

- 1) pass. Of course double would be wrong as you do not have a shortage in the opener's suit.
- 2) 3Sp is the winning call –you may not be entirely happy about this –you are short on high cards
But partner should allow you a little leeway and not raise to high. (They only have to add the opponents indicated point counts to their own to see that you cant be that strong)
- 3) You have to bid game with 13 pts (opposite the take out doublers known 12 pts) and so the correct call is 3NT. (Actually the points don't seem to add up on this hand ! but that's not your concern).
How can we bid 3NT without a "stop" in diamonds? We are trusting partner to have the diamonds – remember when partner doubled 1H they were announcing they had spades + diamonds + clubs.
There is no alternative.

Digression

[In case you are interested – in the sequence :-

N	E	S	W
1H	Dble	2Diamonds	

Originally (when the Acol system was first being devised) the call of 2D here (or 2C or 1Sp) were WEAK bids ;And non forcing to boot. So South might bid 2D with a long string of diamonds and few points (say 7). These days most players do not play that way –they would only bid 2D with 10 pts or more BUT you will meet very good players that still play that old fashioned way. What would they bid with 10 pts ? They would redouble.

- 4) Partner made a t.o.double but (fortunately) we didn't have to respond because the opponents bid 2H.BUT partner doubled again (has made another *take out double*) and so this time you have to respond. Bid 2Sp
- 5) we have 13 pts so have to bid game . Bid 4Sp or 5D. Surely a no-brainer ? 4Sp is the bid.
- 6) a) play the 5 from dummy. You will now make a trick from the suit.
You have to be aware that Q43-----J5 is a decidedly dodgy holding. With such dodgy holdings you need to play low from dummy to wait to see what card is played next by the opponents
- b) play the Ace. This is one of those blocking plays . with only A2 (ie a doubleton) in the led suit jump up with the Ace . Perhaps you will fool the opps or they will neglect to unblock.
- c) Play the 5. Another decidedly dodgy holding.
J43-----K5
Play low from dummy and now you will make 1 trick.

Perhaps you would like to see the decidedly dodgy holdings group ?

Well here they are for the final time :

J43-----Q2 J4-----Q32 J43-----K2 J4-----K32

With these you have to play the low card from dummy to make sure you (eventually) get a trick.
If you did play high from dummy you may make no tricks at all.

- 7) Win with the K and return the J. "Come on . Think I don't know that ?"
"No , sorry. Well played. That's an unblock of the J to make sure you have a low card left to lead back to partner is it ?" "!!!!!!!"
- 8) Well and you will need to do this without too much hesitation you need to play the 3. This is a Bath Coup. You are hoping that the original leader (who held the KQx(x)) will continue leading the suit into your remaining AJ. It shouldn't work because the leader's partner should have signalled that they didn't like the lead of the K. BUT it can work and should be tried. On this hand unless the opponents can be induced to make an error you are likely to be going down anyway as there are various obstacles to overcome.Try the Bath Coup as your first move. (That the opponents will feel ridiculous when they fall for it makes the play the more appealing)