## Try these everyday 3 problems and see how you fare-

## 1.



You are dealer at White v/s Red and you open 1♠. Pass by lefty and partner responds 2♥. Pass.

QUIZ: Your rebid please?

2.

Partner opens 1NT in first seat and RHO doubles (strong - no agreement by opponents). You decide that 2 of a major will fare better.

QUIZ: What will be your bid?

DIr: W Vul: Both K98632 J75 N - 45 - 4 3.

You get to 4♥ in two bids.

East leads the ♠2 (3rd/5th). You win the ace in dummy, draw a trump, then the A and you cross-ruff 2 clubs and 2 spades. You now play the ♦A and another diamond.

Poor West wins the king but has only black cards left, thus offering you a ruff/sluff giving you +680.

QUIZ: Both sides made mistakes in the play! What were they?

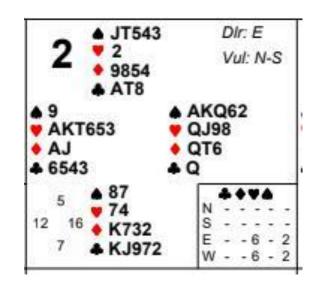
By... Sid Ismail (online lessons - elsid@elsid.co.za or WhatsApp (082) 4119900 to arrange.

## Sid's solutions

1.

**4♣** = splinter raise! (It is vital to tell partner that you have at most 1 club.)

This bid assists partner enormously. Whether partner cues 4 now or goes to 4NT directly, it will get your side to the cold slam. + 980.

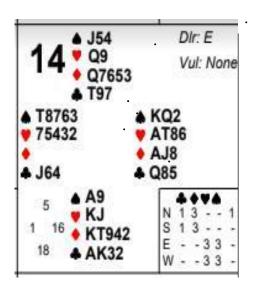


2.

2♣ stayman. Over a double, best is to play "systems on", i.e. simply ignore the double - all bids retain their original meanings.

If partner responds  $2 \blacklozenge$ , you will then bid  $2 \blacktriangledown$ . Partner will pass or correct to  $2 \spadesuit$  with 2-3 in the majors.

As it happens, partner will bid  $2\Psi$ , so all is well.



3.

Errors were -

<u>Defender</u>: When declarer plays diamonds, play the king first time and get out of partner's way. +650 only.

Declarer: Win the spade lead with the ace,
and promptly cash the \*A at trick 2! Before
West surmises what you are up to. +680 again.