

Bridge

The perfect game for those who don't find Quantum Physics challenging enough!

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17. **Test Your Play**

You can get a library of books on the 'technically correct' card to play in every situation. You might even learn them but your results will improve more if you can learn to: **LOOK AROUND YOUR SUITS AS SOON AS DUMMY GOES DOWN**

Bidding

S

1♠

4♠

N

*4♦

**NOTE this splinter bid must be alerted. Any bid higher than 3NT in the 1st round of the auction must now be alerted.*

West Finds an Opening Lead

SPADES

Singleton trump is NOT good.

HEARTS

MUD lead should be safe?!

DIAMONDS

North has singleton or void.

CLUBS

Attacking - but too dangerous!

LEAD ♥6

DUMMY

♠ AK62

♥ KJ7

♦ 8

♣ J10643

♠ 8

♥ 865

♦ Q10732

♣ K975

4♠

♠ Q54

♥ Q1032

♦ A954

♣ 82

♠ J10973

♥ A94

♦ KJ6

♣ AQ

DECLARER

What does east think?

Partner's ♥6 MUD lead is safe! (♥7 - ♥10 - ♥A)

East can see TWO tricks.

A spade and a diamond - but maybe a heart as well!

SPADES

With ♠AK in dummy, ♠Qxx, MUST provide a trick if we are patient.

HEARTS

Declarer may lead towards ♥KJ and finesse ♥J.

DIAMONDS

If declarer leads singleton ♦8 we will win ♦A (Even though this may not be best).

CLUBS

are rubbish but play the cards hi-lo. Could partner have ♣K?

If west has ♣K, it is a trick for your side, but it will also establish four winners for declarer. NOT something you want to do!!

What does declarer think?

Declarer sees a potential loser in each suit.

TRUMPS Do I finesse or play for the drop?

HEARTS A slow loser or successful finesse.

DIAMONDS A fast loser

CLUBS A slow loser. Finesse needed!

PLAN Set up a winner to throw heart loser.

Win ♥A and finesse ♠J (to protect ♥KJ)

East wins ♠Q and exits with a trump to ♠A

Lead ♦8 IF east plays low, he probably hasn't got the ace so finesse ♦J. East HAS got ♦A and wins

East again must get 'off lead' safely.

With ♥K still in place, club finesse can be tried.

Declarer rises with ♥K and leads to ♣A

The losing ♥J is thrown on the established ♦K

Trick 1. = ♥6 - ♥7 - ♥10 - ♥A. Must keep west off lead

8 ever/9never, playing for the drop didn't work either!

A safe exit card when no switch is attractive for east.

Well wouldn't you cash your ace?

East plays back his last trump. (If declarer had drawn the last trump east would exit with ♣8)

West is in at last, to lead ♥8.

E/W could not establish their heart winner soon enough.

SLOW YOUR GAME DOWN

Read your partner's lead and trust it. Continue accordingly.

Look around your hand - in relation to dummy. See the strengths.

Try to imagine what declarer is going to do before he does it.

Be Prepared - and play in tempo avoiding unnecessary hesitations.

Avoid giving declarer tricks in mid game with poor switches.

Understand the meaning of 'A safe exit card'.

Of course you won't be able to do all of this, but if you can stretch your observation, imagination, vision and see that this can be a creative game, you will love it when you succeed. Remember -

YOU CANNOT REMEMBER SOMETHING THAT YOU HAVEN'T NOTICED!

Can you visualise what might have happened if east had ducked the ♦8 lead from dummy? Another James Bond moment? Declarer would finesse ♦J losing to west's ♦Q. This would establish a heart winner for E/W and set the contract.

PLAN - then use relevant Declarer Play Techniques

W	N	E	S	
P	1NT	P	2H	STANDARD BIDDING
P	2S	P	3H	
P	4S	P	P	

After north's opening of 1NT, south knows that game must be bid. 2♥ is a transfer, and after the completion of the transfer any new suit is totally forcing for one round. So south's 3♥ shows 5 spades, 4 hearts and 13+ pts. North bids 4♠ with a 5/3 fit.

W	N	E	S	
P	1NT	P	2C	ACTUAL BIDDING
P	2D	P	3S	
P	4S	P	P	

Our opponents were not a 'regular' partnership. South used Stayman, and getting a 2♦ response, jumped to 3♠. Unusual, but everyone recognised that it must be this shape and strength. THOUGHT - *Could this sequence be used to separate 17+ from 12-16 hands with 5/4 in the majors?*

BRUNTON

♠ 53	♠ Q92	♠ 1086
♥ J72	♥ 104	♥ AQ85
♦ QJ2	♦ AK65	♦ 108743
♣ 109653	♣ K742	♣ J
	♠ AKJ74	
	♥ K963	
	♦ 9	
	♣ AQ8	

*A Simple Finesse
at the Right Time*

DECLARER PLAY ON THE ACTUAL BIDDING!

♠5 LEAD Trump lead seems reasonable. (♣3 works best).

After looking at the two hands in a suit contract, declarer's 1st question should be "Can I draw trumps?"

The answer here is NO, because of the potential heart losers. One heart will go on ♦K.

A 2nd would go on ♣7 IF clubs break 3-3.

The trump lead suggests a reasonable trump split, so - -

Win ♠Q and lead a low heart to finesse ♥K.

East plays low so the ♥K wins.

Declarer plays ♥3 to ♥10

which west should win with ♥J to lead a second trump.

Declarer wins and ruffs ♥6. to make 12 tricks and 79%.

Why should this standard declarer play score so well ??

S	W	N	E	
1H	2C	2H	3C	BIDDING
3H	P	P	P	

After south's opening 1♥ west overcalls 2♣ (strongly suggesting fewer than 4 spades. With an extra spade, X would be better.)

North now has a difficult bid with this 4-3-3-3 hand.

Without a club stop and only 9 pts. 2NT would be unwise.

Pass with 9 pts. would be timid. 2♦ is OK,

2♥ with only three is also a possibility.

East supports clubs and south bids only 3♥ with a 5 loser.

West does not wish to push them to 4♥ (making) and passes.

Only two N/S pairs bid on to game.

BRUNTON

♠ Q83	♠ KJ6	♠ 10742
♥ 109	♥ QJ5	♥ 643
♦ A9	♦ Q832	♦ J106
♣ AK10962	♣ 754	♣ QJ8
	♠ A95	
	♥ AK872	
	♦ K754	
	♣ 3	

*You Cannot Finesse
with Small Cards !*

DECLARER PLAY

♣A LEAD promising ♣K

East plays ♣Q (promising ♣J)

West continues ♣2, asking for a diamond switch. (McKenney)

Declarer ruffs.

With top trumps, declarer cashes ♥A & ♥K

Declarer has lost one trick

Declarer could have a spade loser. *A finesse will be used later.*

Declarer could lose two/three diamond tricks.

With west's overcall, declarer hopes ♦A is with west and

plays low to the ♦Q. *When it holds, what does he know?*

Declarer **KNOWS** that the ♦A **IS** with west!

Therefore to play back diamonds and cover east's ♦10 is suicidal.

Declarer must play west for having started with ♦Ax. (Key play)

With ♦Ax, west would ALWAYS make two diamond tricks.

