

## Answers redoubles

1) © redouble Note that *all* of the alternatives were eminently reasonable. The redouble is best I think because the best result your side could get would be from a penalty double of the opponents contract. Ie if they bid 2D ( it *could* happen ) you would net a likely 800 or so when you doubled that contract )

2) (a) 1Sp is now best. NB you are interested in playing in spades/hearts and maybe No trumps. You don't have much interest in doubling the opponents

3) what a disaster ! you really need to bid \* and 2D is as good as anything ( probably better than 2H as if you bid 2D and that gets doubled you can still try 2H if you fancy ). \* You might say " why can't I pass and leave it to partner " and there are a few answers to that ( one is partner might think that you think that 1sp dbled and redoubled is a good contract and so pass that contract [ some of the top players have that arrangement ] ; another answer is that partner has already told you they want you to call and it is for you to do so. { { Im not sure I included this aspect in the lesson notes ( haven't reread them yet ! ) } } ) BUT I think its important you understand that if you pass the redouble partner might also which really would be a disaster on this sort of hand ) So be prepared to call if the opponents redouble however weak you are.

4) DOUBLE . Christmas is here.

5) the 4 hearts. " But ..." No buts you have had the lesson before. Just learn that specifically when you have a doubleton opposite a lead of a King you play the lowest not the highest. " I bet its all to do with Bath Coups isn't it ?" Not saying though seem to remember something in your notes about that once.

6) " you haven't told me what dummy plays " OK here goes. If dummy plays the Queen you play ? " Easy the Ace " And if dummy plays the 6 ? "easy too , the 10 "Well done.

7) Ace "would there be a name for someone who played the 10 here ?" Yes , the politest being *twit* . It would be a case of finessing partner which is what twits do.

8) (i) the 6 (ii) the 6 (iii) the Q (iv) the 6

I really don't think it's a good idea to think you can learn every combination and hope you will remember to do the right thing at the right time ; much better to try and understand why we play as we do.

In (i) + (ii) despite having two honours a beginner could end up with no tricks in the suit ( by playing an hon from dummy on the lead ); the only way to ensure even one trick is to first play low from dummy....whatever happens next one of your two remaining hons MUST take a trick.You are not sacrificing dummy's honour.It's still there !

(iv) has 3 hons and again a beginner could manage to take just one trick ( by playing the Q from dummy and see it beaten by the King ) ; by playing low from dummy you MUST in time take two tricks. After dummy plays low the next player plays their hon anyway.

(iii) is the most hopeless of course –you have one hon in dummy and only two cards to boot.This is the classic " two you do (play the hon ) ". You might make one trick.

