Homework answers double trouble

1) penalty double - partner has bid (something);

2) takeout double - partner hasn't yet spoken (yes they have passed but not bid (something)

3) penalty - partner bid             4) double of NTs is always penalty

5) penalty double and a good one

NB we have points/partner has bid/we have good trumps

6) hmmmm well its a penalty double but pushy. Probably a bad idea.

Pass is an underrated call.

7) think the doubler is a bit mixed up - it should be a take out dble as partner has not yet called but the doubler's hand should be short in spades . Bad bid.

8) its a takeout of course but again the doubler is not short in the suit bid. Bad double. (1 NT would have been the call)

9) an actual auction and i was the doubler. It seemed to me that the spade bidders would probably go 1 off and there had been lots of stuttered bids and hesitancies in the auction ( and you are entitled to take notice of those if made by opponents) so i didnt think the opponents were confident. This was the 1700 for six off I wrote about in the notes.!! (so much for my expectation of 1 off - there may be a moral in this).

10) Well pretty soon you need to draw dummy's trumps to stop them ruffing clubs.

You have cashed the Ace clubs; it could be wrong to cash the K clubs BUT I do accept that most would so lets say we cash the K clubs. Now play Ace spades and a small spade. If declarer has a club left they might lose it to us.

[ok well as you ask I will tell - I think really that an expert would defend like this:- Trick 1 ) Ace clubs ; Trick 2) small spade. ----sorry if you don't like it ]

11) we need to switch at trick 2; the diamond is the lead which gives declarer nothing more than they started with ( safe exit )

12) At trick 2 we ......roll of drums ........ play another club in the hope of forcing declarer to trumps and use up their trumps. Forcing defence no less.

13) Well this is very advanced play to find at the table but you can see all the important hands so may have done it ?

Here goes :-

T1) Ace hrts ; T2) Ace sp ; T3) Q sp ; T4) K sp; T5) Q cl; T6) J cl t7) Ace cl t8) K Cl

T9 and this is the key play (so far we have removed all the opponents trumps and all their clubs) now we .................. lead the J HRts (which they win ).

t10) ? the opponent is on lead and

i) if they lead a diamond thats GREAT for you.
ii) if they lead a heart you can trump in one hand and chuck the diamond loser away

[called elimination and throw in play ]