Again, good declarer play pulls in a healthy 68% **at our expense.**

PLAN - then use relevant Declarer Play Techniques

S	W	N	E
1C	1H	*2D	2H
**2S	3H	3S	P
4S	P	P	P

There are many possible auctions on this hand but most will end up with south playing in 4♠.

*2♦ bid IS a reverse bid as it forces opener to rebid at the 3 level.

**2♠ is not a reverse bid. 2♦ has forced opener to bid beyond 2♣

OR

S	W	N	E
*P	1H	**P	2H
2S	3H	3S	P
4S	P	P	P

*It may be that south does not want to open an 9 count with 2 controls.

**After a 1♥ opening from west, north has no sensible overcall.

When east shows weak support, south comes to life with 2♠.

North is now happy to support, and south bids game on a 5 loser

NEWBURN

♠ 102	♠ K95	♠ J84
♥ KQ653	♥ A94	♥ J872
♦ A10	♦ J9764	♦ KQ853
♣ K873	♣ A10	♣ 2
	♠ AQ763	
	♥ 10	
	♦ 2	
	♣ QJ9654	

ERRORS IN DECLARER PLAY

♦A LEAD (♥K looks better). The diamond continuation is ruffed.

If you fail to see the play on this hand, you are not doing what I have constantly advised you to do. Think at trick 1!

This hand really is easy! Only a diamond and a club loser.

You need 10 tricks! - YOU ALWAYS HAVE 10 TRICKS!

I watched one declarer who correctly drew trumps but then finessed ♠10!!! **You must Think at least two tricks ahead!!!**

When the ♠10 held, she cashed the ♠A and then realised that she could not get back to her hand without ruffing **with her last trump**. Unfortunately the winning ♣K was STILL in west's hand. So when west won ♣K, declarer could not stop west cashing her heart winners.

SIMPLE (& CORRECT) DECLARER PLAY

Ruff diamond at trick 2.

Draw trumps. Play ♣A, overtake ♣10 and keep playing clubs until west takes his ♣K.

You still have a trump to regain the lead and enjoy all your winning clubs. It's that simple!!

Another declarer, decided not to draw trumps and after the same start, finessed ♠10 at trick 3. He then tried to cash ♠A - but this was - Ruffed by east. East returned a diamond. South ruffed - but this was - over-ruffed by west. West returned another club.

South ruffed but east over-ruffed. etc.etc. 3 down!!

S	W	N	E
4H	4S	5H	5S
?			

With 8 hearts, a void in spades and no more than an outside king, a pre-emptive bid of 4H is normal. Unfortunately west had a natural overcall of 4S. North continued the pre-empt with 5H but east bid 5S.

NEWBURN

♠ AKJ108764	♠ Q92	♠ 53
♥ 72	♥ 106	♥ A
♦ 84	♦ K73	♦ AQ1062
♣ 7	♣ AQJ65	♣ 109842
	♠ -	
	♥ KQJ98543	
	♦ J95	
	♣ K3	

DECLARER PLAY IN 5♠ - MAKING 11 TRICKS

♥10 LEAD Won by east's ♥A.

West is annoyed that slam has not been bid but concentrates on making 5 spades. A successful finesse in diamonds is required and with a reasonable 2-1 break in trumps, 12 tricks will roll in. There is an obvious club loser. **BUT hang on, if trumps are drawn immediately there will be a heart loser as well.**

Declarer must SEE this BEFORE playing to trick 1.

The solution is so simple.

Win ♥A, lead a trump to ♠A, then lead ♥7 and ruff with ♠5.

The good news - With the 3-0 trump break, 6♠ was never makeable.

The bad news - We are in the wrong hand for a diamond finesse.

SO - Create a club void by leading ♣2 to ♣7. Yes give the lead away!

If south wins and leads another heart, ruff with ♠J.

Take the winning diamond finesse for 11 tricks.

DECLARER PLAY IN 5♥ - MAKING 11 TRICKS

♠A LEAD Won by south's ♥3.

With a beautiful side suit (clubs) all declarer has to do is to take out trumps (*hoping that ♥A is with east*). It is, and unless east now cashes ♦A, declarer could make 12 tricks.

At one table, instead of drawing trumps declarer played ♣K and then ♣3 towards ♠A. West ruffed, led a diamond to dummy's king and east's ace. East cashed ♦Q and returned another diamond ruffed by west. With ♥A that was 3 down!

A lesson well learned - I hope!

*With a Juicy Side Suit
GET THE ENEMY
TRUMPS OUT*

PLAN - then use relevant Declarer Play Techniques

S	W	N	E
1S	P	2C	P
2H	P	*3D	P
3S	P	3NT	P
P/4S			

*3D = 4th suit forcing

South should trust north's decision but south takes responsibility and bids 4♠.

(South is lucky to find north with two spades!)

NEWBURN

♠ 75		
♥ K10		
♦ A87		
♣ KQJ985		
♠ KJ102		♠ 9
♥ QJ8		♥ 9543
♦ Q94		♦ K10653
♣ 1062		♣ 743
	♠ AQ8643	
	♥ A762	
	♦ J2	
	♣ A	

Key Play - UNBLOCKING!

	♠ A1098	
	♥ J4	
	♦ 10872	
	♣ K3	
♠ 3		♠ J654
♥ AK632		♥ 109
♦ J64		♦ KQ93
♣ 9642		♣ QJ8
	♠ KQ72	
	♥ Q875	
	♦ A	
	♣ A1075	

S	W	N	E
1C*	1H	X**	1NT
2S	P	3S	P
4S			

* Never open a major with 4-4-4-1 hands

** Negative X showing four of the other major.

Key Play - REQUIRES YOU TO REMEMBER THE AUCTION

Worth Considering

Books may give you excellent advice on technical plays and analysis but you would be well advised to consider **WHO you are playing!**

On the above hand the opponents were good players and their bidding could be trusted. On another hand our opponent led ♦Q. Dummy had ♦AK10. Normally this would give you 3 tricks (Assuming the lead to be from ♦QJ). It wasn't! our opponent wanted a ruff and had led from Qx.

When you play against 'good' players do not assume that they are going to do something 'clever'.

They are much more likely to be accurately applying all the standard techniques that you have learned.

DECLARER PLAY IN 4♠ - MAKING 10 TRICKS

♥Q lead (Not an easy hand to lead from).

Stop and think! Hearts are OK. (one ruff in the short hand.)

One diamond loser. Trumps are poor.

Clubs are beautiful (& provide two ditches).

Can reach dummy with heart ruff and ♦A

Plan 1 is to **throw** side suit losers. Then tackle trumps.

Trick 1. - Win ♥K.

Trick 2 - Play ♥10 to ♥A.

Trick 3 - UNBLOCK ♣A.

Trick 4 - Ruff ♥6.

Trick 5 - Cash ♣K throwing ♥7

Trick 6 - Cash ♣Q throwing ♦2.

Trick 7 - lead ♠7 and cover ♠9 with ♠Q

With the terrible position of the trumps you will lose three trumps.

but well done for making your contract. No-one on Monday made 4♠!

Excellent play but unfortunately a poor score! You should have trusted partner because 3NT makes 10 tricks as well.

DECLARER PLAY IN 4♠ - MAKING 10 TRICKS

♥A lead. East starts count signal with ♥10. ♥K continued.

