

- 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.

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 . [By the way I have now rechristened the dodgy holdings “ the terrible twos “. Those T.Ts are : -Kx ----Jxx ; Qx-----Jxx ; Jx-----Qxx
All of these specific holdings with only two cards in the dummy must NOT be played like the normal Two you do method (playing the Honour); instead actually they should be played like a Three you wait and see ie play the low card from the dummy .]

b) Its more of a w.w.w. than a two you do . Playing the low card is normal.
(I better say that there is an alternative view which students will be introduced to later in their studies should they (and the teacher) last that long.)

c) Play the 5. Another decidedly dodgy holding. { Terrible Two ! }
J43-----K5
Play low from dummy and now you will make 1 trick.

7) Win with the K of course. Then what ? Returning the suit at No Trumps is normal play and that's what we will do here notwithstanding that the Ace in dummy will make the next trick . Lead a heart.

8) This is slightly advanced and not something you know but no reason why you shouldn't have a gentle introduction to it here.
The 4Sp contract has major problems not least of which is the possibility of losing the Ace spades ; Q + 10 Hrts ; and Ace diamonds. Ie 4 losers. Often we look to discard potential losers on dummies long suit but here that fails as it takes too long.

A new solution is to try to fool the leader . It is going to be suggested that you allow the leader to win their King (yes despite you holding the Ace.) Now the leader may (and probably will if they are the sort who never looks at their partner's signals) carry on with suit . ie lead the Q hrts straight into your (now) AJ bare.

And you will need to do this without too much hesitation - you need to play the 3 hrts at trick one.

This is called 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)