

ASSIGNMENT ANSWERS

LAST REVISED ON APRIL 7, 2017

1. **Play the ♠7.** You should not play the ♠A even though the dummy can take the trick with the King. Play second hand low to trap the ♠Q if it is in declarer's hand or promote the ♠Q if it is in partner's hand. Play the higher spot card to signal the even count.
2. a) **Play the ♥4.** Play low to save your ♥K to trap dummy's ♥Q. Play the lower spot card to signal the odd count.
b) **Play the ♥K.** Cover the ♥Q with the ♥K to take the trick or force declarer to play the ♥A.
3. **Play the ♠4 without hesitation.** You should not play the ♠A even though the dummy can take the trick with the King. If partner has the ♠Q your partnership will get two spade tricks. If declarer has the ♠Q your partnership will only get one spade trick regardless of which card you play. Play the lower spot card to signal the odd count.
4. a) **Play the ♥8.** Save the ♥K to trap dummy's ♥Q or ♥J. Play the higher spot card to signal the even count.
b) **Play the ♥8.** Save the ♥K to cover that last honor led from the dummy. Play the higher spot card to signal the even count.
5. **Play the ♣5 without hesitation.** Your ♣KJ is trapped in front of dummy's ♣AQ. If you play low without hesitation declarer might guess wrong and play the ♣A. Although your partner might assume the ♣5 is a low card to signal an odd count, you should play the higher low card to start an even count signal.
6. **Play the ♥9.** Play the lowest of equal "honors" in a sequence.
7. a) The ♦K should have been the top of connecting honors in a three card, possibly broken, sequence.
b) **Partner still has ♦QJ6.** Because you have the ♦T, partner's three card sequence should have been the solid ♦KQJ. Because West played the ♦9 on the second trick, there is an excellent chance partner also has the ♦6.
c) **Play the ♣A.** Although you can not take the setting trick, you can guarantee partner takes the setting trick if you cash the ♣A and lead your last diamond to partner's ♦QJ6.

If you play second hand low and partner does not have the ♣K, declarer gets a club trick which might be the only club trick needed to make the contract.

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