A 3rd heart is continued. Should declarer ruff in the north hand, hoping that east cannot over-ruff. *NO!

Declarer considers the situation picturing his hand (south) as the 'Master hand'

*(RHO, east knew that north's double showed four spades.

Yet he bid 1NT! Surely that must be from Jxxx!)

Wasting a precious trump from dummy would be fatal!

♥Q and ♦A are winners.

Trumps are solid but there are two club losers.

One can be ruffed low and the 2nd can be ruffed with ♠A.

With east down to Jxx after the ruff, a trump finesse would work. SO

After the heart ruff, east switches to ♦K at trick 4. Won by ♦A

Trick 5. ♠K is cashed

Trick 6. ♣5 to ♣K

Trick 7. ♣3 to ♣A (East drops ♣Q).

Trick 8. Undaunted -♣7, ruffed with ♠9. Hallelujah ♣J falls.

Declarer draws east's ♠Jx and claims because the ♣10 is now a winner

Cramlington

♠ AK4
 ♥ 542
 ♦ 1097
 ♣ 8652
 ♠ 97
 ♥ J98
 ♦ KQJ65
 ♣ KJ9
 ♠ 1085
 ♥ AKQ763
 ♦ -
 ♣ Q1073
 ♠ QJ632
 ♥ 10
 ♦ A8432
 ♣ A4

BIDDING

W	N	E	S
1NT	P	2D	2S
P	P	4H	

East's 2♦ showed five hearts but after south's overcall, west passes (not knowing the strength of east's transfer).

After the overcall east, with a 5.5 loser, simply bids game.

NOTICE THAT EAST HAS THE MASTER HAND

♠Q LEAD

It is easy to be sidetracked by west's diamonds. They appear to be a source of FOUR tricks. It is all an illusion! They're irrelevant!

Declarer should focus on the EAST hand.

3 spade losers and 1 club loser, and - - the 3rd spade can be ruffed high.

At trick 3, north switched to ♦10. East looked up from his bridge book and threw his spade 'loser'. 'Loser on loser play' is NOT very clever on this hand. Simply, ruff, draw trumps and lead a club!

Cramlington

♠ K82
 ♥ 62
 ♦ A64
 ♣ KQJ93
 ♠ J4
 ♥ J95
 ♦ KJ8752
 ♣ 64
 ♠ Q9753
 ♥ A8
 ♦ Q93
 ♣ A108
 ♠ A106
 ♥ KQ10743
 ♦ 10
 ♣ 752

BIDDING

W	N	E	S
P	1NT	*X??	2D
X	P	2S	2S
3H	P	P?	P

*East's X was alerted and described as "for takeout"! South quietly transferred to hearts with 2♦

West's double was lead directing. (Penalty X of a conventional bid). North's pass showed only 2 hearts. After east bid 2♠, south bid what was meant to be a forcing 3♥ to show six hearts but north passed!

NOTICE THE OPPONENT'S LEAD!

♠J LEAD (*Think about its meaning! for later)

Looking through each of your suits there appears to be: 1 spade loser, 1 heart and 1 club.

*The lead is a hi/lo in east's suit. So win with ♠K! There is now a finesse against east's ♠Q!

Trick 2 Lead towards your ♥K. East ducks!
 Trick 3 Lead to ♦A and play another trump.
 Trick 5 Ruff east's diamond switch.
 Trick 6 Draw last trump and lead to ♣K.- Ducked.
 Trick 7 Continue ♣Q. East ducks again!?
 Trick 8 Lead towards ♠A - 10 and finesses ♠10.
 Trick 9 Cash ♠A. Now play ALL of your trumps. East's last two cards were ♣A and ♠Q!
 Yep he kept ♠Q. Silly but would you get it right?
 3♥ making 12 tricks still scored 20/28 MPs

BIDDING

W	N	E	S
P	P	P	1H
P	3H	P	4H

Once south has opened 1♥, north becomes an 8 loser hand and should respond with an invitational bid of 3♥.

With a 6 loser hand, south bids on to game in 4♥

NOTICE THE AUCTION & REMEMBER IT!

♦A LEAD West continues with ♦K and then ♦Q.

West then switches to ♠6!
 Declarer should pause and THINK about what s/he knows.
 West has played ace, king, and queen. 9 HCPs, and yet west passed as dealer.
 IF west even had 12 pts. surely he would have opened the bidding! That means that ♠K MUST be in east's hand!

CORRECT PLAY

The declarer play technique that you should play in the spade suit, is another form of 'FINESSE'. If you had no evidence to go on, you may take a normal finesse on this hand - AND LOSE.

BUT if you APPLY the knowledge you have, you will use a RUFFING FINESSE in spades. Win ♠A and lead ♠Q. If east plays low, throw ♣2. If east continues to duck, throw ♣8 on ♠J (If east plays ♣K, ruff. Draw trumps - ending in Dummy. Throw club losers on ♠J and ♠10).

ERROR - Not managing your entries to the dummy hand and being unable to reach spade winners, and/or failing to take the ruffing finesse in clubs. We have already established where the ♣K and ♠K must be!

Cramlington		S	W	N	E
		1NT	X	XX	3H
		P	4H		
		BIDDING			
		South's 1NT is 11-14.			
		West's X is for penalty.			
		North's XX is a transfer to clubs			
		East's 3H IS forcing.			
♠ 10743	♠ Q62				
♥ 93	♥ KQJ1062				
♦ J4	♦ 103				
♣ QJ542	♣ 63				
♠ A5	♠ KJ98				
♥ 875	♥ A4				
♦ AKQ86	♦ 9752				
♣ A97	♣ K108				

♣8 LEAD
(Low from three to an honour in partner's suit).

You have 1 spade loser, 1 heart and 1 club loser.
But can you make more than 10 tricks SAFELY?

PLAY
Declarer wins ♣8 lead with ♣A in dummy and immediately leads trumps.
♥5, ♥3, ♥K to south's ♥A.

South cashes ♣K and continues with ♣10.
East ruffs.

After drawing trumps, east will try to establish 1 or 2 extra diamond winners.
There are three alternative ways of playing the suit.

1. Hope that the 6 missing diamonds break 3-3 (Odds are 36%) (Odds are 48% on a 4-2 break.)
2. Finesse for the ♦J by running ♦10. (Odds are 50%)
3. Establish winners by ruffing (on a 4-2 break). (Odds are 84%) 36% + 48%

Before we go for option 3, ask "Are there outside entries to the west hand?" Yes - ♠A and ♥8

BEST OPTION is to cash, ♦A, ♦K, & ♦Q. If they break 3-3 you can throw both spade losers.
If they break 4-2, ruff ♦6 and return to dummy with ♠A.
The final losing spade in the east hand, is thrown on the established ♦8.

		S	W	N	W
		1NT	P	2S	
		3C		3NT	
		BIDDING			
		North's 2S bid shows precisely			
		11 pts. without a four card			
		major.			
		3C shows 14 HCPs (not 12/13)			
		Even without this gadget north			
		would bid 2NT (11 or 12 HCPs)			
		and south would still bid game.			
♠ A109	♠ Q873				
♥ 54	♥ KJ63				
♦ AQ654	♦ K109				
♣ J53	♣ 42				
♠ K654	♠ J2				
♥ Q1082	♥ A97				
♦ J8	♦ 732				
♣ 1087	♣ AKQ96				

♥2 LEAD
You can count eight top tricks and require only one more. Where will it come from?

