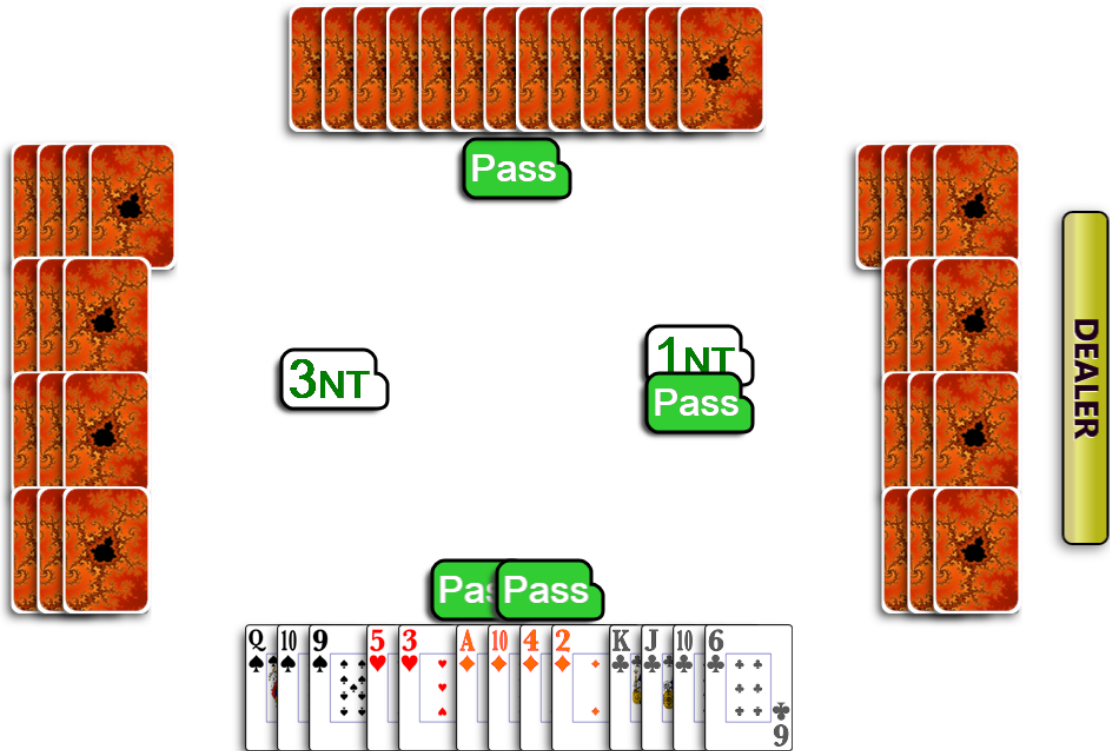


REVISION EXERCISE 2

Dealer is east and ends up in 3NT with the bidding as shown:



You are on lead. You have four suits to choose from, so for each suit identify which card you would lead should you choose that suit.

Out of the four suits, which suit would you actually choose? Explain your reasoning.

DO NOT GO TO THE NEXT PAGE UNTIL YOU HAVE ANSWERED.

Leads from each suit:

♣J	Top of interior honour sequence K, J, 10 with the Q missing
♦2	Fourth highest with broken honours (not a solid sequence of honours)
♥5	Top of doubleton
♠10	Top of interior honour sequence Q, 10, 9 with J missing

Generally, the longest suit would be the preferred lead, the longer the better.

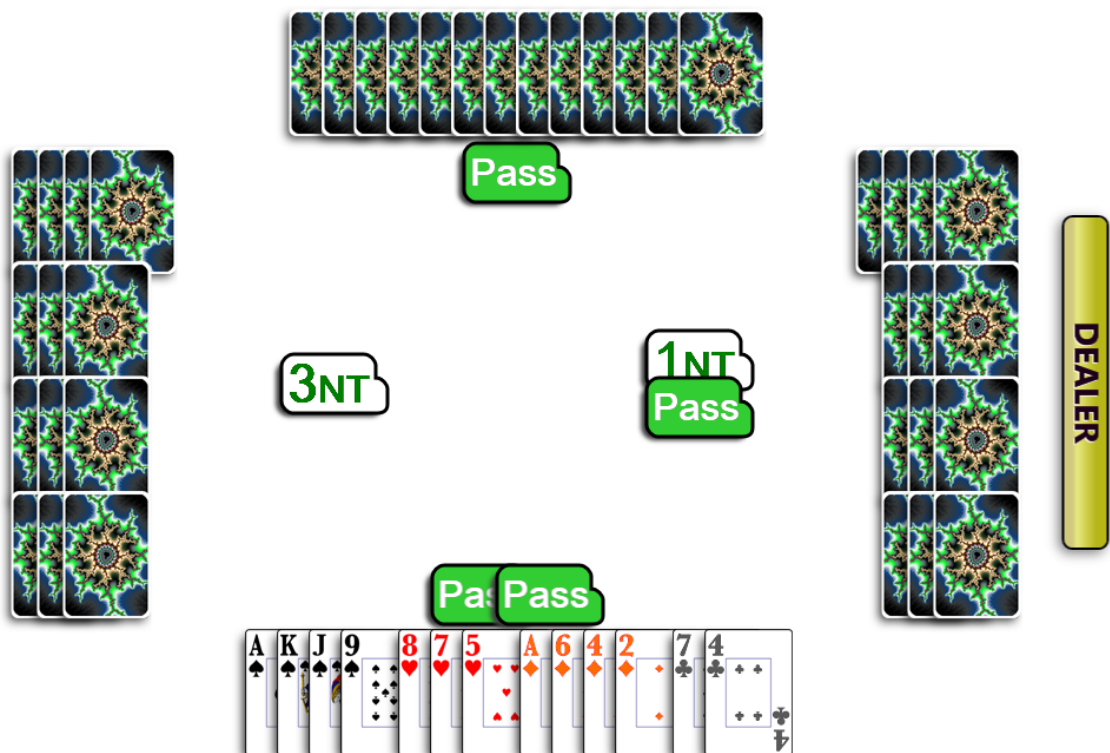
Having two equal length suits, which would be the better lead?

