

Answers –take out doubles over 1NT

- 1) Pass
- 2) 2H (or 2D) –Hearts scores better however
- 3) Dble for takeout
- 4) Dble for takeout
- 5) Pass. Got it ? We pass this one as we have length (3+) in the overcaller's suit
- 6) Dble. Penalty. And yes you *could* bid 2NT but if you ever want to start clocking up 500 and 800 (and 1400) penalty scores you better start learning to double.
(Any overcaller who gets the idea that you are reluctant to penalise them with a penalty double will more and more make overcalls dubious or otherwise because u are a pussy cat. Be tigrish !
- 7) 3NT – *not* 3D which shows 10-12 please please please
- 8) We will just force the declarer (to trump hearts) everytime we have the lead by leading hearts. By my calculations , even supposing declarer started with the QJ1098 of spades we will make the A + K + 7 + 6 spades (coz declarer's high trumps will have been played ruffing). So contract is at least 1 off.
- 9) (i) win Ace clubs; play Ace hearts; play Q hearts overtaking with the K; play J hearts discarding a club; now draw trumps.
i.e we discarded our losing club prior to drawing trumps
- 10) (ii) win Ace clubs; draw trumps; draw trumps , (draw trumps if there are any outstanding); play Ace hearts; play Q hearts overtaking with the K; play J hearts discarding a club; now play on diamonds
i.e we discarded our losing club after drawing trumps as we knew we could draw trumps without losing the lead .