Most finessing plays require that a particular card be located favourably. Assuming the enemy hands are unknown, this is clearly a 50-50 chance — half the time it will succeed; half the time it will fail.

Sometimes a line of play will depend on two or more finesses so it is important to know how to figure the chances. If one finesse is a 50-percent chance, then the chance of two finesses both working is simply 50% of 50%.

Two finesses will both succeed only 25% of the time.

At least one of two finesses will succeed 75 % of the time.

You have 8 top tricks.
Thankfully IF E/W play 4th highest leads you should only lose three tricks in hearts.
Diamonds is your long suit and it may appear to be your best bet for the ninth trick.
BUT if ♦Q finesse fails you will then need to try a finesse in spades.
Why not finesse TWICE in spades?

Playing for split honours gives you a MUCH better chance!

Brunton

♠ AQ4
♥ 7652
♦ KJ876
♣ 8

♠ 106
♥ AJ10
♦ 10543
♣ KQJ6

♠ KJ987532
♥ -
♦ Q9
♣ 954

♠ -
♥ KQ9843
♦ A2
♣ A10732

Let's pretend that the bidding went like this.

S	W	N	E
1D	1H	4S	5H
5S	P	P	P

PLAN

West leads ♥A which you ruff!

Draw trumps? With only two missing, one round of trumps can be played. Start with ♠K.

When east shows out, you cannot afford to play a 2nd round.

Now try ♦Q. This loses to east's ♦A

East cashes ♣A, on which west plays ♣K. East continues ♣2 which you have to ruff on table with ♠Q.

After FIVE tricks

♠ A
♥ 765
♦ KJ87
♣

♠ 10
♥ J10
♦ 1054
♣ Q6

♠ J98753
♥ -
♦ 9
♣ 9

♠ -
♥ KQ98
♦ 2
♣ 1073

Cash ♦K. Thankfully all follow. Remember there is still a trump out. So in case the diamonds don't break, play ♦7 and ruff in hand with ♠J. NOW play a trump to the ace and your two club losers can be thrown on the two diamond winners.

On another day, west might have only two diamonds and if you tried to cash ♦J it would have been ruffed!

UNFORTUNATELY for us, east bid on to 6♥ (which makes!) Even 7♣ is possible for E/W.
FORTUNATELY we made the correct decision to bid on to 6♠ which was doubled, but only 1 down.
UNFORTUNATELY our -100 STILL did not score well. Only 37%, because few E/W pairs bid beyond 5♠.

After a simple overcall from east, west's bid of 5♥ on a fairly balanced hand, was rather brave!??

Fortunately for them, east had a mammoth 4 loser hand.

♠ AQ864
♥ J942
♦ A65
♣ 4

♠ 1072
♥ 5
♦ QJ102
♣ KJ976

♠ KJ95
♥ 73
♦ K84
♣ Q1053

♠ 3
♥ AKQ1086
♦ 973
♣ A82

S	W	N	E
1H	P	4C	P
4NT	P	5H	P
6H			

BIDDING
 North's 4♣ is a splinter bid.
 Remember that this Splinter Bid must be alerted. Although it is beyond 3NT it was used during the 1st round of bidding

South's 4NT is RKCB

North's 5♥ shows two key cards without the trump queen.

♣8 LEAD

A common situation for declarer is having to choose between two plays — one involving a finesse, and the other involving a suit break. After winning the ♦A and leading a heart to ♥A, declarer can be sure of 11 tricks — 6 hearts, 3 side aces and 2 club ruffs. The 12th trick might come from the spade finesse or by attempting to establish the long spade. Which play is better?

PLAN

The spade finesse is clearly a 50-percent chance. Establishing the long spade requires a 4-3 spade break (62%) and four entries to dummy (three to ruff spades and one to reach the last winner). Are the entries available? Yes, declarer can use the ♠A, ♥J and two club ruffs in that order.

PLEASE NOTICE

Success as declarer requires a certain knowledge of frequencies, reading the opponents play, etc. but with 27 cards visible at the beginning of a hand, it is much more about your ability to NOTICE things that are significant and relevant to the play of the hand. YOU have to train yourself to do this in order to improve.

♠ 1085	♠ 962	♠ KJ7
♥ 106	♥ K843	♥ QJ9
♦ J10984	♦ Q5	♦ 632
♣ A63	♣ K842	♣ Q975
	♠ AQ43	
	♥ A752	
	♦ AK7	
	♣ J10	

N	S
P	1H
2H/3H	3H/4H
4H	

Alternative Bidding

N	S
P	1H
2H/3H	*2NT/4H
4H	

If north responded 2H it may be showing only 3 card support
2NT = 17/18 pts. balanced.
North should now bid 4H!

THINGS TO NOTICE AS DECLARER

The ♦J lead positions ♦10 & east's ♦2 suggests an odd number of diamonds. Potentially south has:
2 spade losers, 1 heart loser (on a normal 3-2 break), 2 club losers.

NOTICE immediately that you have a 'surplus' diamond winner in the south hand. This will allow you to throw a loser from the north hand. **Throwing a club does NOT help as you still have two losers in the south hand!** But throwing a spade from north reduces your spade losers to **ONE**.

TIMING

With only FIVE diamonds between you it is reasonable to assume that the opponents diamonds are no worse than 5-3. Entries to dummy are a bit limited and you will **need** ♥K as an entry to dummy in order to finesse ♠Q!

SO win with ♦Q in north and - **before drawing trumps**. (or finesse ♠Q now!)
Lead ♦5 to the ♦A and cash the ♦K on which the ♠2 is thrown.

Cash ♥A and then low to ♥K. **Leave the winning trump out.**

Now finesse ♠Q. When this is succesful, cash ♠A and ruff ♠3.

NOTICE that opponent's spades break 3-3 and that south's ♠4 is now a winner. Although you would like to lead towards ♣K, you are in the wrong hand, but when you lead ♣2 from dummy east is likely to play low and ♣J will force ♣A giving you 11 tricks and a top.

♠ A10	♠ Q8743	♠ K952
♥ K1075	♥ 32	♥ AJ6
♦ Q10653	♦ 42	♦ AK87
♣ 87	♣ J963	♣ Q2
	♠ J6	
	♥ Q984	
	♦ J9	
	♣ AK1054	

Bidding at the table			
N	E	S	W
P	1D	2C	*2H
p	4H		
This should promise FIVE!			

Alternative Bidding

N	E	S	W
P	1S	2C	X
P/3C	3C/3H	P	3D/4H

A DIFFICULT AUCTION

E/W have *accidentally* bid to game in a 4/3 heart fit. North led ♣3, to south's ♣A then ♣K. (When I watched this hand south played a 3rd club giving declarer a ruff and discard. Fortunately for the defence, declarer ruffed in hand rather than in the short hand). Declarer was now down to 3-3 in trumps. Let's assume a more reasonable spade switch at trick 3. which declarer wins. **Declarer should picture west as the master hand. The east hand fills gaps!**

NOTICE: No more club losers, no spade losers no obvious diamond losers and, on a reasonable trump break, (no worse than 4-2) there is one trump loser. The immediate focus should therefore be on the trump suit.

