



## Lesson 3 – Quiz Answers

Q 1a This is the trump suit

North - (Dummy)

♠ T 9 2

♠ A K 8 7 6 5

South - (Declarer)

Declarer leads the ♠A. Both East and West play small cards on this trick. How many trumps are still outstanding in the defenders' hands?

A 1a *Declarer started with a total of 9 trumps. The defenders therefore started with 4 Spades between their two hands. Two have been played so there are still 2 outstanding.*

Q 2b Declarer now plays the ♠K. East shows out. What trump card(s) does West still have?

A 2b *West will have one remaining trump which will be a master – either the Queen or the Jack - the Ace and King have already gone.*

Q 3 Count losers in this hand (in a Heart contract)

West- Declarer

♠AK

♥AKJ73

♦AQ

♣KJ42

East - Dummy

♠984

♥QT82

♦95

♣AQ65

A 3                      *Your losers are 1♠, 0♥, possibly 1♦, 0♣*

*In Spades, you have the Ace and King. However, there might be 1 loser if there are no trumps left in Declarer's hand (West) to ruff the third one.*

*In Diamonds, there is a finesse position. Lead a Diamond from East and play the Queen from West if the King is not played from South. If South has the King there are 2 tricks in the suit (Ace and Queen). If North has the King, then the Queen will be taken by the King and there will be only 1 Diamond winner.*

Q 4a Is it possible to make a game contract in Diamonds on the hand below?

b Is it possible to make a game contract in NTs in the hand below?

♠ K 5 3	♠ A 6 2
♥ A 5 3	♥ K 4 2
♦ K J T 8 3 2	♦ A Q 7
♣ 5	♣ J T 9 8
Declarer	Dummy

A 4a *No. In a diamond game contract you need to make 5 (Take 11 tricks). You must lose 1♠, 1♥, 0♦, 1♣ = 3 so trick count is one short.*

A 4b *Yes. In NT you only need to make 3 (take 9 tricks). Top tricks are 2♠, 2♥, 6♦, 0♣ = 10. You have the Club suit "stopped" with Jack, 10, 9, 8. The defenders can cash their Ace, King and Queen but then Dummy has a master Club.*

Q 5 How many winners and losers do you have in a Spade contract?

♠ A Q J 8 4 2	♠ K T 9
♥ J 9 4	♥ 7
♦ A 9	♦ T 8 6 5 3
♣ A K	♣ J 5 3 2
You, Declarer	Dummy

A 5 *Winners - 6♠, 0♥, 1♦, 2♣ = 9*

*Losers - 0♠, 1♥, 1♦ (but there will be 2 more if there are no trumps left in Dummy to ruff the second and third round of diamonds, but there will more if there are no trumps left in Declarer's hand to ruff the 2 small cards), 0♣.*

*There are 2 unavoidable losers in the red suits.*

Q 6 In the hand above it seems obvious to count if you have enough winners to make you contract, but why bother to count losers?

A 6 *If Declarer just cashed winners the contract will be down by one trick (only 9 winners). Thinking through the loser situation gives a clue about where to find that extra trick. "Losers – 1 diamond but there will more if there are no trumps left in Declarer's hand to ruff the 2 small cards". Declarer needs to ruff at least one Heart in Dummy. Do this before drawing trumps. Two hearts ruffs would see the contract make + 1. "Look for Ruffs in the Short hand"*

Q 7 In a Heart game contract with the hands below.

A How many winners are there?

B How many losers have you?

C Plan the play.

♠ K 5 3 2

♥ K Q J T

♦ T 5

♣ K Q 6

West (Declarer)

♠ A 8 4

♥ A 4 3 2

♦ K Q J 9 7 6

♣ -

East (Dummy)

A 7A *Winners - 2♠, 4♥, 0♦, 0♣ = 6. 4 more winners needed*

A 7B *Losers - 1♠ (provided that the 4<sup>th</sup> round can be ruffing in Dummy), 0♥, 1♦, 0♣ (provided that Clubs can be ruffing in Dummy) = 2. Looking good*

A 7C *Plan – Win the first trick. Draw trumps. There is a great **work suit** – Diamonds. Play Diamonds starting with the T from West (**high cards from the short hand first**) and then continue the suit until defenders win their Ace. There are now are a total of 5 Diamonds winners on which to discard of losers from the West hand.*

Q 8 The contract is a Spade game contract (4♠) with the hands below. The lead is ♣ K which the ace wins. Trumps are drawn in three rounds. What next?

♠ A K 9 8 7

♥ A K 8

♦ T

♣ A 6 4 3

Declarer, West

♠ Q T 2

♥ 7 3 2

♦ A K 6 3 2

♣ J 7

Dummy, East

*A 8 Count losers – You have one loser in hearts and 3 in clubs. Cash one top diamond and discard one of those losers on the second top diamond honour to make the contract.*

Q 9 In a suit contract, drawing the defenders' trumps is usually the first priority. How many situations can you think of when you should either delay drawing the trumps or stop doing so while defenders still hold trumps?

- A 9
- 1 When you need trumps for ruffing – This is usually when you need trumps in the "short hand".*
  - 2 When there are too many losers and declarer does not hold the Ace of trumps. If the lead is lost to the defenders, they can cash their winners before you have time to discard them.*
  - 3 Stop drawing trumps may be suitable when a bad break is discovered - one defender has many trumps cards. To draw these Declarer has to use two of his trumps to draw each one from the Defender's hand.*
  - 4 Stop drawing trumps if the outstanding trump/s is/are masters. These tricks will be lost whatever declarer does so keep non master trumps for ruffing.*

Q 10 What is each scoring trick worth in the following?

- In a Spade contract?
- In a Diamond contract?
- In NT

- A 10
- 30 point each*
  - 20 points each*
  - 40 for the first trick and 30 for subsequent tricks.*