

## ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 4, 2017

1. East should have a balanced hand with 15-17 high card points and probably does not have a five-card major. West's jump to game implies 10 or more high card points. Since West did not initiate Stayman or a Transfer, West should have less than three cards in each major. This means West must have at least one four or five card minor.
  - a) **Lead the ♠7.** Without a sequence, lead fourth highest from your long suit which is also an unbid major. Although leading from a suit headed by **AJ** might give your opponent a "free finesse" this is usually a correct lead when the suit contains five cards.
  - b) **Lead the ♠4.** Without a sequence, lead fourth highest from the unbid major.
  - c) **Lead the ♥K.** Lead top of connecting honors in the solid sequence of the unbid major.
2. a) West's artificial **2♣** response that initiates *Stayman* tells us that West has at least one four card major and the **2NT** rebid limits West's hand to 8-9 high card points.
  - b) East's artificial **2♦** reply to *Stayman* tells us that East does not have a four card major. This means East must have at least one four or five card minor. Since East accepted West's invitation to bid the game, East should have 17 high card points.
  - c) Opponents have 25-26 (17+8 to 17+9) high card points. Since you only have 6 high card points, your partner should have 7-9 high card points.
  - d) **Lead the ♠Q.** You know that dummy (West) has a four card major and declarer (East) has a four or five card minor. You have two four card suits but your spades are stronger. Lead the top of connecting honors in the spade three-card sequence.
3. **Lead the 4♦.** East's **3♦** was an artificial bid so the **♦4** is fourth highest in your longest and strongest **unbid** suit.
4. a) Declarer probably has at least four diamonds (opened **1♦**), less than four hearts (did not support partner's **1♥**), and a stopper in spades and clubs (bid **1NT**). The **1NT** response at the cheapest level also limits East's hand to 13-16 points.
  - b) **Lead the ♣2.** You should not lead a heart or diamond because both suits were bid and you usually should not underlead an Ace. Without a sequence, lead fourth highest.
5. a) West's artificial **2♥** response that initiates a *Transfer* to spades followed by the jump to **3NT** tells us West has exactly five spades and at least 10 high card points.
  - b) Since East did not rebid **4♠**, East probably only has two spades. This means East must have at least three cards in each of the other suits.
  - c) Opponents have at least 25 high card points and might have more. Since you have 10 high card points, your partner has at most 5 high card points and probably has less.
  - d) **♦3.** Since you do not have a three card solid or broken sequence, the best lead is fourth highest from your longest, strongest suit. If your partner has the **♦J** and/or **♦T** you might be able to take three diamond tricks.

6. **Lead the ♦ 4.** Opponents convention card indicates they play *Stayman*. Based on the bidding, East has four hearts and probably does not have four spades. West (dummy) has fewer than four hearts but does have four spades. Although spades were not bid, spades were inferred. Lead the fourth highest diamond, an unbid suit.
7. **a)** East should have exactly five hearts (opened **1♥** and did not rebid hearts), four clubs (bid **2♣**), and a stopper in diamonds to bid the no trump game.  
**b)** West should have at least five spades (rebid the spades) and less than three hearts (did not support partner's suit).  
**c)** Opponents should have 25-26 (or more) high card points and you have 9 high card points which means your partner is limited to 5-6 (or less) high card points.  
**d) Lead the ♣K.** Lead the top of your solid sequence. Even though East bid clubs, you have the potential to take three tricks.
8. **a)** Your partner's lead should be fourth highest in longest and strongest unbid major. Your partner's lead promises at least one honor which must be the ♥A, the ♥J or both.  
**b) Play the ♥K.** Ideally you want to keep your ♥K to cover dummy's ♥Q but only if you can play a nine or ten. Since you can not, the correct play is the ♥K, third hand high.
9. **a)** Your partner's lead should be top of connecting honors in a three card (possibly broken) sequence. Your partner's lead promises the ♥J and because you see the ♥9 in the dummy, partner should also have the ♥T.  
**b) Play the ♥4.** When declarer does not take the trick with the ♥K, your partner should know (or strongly suspect) that you have the King. If so, partner will lead a low heart and you must then play the ♥K to *unblock the suit* even if the dummy plays the Ace.
10. **a)** Your partner's lead should be top of connecting honors in a three card (possibly broken) sequence.  
**b)** Your partner's lead promises the ♠T and because you see the ♠8 in the dummy, partner should also have the ♠9. Partner probably has a fourth spade.  
**c) Play the ♠7.** You know declarer (West) has the ♠Qx and can take the trick. But if you play the ♠A declarer will get two tricks in the suit. Play the ♠7, a high card to encourage partner to lead spades again. If partner regains the lead, partner can lead the ♠T to trap declarer's ♠K and limit declarer to one spade trick.
11. **a)** Your partner's lead should fourth highest in the longest suit.  
**b)** Your partner's lead promises either the ♥Qxx4 or ♥Qxx43 because the ♥2 is visible in the dummy. It might also promise the ♥AQxx43 because you should not lead fourth highest from a four card suit headed by the AQ.  
**c) Play the ♥J.** You know declarer (West) might have the ♥T so you must play third hand high to prevent a possible cheap trick for declarer.