♥A followed by ♥J would see you home for an absolute top! (Except for a crazy +430 in 3NT). 3NT made 9 tricks three times! Presumably because north did not unblock ♣J!!

The E/W pair I watched lost control of the trumps and went 2 down in 4♥. Five pairs played in 5♦. Four made.

Unfortunately east cannot bid diamonds as this would show 5 spades. Even the support of hearts will suggest 5 spades, but you cannot bid NTs without a club stop.

BETTER ALTERNATIVES

♠ 98
 ♥ A105
 ♦ J843
 ♣ KQ64
 ♠ K62
 ♥ K943
 ♦ K107
 ♣ 1075
 ♠ Q107543
 ♥ Q6
 ♦ Q52
 ♣ A2

S W N E
 2S P P P

South opens 2♠, a weak two! West leads ♥2

Things to notice are:

Diamonds are a frozen suit. This simply means that if declarer opens up the suit, s/he is likely to lose THREE tricks.

Declarer should encourage the opponents to lead the suit.

This will guarantee only TWO losers.

Secondly you have a surplus club winner in dummy!

West's lead COULD have been from ♥K, but why take the risk?

Win ♥A.

Cash ♣A. Lead to ♣K and then throw ♥Q on ♣Q.

Now exit in trumps until E/W have to lead diamonds.

♠ 942
 ♥ 10
 ♦ A
 ♣ AKQJ10973
 ♠ AK8
 ♥ J82
 ♦ J7643
 ♣ 52
 ♠ J1063
 ♥ KQ95
 ♦ KQ982
 ♣ -
 ♠ Q75
 ♥ A7643
 ♦ 105
 ♣ 864

S	N	OR	S	N
1D	3NT		1D	2C
			2D	6C

There is nothing to the play in 3NT

and although 6♣ is a ludicrous contract it was played rather well by one north.

♥A was led and for some inexplicable reason east continued the suit.

What now?

One of the two pairs in 6♣ won ♥K on which he threw ♠2.

He threw ♠4 on ♥K and then played ♥Q.

Incredibly west didn't ruff! So he threw ♠9 and made an impossible contract that required TWO blunders by E/W.

Can you see a better line requiring only ONE blunder by east?

(when east continues with a second heart.)

Win ♥K and throw ♠2 - but on ♥Q, throw ♦A.

Now there is a much better chance of getting rid of the other two spades on

♦K and ♦Q!

♠ Q
 ♥ 62
 ♦ AKQ10965
 ♣ J43
 ♠ 65432
 ♥ Q85
 ♦ J3
 ♣ K65
 ♠ A1098
 ♥ A974
 ♦ 84
 ♣ A108
 ♠ KJ7
 ♥ KJ103
 ♦ 72
 ♣ Q972

S	N
1NT	3NT

Another long minor on which you raise partner's 1NT to 3NT.

The lack of bidding makes it difficult for west to find a decent lead.

Eventually west leads ♠6. So trick 1 goes - ♠Q - ♠K - ♠A

THIS is where south must take stock.

A simple decision now will mean the difference between a certain twelve tricks or only ten tricks.

Recognise that after the ♠K is played ONLY the ♠J is higher than your ♠10, ♠9, ♠8. Give them ♠J NOW! - and claim a lucky 12 tricks.

Hilarity:

West led fourth highest ♠3 (WRONG!) ♠Q - ♠K - ♠A as before!

Declarer simply played off his diamond winners.

East, expecting west to have the remaining spades, and protecting his hearts, correctly unblocked ♠J. Happy Christmas!

Over half the field played this in a part score diamonds!

Inter Club

♠ 5
 ♥ 8
 ♦ K106532
 ♣ A10653
 ♠ KQJ63
 ♥ A109
 ♦ J9
 ♣ 974
 ♠ 94
 ♥ KQJ5432
 ♦ A4
 ♣ 82
 ♠ A10872
 ♥ 76
 ♦ Q87
 ♣ KQJ

N	E	S	W
P	1H	1S	X
P	4H		

West's X was not alerted and east correctly assumed that it was for Takeout. (Normally such a double would be showing the other two suits).

East elected to bid game in 4♥.

West incorrectly meant it to be for penalties.

Although 5♣ and 5♦ are makeable N/S were never going to find those game bids after south had overcalled in spades. BUT the principle of "If they have a fit then we have a fit might just have tempted a gung ho north to bid 4NT - asking south for a minor! UNLIKELY THOUGH at this vulnerability. So let's set 4♥.

NOTICE PARTNER'S LEAD!

♣K LEAD (*Think about its meaning! NOW)

REMEMBER PARTNER'S OVERCALL! *(1♠)

You now have everything you need to set this contract!

*Partner has ♣Q

*Partner has ♠A (surely?!)

Overtake ♣K with your ♣A

Lead ♠5 back to south's ♠A

South returns ♠2 which you ruff! (3 tricks)

Now return ♣6 to set the contract.

Bridge is (sometimes) an easy game.

♠ KQ4
 ♥ AQ72
 ♦ KJ3
 ♣ J43
 ♠ 73
 ♥ 108654
 ♦ 9862
 ♣ AK
 ♠ 92
 ♥ 93
 ♦ A1075
 ♣ 109652
 ♠ AJ10865
 ♥ KJ
 ♦ Q4
 ♣ Q87

*After 1♠, north is unable to bid 2♥ (which would show 5 hearts) the correct bid with this 3-4-3-3 shape and 10+ points, is 2♣

Yes partner will think you have 4 clubs!

NOTICE PARTNER'S LEAD!

♣K LEAD (*Think about its meaning! NOW but rethink after partner plays to trick 2.)

Normally the lead of a king promises the queen, but when west continues with ♣A, it is a special bit of code that shows ONLY the ace and the king. **West wants a ruff !!!**

Having played ♣2 at trick 1 to show an odd number of clubs, east must now use a **suit preference** signal at trick 2.

Wanting a diamond switch, east must play a low card to ask for the lower of the other two suits, excluding trumps.

So at trick 3 west leads a diamond to east's ♦A. At trick 4, east returns a club and east ruffs to set the contract.

STANDARD BIDDING

S	W	N	E
1S	P	*2C	P
2S	P	4S	

*Unable to bid 2♥ (which would show FIVE hearts) the correct bid with this

PLAN - then use relevant Defence Techniques

Over the years we have covered enough bidding, play and defensive techniques to allow you to compete with the best. These classes are trying to encourage you to APPLY what you have been taught!

♠ AQ6
 ♥ 1084
 ♦ Q7642
 ♣ J3
 ♠ J97
 ♥ J6
 ♦ J10
 ♣ AKQ965
 ♠ K8432
 ♥ Q32
 ♦ AK83
 ♣ 7

BIDDING

Brunton

E	S	W	N
P	1S	2C	2D
3C*	3D	P	4S
P	P	P	

*2H might have been a better bid

DEFENCE - SLOW DOWN! WEST HAS TWO CLUES

♣A LEAD The lead is obvious, but west must be alert to two pieces of information.

1. The bidding shows that east has at least three clubs.
2. Declarer has diamonds.

On the ♣A lead, east plays ♣8.

This high card is NOT encouraging.

It is a COUNT SIGNAL (*from two or four*)!

