

1) Souths call of 2C (Stayman) was wrong. Their correct call was 3Sp ( a strong take out )

2) 2NT was wrong. That bid shows 11-12 and we have 10

3) South ( South isnt doing very well are they ?) should have bid 3Sp another strong take out.

How many points do I need to do a strong take out ? After all I should have done one on Q1 when I had 14 and now here I am supposed to do one with 6 pts. My brain hurts.

Answer : When you know your side has 25 pts you bid a strong takeout with a 5 card suit .

So if partner opens 1NT you can bid 3Sp with 13 pts ; if partner opens 2NT you can bid a s/t/o 3Sp with 5 pts I could come up with sequences where you might bid a strong take out with 3 pts. Can you ?

So the strong t/out shows that YOUR points added to your partner's points adds up to 25. Lets move on.

4) South still keeps bidding Stayman when they have a five card major and should have bid a s/t.o of 3H

5) West missed their chance to bid a L.D.D. over 3C.

Yes DOUBLE 3C for the lead.

6) South should have bid 2H straight away and not bid 1Sp

NB with 4 card support for partner's major make a limit call and support.

7) The 2NT call is wrong. South should bid their suit. 2C

8) ok this is a little harder ( not much though). The 3Sp call was inadequate ( it showed 10-12 pts ).

With the 13 that South had they should have bid a D>G>R. delayed game raise ie bid a new suit first and then bid 4Sp.

9) West has to reply straight away with the call 4Sp. In answering a take out double you have to bid your suit (spades) and the level you are "worth". With 13 pts you are "worth" a bid at the 4 level.

10) East should have bid 1NT (15-17) and not a t/o dble. NB they are NOT short in nthe opener's suit

11) The declarer needs to negotiate a heart ruff in dummy before drawing trumps. Win K Hrts then play Ace hrts then ruff a heart and ...then...draw trumps

12) Declarer seems to be playing a w.w.w. at trick 1 ( ducking the Ace ) BUT this is a S.W.S. ( strike when strong). With the Ax opposite the 109xx the 10 makes it a strong holding.

NB it is four to the 10 that is important. Declarer needs to play the Ace on the an honour not a low card.

13) Declarer needed to lead the J sp for a running finesse. If that finesse worked ( and you are told that it did ) you are in the right place ( the dummy) to take a second finesse in the suit and lead the 2 to the Q

14) Sorry this is wrong. To make 12 tricks declarer needs to make 4 or 5 club tricks. The spades are a red herring. Even if the spade finesse "worked" you would be no further forward and would still need to play on clubs.

Don't touch spades at all. Best is to to lead the 2 to the J clubs ; if that finesse workd you make 13 tricks; if that finesse fails you still are likely to make 12 tricks, (Not quite right to play the A + K clubs rather than take a finesse of the J BUT take bonus points if you at least played on clubs and realised spades were pointless ).

15) The defender should play the K sp on the lead of the Q sp. Covering an Honour with an honour what ? Perhaps partner holds the J ( or 10 ) and you can promote a trick for them.

16) Wonder why the leader didn't carry on with hearts . Didn't they know that I have the King? Errr actually no they didn't because you played the 3 Hearts at trick 1. A DISCOURAGING signal. The mistake was not to play the 9 Hearts at trick 1 to show you liked the lead.

17) It was dumb play of course. Why is the leader leading the suit when BOTH dummy and declarer are out. (Check that – you can deduce it ). So they have given a ruff and discard.. poor poor poor poor.

