

ASSIGNMENT ANSWERS

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1. **a) A spade suit game contract.** You have an eight-card spade fit so the *suit guideline* suggests a spade contract. You also have an eight-card heart fit but your spades are stronger than your hearts.
 You have 26 total bidding points (25 HCP + 1 ♠ LSP) so the *trump suit point guideline* suggests a game contract.
b) A spade suit game contract. The master hand is South.
 You have 4 South losers (0 ♠ + 2 slow ♥ + 1 slow ♦ + 1 fast ♣). If the five missing hearts are split 3-2 (68%), you can develop one of the hearts into a winner. You can also finesse the ♦ J against the ♦ Q (10/15 = 67%). Since the odds are in your favor, risk the game contract to earn the 300 point bonus.
c) Draw trump and develop the heart. The opening lead will probably be a club. Ruff the second club, draw trump, play the ♥ A and then lead a heart to dummy's ♥ K. If there are four hearts on the second trick, lead another heart. It will lose but that develops the fourth heart into a winner. If there are only three hearts on the second heart trick, lead the ♦ J to try the diamond finesse.
2. **a) A heart game contract.** You have a nine-card heart fit so the *suit guideline* suggests a heart contract.
 You have 26 total bidding points (24 HCP + 1 ♥ LSP + 1 ♦ SSP) so the *trump suit point guideline* suggests a major suit game contract.
b) A heart game contract. The master hand is South.
 You have 4 South losers (0 ♠ + 0 ♥ + 3 fast ♦ + 1 slow ♣). You can ruff a losing diamond in the dummy.
c) Draw trump, lose two diamonds, ruff third diamond. Because the five missing diamonds should be split 5-3 (47%) or 4-4 (33%), lose at least one diamond before you draw trump to guard against a bad trump split.
3. **a) A heart game contract.** You have a nine-card heart fit so the *suit guideline* suggests a heart contract.
 You have 27 total bidding points (25 HCP + 1 ♥ LSP + 1 ♠ SSP) so the *trump suit point guideline* suggests a major suit game contract.
b) A heart game contract. The master hand is South.
 You have 5 South losers (3 fast ♠ + 1 slow ♥ + 1 slow ♦ + 0 ♣). You can ruff a losing spade in the dummy and you can discard the losing diamond on the extra club winners in the dummy. The odds strongly favor a try for the game score bonus.
c) Draw trump, run clubs and discard losers. When gain the lead, cash the ♥ A and then lead hearts until the ♥ K falls. When regain the lead, finish drawing trump, cash the ♣ A, lead the ♣ 5 to the dummy and run dummy's clubs to discard the diamond loser.

4. a) **West has the ♣J.** The ♣Q is probably top of connecting honors.
 b) **East has ♣K.** East probably also has the ♣A but West could have started with the ♣AQJx.
5. a) **West now has a singleton or void in clubs.** Because the dummy has the ♣T, the ♣J can not be top of connecting honors. West probably led the top of a doubleton or a singleton. If East gains the lead before declarer draws trump, East will lead a club which might give West a ruff.
 b) **East must have the ♣Q.**
6. a) **West has the ♦J.** The ♦Q is probably top of connecting honors.
 b) **East has low diamonds.** The ♦T is the highest possible diamond in East's hand.
7. a) **East has 10 HCP.** West has 4 HCP so East must have 10 HCP (40 - 26 - 4).
 b) **At least four hearts.** South must have at least four hearts to make an eight-card heart suit trump fit.
 c) **Lead the ♠A.** Normally you do not want to lead an Ace unless it is a singleton. But the Ace is probably the best lead from this hand. When the Ace wins the trick, West should lead the ♠5. The high-low will tell East that West started with a doubleton. If East has the ♠K, East should take the trick and lead a third spade to give West a chance for a ruff.
 The best alternative lead would be a club in the hopes that East is short in clubs and might eventually be able to ruff a club.
 d) **West has the ♠K.** West's lead of the ♠A implies top of connecting honors. If East has the ♠K, East will know West lied but has something special in mind. If South has the ♠K, South will know West lied.
8. a) **East has 9 HCP.** West has 5 HCP so East must have 11 HCP (40 - 26 - 5).
 b) **At least five hearts.** South must have at least five hearts to make an eight-card heart suit trump fit.
 c) **Lead the ♣K.** Since the ♣A follows West's hand West will only get one club trick. Leading the ♣K forces the ♣A and tells East that West has the ♣Q.
 d) **West has the ♣Q.** West's lead of the ♣K implies top of connecting honors.
9. a) **East has 10 HCP.** West has 4 HCP so East must have 11 HCP (40 - 26 - 4).
 b) **Lead the singleton ♦4.** If East has the ♦A, East will take the trick and return a diamond to give West a ruff.
 c) **West has a diamond honor or the lead was a singleton.** A low spot card is usually a passive lead of a low card from a suit with an honor or a singleton. The ♦4 is probably too low to be the top of a doubleton!