

ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 10, 2017

1. a) Your partner's lead is probably fourth highest from a long strong suit. Partner should have an honor in spades. Because partner did not lead the $\spadesuit T$ (top of a $\spadesuit T98$ sequence), the honor should be the $\spadesuit K$.
 - b) Apply the rule of eleven:

$$11 - 6 \text{ (lead)} = 5 - 2 \text{ (see in dummy)} = 3 - 2 \text{ (see in hand)} = 1 \text{ (declarer)}$$
 which tells us that declarer only has one spade higher than the $\spadesuit 6$.
 - c) You should play the $\spadesuit J$ which is *third hand high but only as high as necessary*.
2. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Partner should have the $\heartsuit Q$ and either the $\heartsuit J$ or the $\heartsuit T$.
 - b) You should play the $\heartsuit 8$ to *encourage* partner to lead the suit again.
 - c) Take the trick with the $\heartsuit A$ and return your last heart to partner's $\heartsuit Q$.
3. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Since you see the $\spadesuit 9$ in the dummy, partner should have started with $\spadesuit AQJx$ or $\spadesuit QJT_x$.
 - b) You should play the $\spadesuit 2$ to *discourage* partner from expecting you to have any missing honors.
4. a) Your lead is the top of connecting honors in a three card solid sequence.
 - b) Partner's low card is a *discouraging attitude signal* which tells you that partner probably does not have the $\diamond K$.
 - c) Since you can see the $\spadesuit 54$ in your hand and the $\spadesuit 32$ in the dummy, the $\spadesuit 6$ must be partner's lowest spade. Partner may be trying to discourage you from leading a spade. But it is also possible that partner can not afford to play a higher card to show encouragement.
5. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Because you hold the $\heartsuit J$, partner should have the $\heartsuit Q$ and the $\heartsuit T$.
 - b) You should play the $\heartsuit 7$ to *encourage* partner to lead the suit again.
6. a) Your partner's lead is probably fourth highest from a long strong suit. Partner should have at least one honor in spades.
 - b) Apply the rule of eleven:

$$11 - 5 \text{ (lead)} = 6 - 2 \text{ (see in dummy)} = 4 - 1 \text{ (see in hand)} = 3 \text{ (declarer)}$$
 which tells us that declarer has three spades higher than the $\spadesuit 5$.
 - c) You should play the $\spadesuit K$ to *unblock the suit* so that you can lead back to your partner if you take a trick.

7. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Partner should have the ♥Q and either the ♥J or the ♥T.
- b) You should *overtake* with the ♥A to *unblock the suit* and then lead the ♥7 back to your partner's ♥Q.
8. a) The ♣8 is probably top of nothing. This is confirmed by using the rule of eleven:
 $11 - 8 \text{ (lead)} = 3 - 1 \text{ (see in dummy)} = 2 - 2 \text{ (see in hand)} = 0 \text{ (declarer)}$
 which says the declarer does not have the ♣A, the ♣K or the ♣Q. But if partner had all three, partner would have lead the Ace!
- b) Play the ♣6, *third hand high but only as high as necessary*. You can see the ♣JT9 so partner's ♣8 will force declarer to play an honor to take the trick.
Declarer should have played ♣T instead of the ♣3. Defenders should always take advantage of a declarer mistake!!
- c) The best lead is probably the ♠3 to *lead through declarer strength toward dummy weakness*. This might promote a spade in partner's hand.
9. a) Your partner's lead should be top of connecting honors in a three card solid or broken sequence. Declarer should have the ♠Q. Because declarer did not keep the ♠K to have an entry to the dummy, your partner probably also has the ♠A.
- b) Your low card is a *discouraging attitude signal* which tells your partner you do not have one of the missing honors.
- c) Declarer will probably try to knock out your ♣A and then run the clubs in the dummy. If your partnership can prevent declarer from gaining an alternate entry to the board, you can upset declarer's plan.
- d) You need to holdup the ♣A to exhaust declarer's ability to lead a club back to the dummy. Your low card helps to hide the location of the ♣A and your partner should interpret the low card as the start of an odd count signal.
- e) Since your partner has no reason to give you an attitude signal in clubs, the ♣4 is either a singleton or the start of a *low-high odd count signal*.
- f) Partner played low-high so partner must have started with three clubs. This means declarer does not have any more clubs so there is no need to holdup the Ace a second time. Play the ♣A now and lead the ♠8 to trap declarer's ♠Q between partner's remaining ♠AT9.