could take the trick and might not get a trick if you waited and played low.ie you might miss your chance to take a trick.

"You" would always play low if there was no chance to take a trick at all.

With touching honours there was a special consideration -if you played low the declarer might decide to finesse a 10 or some such card in the dummy gaining an extra trick.

With an Ace a defender would prefer to play low BUT would not do so if they were concerned that they might not make their Ace.

4)Partner opened 1NT and you had a long minor suit but only moderate points

ie approx 13. There is no sense in attempting game in the minor suit as you

will not hold the 28/29 points normally needed for 11 tricks. You do have 25 pts though..

NB even an initial call of 3 of the minor suit would send the wrong message suggesting as it does a long STRONG hand.