Therefore a ♣K continuation would be ruffed.

A switch is required. (*After the auction - not diamonds*).

So west switches to ♥J. East wins ♥A, ♥K and a 3rd heart. Ruffed to set the contract. Bridge is an easy game!

TRUST PARTNER!

♠ A954
 ♥ K2
 ♦ A2
 ♣ AQJ107
 ♠ 8
 ♥ J10875
 ♦ 765
 ♣ 9863
 ♠ QJ102
 ♥ AQ9
 ♦ KJ1093
 ♣ 4
 ♠ K763
 ♥ 643
 ♦ Q84
 ♣ K52

BIDDING

Cramlington

W	N	E	S
P	1C	*X	1S
P	4S	P	P

*East's double is a normal
 Takeout double.
 South's 1♠ *should* show FIVE.
 (South should XX to show a
 FOUR card major.

Here it didn't matter too much as north had four card support and with a 4 loser, (on the adjusted count), north bids game!

DEFENCE - EAST GOES TO SLEEP (but nobody notices)

♥J LEAD

Declarer considered for a while but then either made a poor play or guessed that north was dozy.

Declarer, south, covered with ♥K and east won with ♥A.

When dozy east cashed ♥Q there was no way to take declarer more than one off for +100 to E/W.
(2 hearts and 2 trumps for a poor score).

Any alert east would trust partner's lead!!!!

West's ♥J lead - promised ♥10.

East should win ♥A and return ♥9 to west's ♥10.

(*Rather than lazily cashing ♥Q*)

Now a diamond switch from west establishes east's ♦K!

Bridge is an easy game!

You get 95% for +200

♠ 72
 ♥ KJ2
 ♦ AKQ7
 ♣ 10983
 ♠ KQ1043
 ♥ 1093
 ♦ 84
 ♣ K64
 ♠ 865
 ♥ A654
 ♦ 1032
 ♣ J72
 ♠ AJ9
 ♥ Q87
 ♦ J965
 ♣ AQ5

BIDDING

S	N
1NT	3NT

Declarer can see 4 diamonds
1 spade and 1 club.

Two spade tricks and two heart tricks could be established to make the contract BUT - -

DEFENCE - JUST A REMINDER

♠K LEAD

The lead is obvious, Top of a near sequence, guaranteeing either KQJ or at worst KQ10.

The KING lead is an instruction for partner to throw any honour they have. With no honours, east must give a count signal. (♠5 + lowest of three)

West knows therefore that declarer has AJx and when declarer ducks, west must NOT continue spades.

The switch could be to a safe diamond or a more attacking heart switch. Either way when east wins ♥A he should lead back a spade. This will keep declarer to ONE spade trick only. Declarer will look for his 9th trick with a finesse, and when this loses to west, spade winners can be cashed.

Newburn hand 1.

♠ KJ10432
♥ 74
♦ K10
♣ J107

Declarer

♠ Q87
♥ QJ1095
♦ QJ83
♣ A

Dummy

♠ 5
♥ K63
♦ A7652
♣ KQ96

♠ A96
♥ A82
♦ 94
♣ 85432

♠ J LEAD

♠ J - ♠ 5 - ♠ A - ♠ 8

To cut down ruffs, south plays ♥ A and another.

Declarer should win ♥ Q and unblock ♣ A.

Declarer should then take an immediate diamond finesse - (while there is a trump on table in case the finesse fails and opponents continue spades.

When the finesse works draw the last trump with dummy's ♥ K.

Throw losing spades on ♣ K & ♣ Q. (diamonds are good!) 11 tricks

N	E	S	W
2S	X	P	4H

North opened a WEAK 2♠.

East made a takeout X. Although this would usually promise 4 of the other major, alternative bids are worse.

With two aces, some south's may bid 3♠.

Whatever - west should now bid game in hearts.

IF N/S bid 4♠ remember to double!

DISAPPOINTING BIDDING

TRAVELLING SCORE SHEET FOR BOARD 1

Bid	By	NS	EW	NS	EW
3H	W		140	16	20
2S	N	110		29	7
3N-3	W	150		32	4
4H+1	W		450	2	34
2S	N	110		29	7
2Sx	N	470		36	0
3D+1	E		130	19	17
3D+2	E		150	12	24
3N+3	E		490	0	36
4H	N		420	34	2
4D+1	E		150	12	24
4H-1	S		50	23	13
2H+3	W		200	8	28
2S-1	N		50	23	13
4H	W		420	4	32
3D+1	E		130	19	17
3S-3	N		150	12	24
4H-2	W	100		26	10
5D	E		400	6	30

Newburn hand 9

♠ Q652
♥ J98654
♦ Q
♣ J2

Declarer

♠ AK83
♥ 2
♦ 752
♣ AK1097

Dummy

♠ J107
♥ Q
♦ AKJ96
♣ Q543

♠ 94
♥ AK1073
♦ 10843
♣ 86

N	E	S	W
2H	X	4H	4S
?	?	?	

North open's a WEAK 2♥ despite holding four spades as well.

East doubles despite having only three spades. Still the best option.

With 11 trumps south bids 4♥. (At this vul. 5♥ might be better.)

West bids 4♠ with the best hand around the table.

♥ 6 LEAD to south's ♥ A

South switched to ♣ 8.

Won in dummy with ♣ Q.

♠ J is run around to north's ♠ Q.

North returns a club to south's ♠ A

Trumps are drawn for +650 to E/W.

Leading singleton honours is NOT recommended but here it would keep declarer to 10 tricks. Bidding minor suit games is NOT recommended. 6♣ should not make on best defence.

Without a WEAK 2 open

N	E	S	W
P	1D	P	*2C
P	3C	?	3S
P	4/S5C		

*2♣ Notice that when you are strong enough to bid a 2nd time, you should respond 2♣ and THEN after a weak rebid by opener you can come back to life to bid your 4 card major.

PLAYING IN A 4/3 SPADE FIT

TRAVELLING SCORE SHEET FOR BOARD 9

Bid	By	NS	EW	NS	EW
5C+2	W		640	1	35
4S	W		620	7	29
5C+1	W		620	7	29
5D-1	E	100		30	6
4C+1	W		150	23	13
3C+2	E		150	23	13
5C+2	W		640	1	35
5C	E		600	15	21
4S-3	W	300		35	1
5D-1	W	100		30	6
5C	W		600	15	21
5C+1	W		620	7	29
5C	W		600	15	21
4H-2	N		100	26	10
4S	W		620	7	29
5C	W		600	15	21
5Hx-3	N		500	20	16
4C-3	W	300		35	1
3S-1	W	100		30	6

		♠ Q 7		
		♥ 6 3		
		♦ K J 9 8 6 4		
		♣ J 10 7		
♠ K J 6 4 2	9 loser	♠ A 10 9 8		
♥ A 9	6/5 loser	♥ 10 8		
♦ 3		♦ 10 7		
♣ A 8 6 4 2	4 loser	♣ K Q 9 5 3		
		♠ 5 3		
		♥ K Q J 7 5 4 2		
		♦ A Q 5 2		
		♣ ---		

Double dummy, you can see that east can only make 9 tricks in spades if north led ♠J.

This is most unlikely though and 11 tricks should roll in losing only one diamond and one heart.

Those E/Ws who only made 10 tricks in spades may have finessed ♠J.