The interior sequence is usually a more constructive lead than from a broken sequence. The clubs are longer than spades so are preferable.

You choose:



Dealer is east and ends up in 3NT with the bidding as shown:



You are on lead. You have four suits to choose from, so for each suit identify which card you would lead should you choose that suit.

Out of the four suits, which suit would you actually choose? Explain your reasoning.

DO NOT GO TO THE NEXT PAGE UNTIL YOU HAVE ANSWERED.

Leads from each suit:

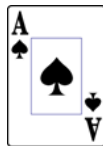
♣7	Top of doubleton
♦2	Fourth highest with one honour (not the ace as in a suit contract)
♥7	Middle, Up, Down – MUD
♠A	Top of broken honour sequence A, K, J with Q missing

Generally, the longest suit would be the preferred lead, the longer the better.

Having two equal length suits, which would be the better lead?

Spades are the clear choice for the lead. They could hardly be better.

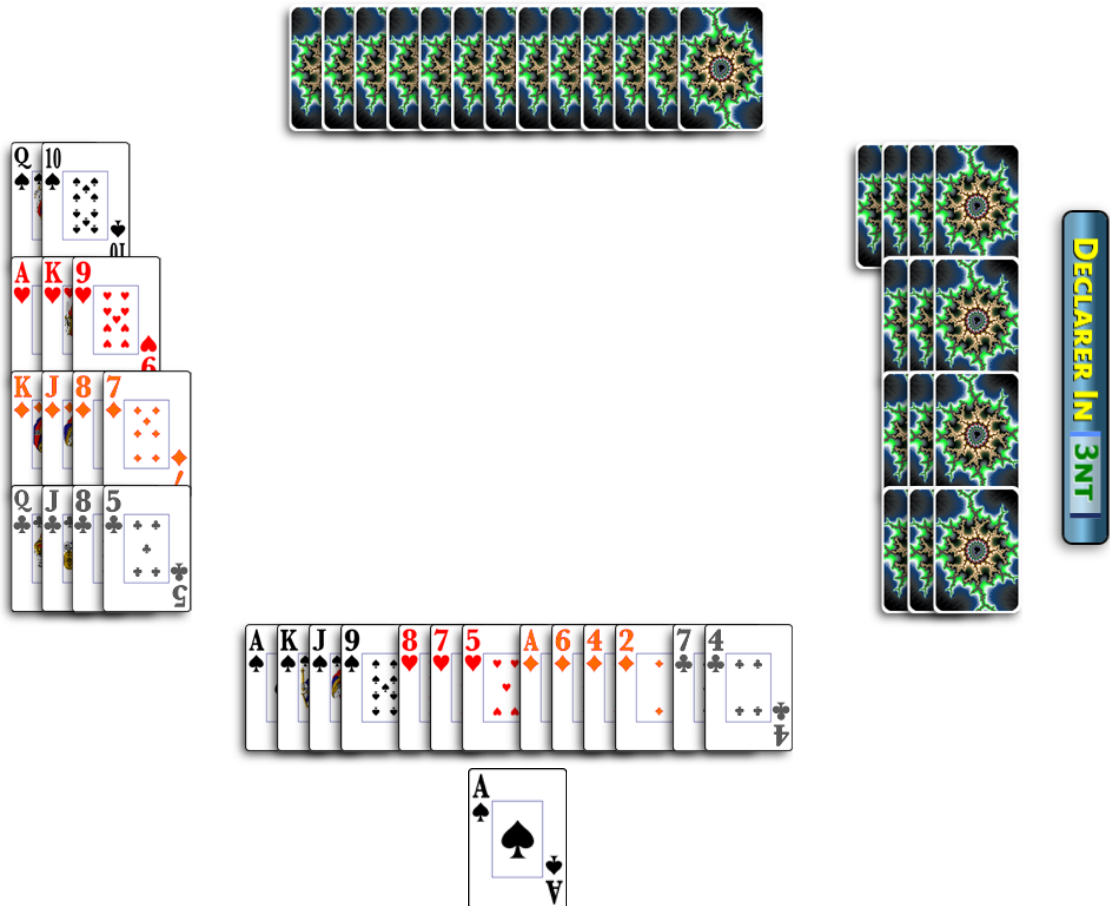
You



choose:

Continued on next page...

You see dummy:



How many HCPs does partner have?

How do you assess your chances of defeating the contract?

DO NOT GO TO THE NEXT PAGE UNTIL YOU HAVE ANSWERED.

Partner's HCPs

You have 12 HCPs

Dummy has 16 HCPs

Opener has (at least) 12 HCPs

PARTNER HAS 0 HCPs!

Note the technique of estimating partner's strength from the bidding, dummy's strength and your own cards. This is frequently invaluable in planning the defence, either by defeating the contract or at least minimising declarer's tricks.

Can you defeat the contract?

Playing your ♠A and ♠K will remove dummy's ♠Q and ♠10, leaving both your remaining spades as winners. Already having four tricks, your ♦A will make the fifth trick thus defeating the contract.