With 9 trumps between the two hands (*and nothing else to go on*) the 8 EVER - 9 NEVER rhyme works here.

N/S have a 'good save' on this hand, bidding on to 5♦x for -100 or even 6♦x -2 by north or 6♥x -2 by south for -300.

Even -3 doubled would only be -500 which is better than the 5♠ making for -650

In 5♥ or 5♦, N/S *should* only lose two spades and ♥A.

W	N	E	S
1S	P/2D	*4S	?

OR

W	N	E	S
1S	P/2D	3S	4H
4S	p	p	5D

Despite having only 7 points north *might* overcall with this hand NV, but east IS a 7 loser with a good fit in partner's opening major suit.

*4♠ is a 'fast arrival' bid with no interest in bidding to slam. (E/W +650)

On this auction it is difficult to see how N/S would find the heart contract at the 5 level.

Any east who simply bids 2♠ to show 6-9 points is missing something!?

On this auction, after east's timid 'invitational' bid in spades south has just enough room to bid 4♥. (*Prepared to bid 5♦ if doubled*).

Surely west would bid on to 4♠ and it would be very timid for south to pass 4♠. 5♦ should be bid (*as a sacrifice*)

E/W should either double the sacrifice bid or bid on to 5♠.

The last piece of advice on this hand is - WHO ARE YOU PLAYING AGAINST?

Are they a pair who haven't the confidence to make a penalty X. (*Even of your 6♦ sacrifice bid?*)

If YOU develop a reputation for failing to double your opponents then don't be surprised if you are constantly outbid.

It doesn't matter if a few of your penalty doubles actually make, it will be a reminder to them that if they make silly bids against you WILL double them!

Pairs		Contract		Scores		MatchPoints	
NS	EW	Bid	By	NS	EW	NS	EW
1B	26B	3S+1	W		170	26	12
2B	28B	4H	S	620		34	4
3B	16B	4H+2	S	680		38	0
4B	18B	4H	S	620		34	4
6B	21B	4S+1	W		650	5	33
7B	23B	4S+1	W		650	5	33
8B	25B	4S+1	W		650	5	33
9B	27B	4S+1	W		650	5	33
10B	15B	4S	W		620	14	24
11B	17B	3S+2	W		200	22	16
12B	20B	4H	S	620		34	4
13B	22B	4S+1	W		650	5	33
14B	24B	2S+3	W		200	22	16
1A	14A	5S-1	W	100		29	9
2A	9A	4S+1	E		650	5	33
3A	11A	5Dx-2	N		500	18	20
4A	13A	3S+2	W		200	22	16
5A	8A	4S	W		620	14	24
6A	10A	5S-1	W	100		29	9
7A	12A	4S	W		620	14	24

Results and Matchpoints from the 21 tables that played board 4.

BIDDING SINS

	♠ AQJ75	
	♥ J3	
	♦ 4	
	♣ AK1053	
♠ 8		♠ 63
♥ K764		♥ AQ1085
♦ KQJ97		♦ A10863
♣ Q92	♠ K10942	♣ 4
	♥ 92	
	♦ 52	
	♣ J876	

MAKING DOUBLED CONTRACTS IS ALWAYS A JAMES BOND MOMENT

Against 5♥X, south leads ♠2 and north wins.

Prospects look bleak. Prospects get worse when north switches to ♣A and south contributes ♣8 - Not an encouraging signal - a count signal from 2 or 4! In case it is 4, north looks for an alternative defence. There isn't one, so without much hope, north continues ♣K. This is ruffed, trumps drawn and the claim is made.

Although 5♥ undoubled scored 60% do not let the occasional disaster stop you from making penalty doubles.

RUBBISH N/S BIDDING

N	E	S	W
1S	P	2S	X
3S	4H	P	P
4S	5H	P	P
X			

South should respond STOP 3♠.

Although this seems extreme, the principle is to bid to the level of the fit. (9 card fit = bid 3♠). It does suggest an 8 loser but 3♠ is pre-emptive as well as invitational.

After the X, north MUST bid 4♠. 3♠ is pathetic and an open invitation for east to show hearts.

When east bids on to 5♥ the double is difficult to resist.

At equal or favourable vulnerability north may bid on to 5♠ but expecting to go 2 down, for -500 and against good opponents, the best option is to take their money.

Alas, tonight the singleton club and ♦A meant a very poor score.

This should not prevent you from doubling such contracts in the future!

PROPER N/S BIDDING

N	E	S	W
1S	P	3S	P
4S			

After the 1♠ opening by north and 2♠ from south, should west double? Yes of course!!

Although the west hand is not an opening hand, is ace-less, has 4 raggy hearts and the Qxx of clubs look like losers, E/W are NV. (N/S have a fit, therefore E/W have a fit).

If south had responded STOP 3♠, it would be a brave west who would double now.

North would bid 4♠ and that would probably end the auction.

ALTERNATIVE E/W BIDDING

N	E	S	W
1S	2S	3S	4H
4S	5H	P	P
X			

After the 1♠ opening by north, east has a suitable hand on which to use a Michaels Cue Bid.

2♠ would show 5 of the other major AND a 5 card minor suit.

South would consider whether a 3♠ bid would silence west or whether to wait to see if E/W bid to game. After which a 4♠ bid might be made.

With the Michaels Cue Bid, E/W would certainly bid on to 5H and the inevitable double from north.

TIPS

With 9 trumps bid up to the 3 level irrespective of points.
With a known 10 trump fit bid to straight to the 4 level.
Introduce Michaels Cue Bids & Unusual 2NT to your game.
Having pushed opponents to the 5 level, you have usually done enough!
If you are known as a pair that don't double, you will often be outbid.

Make up a hand with a 10 card trump fit and check possible outcomes.

♠ Q9875
 ♥ J5
 ♦ AK9
 ♣ KQ10
 ♠ K2
 ♥ A872
 ♦ 83
 ♣ 98754
 ♠ J1063
 ♥ KQ3
 ♦ 542
 ♣ AJ3
 ♠ A4
 ♥ 10964
 ♦ QJ1076
 ♣ 62
 4♠
 N S
 1S 3S
 4S

This is an attempt to monitor each of the cards played by ALL of the players.

Often students fail to see the significance of their carding, particularly when they have poor hands. Dummy is usually just a bystander.

Here, dummy is in control of every card played.

The relevant card from each player is in black text.

A simple 'reason' for the card played, is shown below the diagram for each trick.

If a 'wrong' card is played, dummy would ask the player to reconsider.

Let declarer try again and only reveal the appropriate card in desperation

Often the card may not affect the result on the hand shown, but it is hoped that it may encourage players into 'good practice'.

♠ Q9875
 ♥ J5
 ♦ AK9
 ♣ KQ10
 ♠ K2
 ♥ A872
 ♦ 83
 ♣ 98754
 ♠ J1063
 ♥ KQ3
 ♦ 542
 ♣ AJ3
 ♠ A4
 ♥ 10964
 ♦ QJ1076
 ♣ 62
 1
 E - ♦ Q. Promising ♦ J.
 S - ♦ 2. Obvious.
 W - ♦ 8. Start of a hi-lo peter to show 2 cards only.
 N - ♦ A. Declarer wins with higher of touching honours.

♠ Q9875
 ♥ J5
 ♦ K9
 ♣ KQ10
 ♠ K2
 ♥ A872
 ♦ 3
 ♣ 98754
 ♠ J1063
 ♥ KQ3
 ♦ 54
 ♣ AJ3
 ♠ A4
 ♥ 10964
 ♦ J1076
 ♣ 62
 2
 N - ♥ J. To establish a winner on which to throw D4.
 E - ♥ 9/6. Start of a hi-lo peter to show an even number.
 S - ♥ 3. Obvious.
 W - ♥ A. To win and return partner's suit.

♠ Q9875
 ♥ 5
 ♦ K9
 ♣ KQ10
 ♠ K2
 ♥ 872
 ♦ 3
 ♣ 98754
 ♠ J1063
 ♥ KQ
 ♦ 54
 ♣ AJ3
 ♠ A4
 ♥ 1094
 ♦ J1076
 3
 W - ♦ 3. Completing the hi-lo peter.
 N - ♦ K. Obvious play to win the trick.
 E - ♦ 6. Obvious, following suit.
 S - ♦ 4. Obvious.

♠ Q9875
 ♥ 5
 ♦ 9
 ♣ KQ10
 ♠ K2
 ♥ 872
 ♦ 8
 ♣ 98754
 ♠ J1063
 ♥ KQ
 ♦ 5
 ♣ AJ3
 ♠ A4
 ♥ 1094
 ♦ J107
 ♣ 62
 4
 N - ♥ 5. Leading towards established winner.
 E - ♥ 4. Just following suit.
 S - ♥ K. Obvious play to win the trick.
 W - ♥ 2. Obvious.

♠ Q9875
 ♥ 9
 ♦ 9
 ♣ KQ10
 ♠ K2
 ♥ 87
 ♦ 8
 ♣ 98754
 ♠ J1063
 ♥ Q
 ♦ 5
 ♣ AJ3
 ♠ A4
 ♥ 109
 ♦ J107
 ♣ 62
 5
 S - ♥ Q. Cashing established winner.
 W - ♥ 7. Following suit.
 N - ♦ 9. Throwing away your loser.
 E - ♥ 9. Following suit.

♠ Q9875
 ♥ 9
 ♦ 9
 ♣ KQ10
 ♠ K2
 ♥ 8
 ♦ 8
 ♣ 98754
 ♠ J1063
 ♥ 5
 ♦ 5
 ♣ AJ3
 ♠ A4
 ♥ 10
 ♦ J107
 ♣ 62
 6
 S - ♠ 3. Loser thrown - NOW draw trumps.
 W - ♠ 2. 2nd hand low. Odd play if declarer had SA.
 N - ♠ 5. Showing off! (not necessary) Any spade OK.
 E - ♠ A. Obvious to win the trick.

♠ Q987
 ♥ 9
 ♦ 9
 ♣ KQ10
 ♠ K
 ♥ 8
 ♦ 8
 ♣ 98754
 ♠ J106
 ♥ 5
 ♦ 5
 ♣ AJ3
 ♠ 4
 ♥ 10
 ♦ J107
 ♣ 62
 7
 E - ♣ 6. Declarer has no diamonds. Has west CK?
 S - ♣ 3. 2nd hand low.
 W - ♣ 4. 4 is same as 9!
 N - ♣ 10. Obvious to win the trick.

♠ Q987
 ♥ 9
 ♦ 9
 ♣ KQ
 ♠ K
 ♥ 8
 ♦ 8
 ♣ 9875
 ♠ J106
 ♥ 5
 ♦ 5
 ♣ AJ3
 ♠ 4
 ♥ 10
 ♦ J107
 ♣ 62
 8
 N - ♠ 7. Getting remaining trumps out.
 E - ♠ 4. Perforce.
 S - ♠ 10. Almost irrelevant which trump is played!
 W - ♠ K. Perforce.

♠ Q98
 ♥ 9
 ♦ 9
 ♣ KQ
 ♠ 8
 ♥ 8
 ♦ 8
 ♣ 9875
 ♠ J6
 ♥ 5
 ♦ 5
 ♣ AJ
 ♠ 10
 ♥ 10
 ♦ J107
 ♣ 2
 9
 W - ♣ 6. Declarer claims.
 N -
 E -
 S -

PLAYING 2ND IN HAND

Declarer leads low from the hidden hand

Dummy	
AQJ	
You	1
K84	<u>2</u>

Your king is doomed but prepare yourself BEFORE declarer plays towards his AQJ. Smoothly play 8. You never know! (False card when you can!)

Dummy	
A109	
You	2
K84	<u>2</u>

Again prepare yourself and play 4 smoothly, without hesitation. (2nd hand low).

Dummy	
KJ	
You	3
A84	<u>2</u>

Again prepare yourself and play 4 smoothly. Declarer is likely to finesse the jack. (Maybe into partner's queen). Playing ace GIVES declarer a trick freely.

Dummy	
AQ10	
You	4
KJ4	<u>2</u>

Here, declarer cannot get it wrong whatever he finesses. Go up with the king and hope he grabs the queen. Letting you make the jack.

Dummy	
AK7	
You	5
QJ84	<u>2</u>

Declarer is NOT going to finesse the 7. Smoothly - Play the 4.

Dummy	
AK103	
You	6
QJ4	<u>2</u>

Declarer might finesse the 10. If so congratulate him! Below club level, most will rise with the ace and you will now make a trick.

Dummy	
Q108	
You	7
A74	<u>2</u>

Although it is tempting to win the ace, you mustn't (unless you need to grab the lead quickly) Play the 4. Partner may be sitting with K or J.

Dummy	
K753	
You	8
A9864	<u>2</u>

Against a NT contract, play low. (Against a suit contract, that 2 could be a singleton. Declarer is going to play the king so play your ace.)

Declarer leads an Honour from the hidden hand

Dummy	
AQ52	
You	1
K84	I

Although your king will be beaten by dummy's ace and declarer may have the 10, you must cover the jack with the king in case partner (east) has the 10 which would now win the 3rd round. Nothing else can work.

Dummy	
A109	
You	2
K84	I

It would take an error by declarer to make more than one trick here. Duck. If partner has the queen he wins, and declarer might panic later in the play and cash his ace! Covering - cannot gain for your side.

Dummy	
K1095	
You	3
A84	I

Declarer is going to finesse. Do not play your ace. You obviously hope that your partner has the queen!

Dummy	
A102	
You	4
KJ4	<u>Q</u>

Obviously cover the queen to establish your jack as a winner.

Dummy	
AJ7	
You	5
KQ4	10

Against a suit contract when declarer has only 10x, If you do not cover the 10 with your king, the 10 wins and a low club to the ace means that you never make a trick. The 7 will be ruffed!!!

Dummy	
K103	
You	6
AJ4	<u>Q</u>

Win the ace and immediately return the 4 is your best chance of scaring declarer into cashing dummies king and establishing your jack as a winner

Often you must consider the whole hand, not one suit.

Dummy	
72	
95	
643	
♣KQJ107	
You	7
♣93	♣2

At trick 2, declarer leads ♣2 towards dummy. You might think that it doesn't matter which club you play. They are all poor. BUT your partner is sitting with ♣A65 and he needs to know how many clubs you have. This will tell him how many clubs declarer has and how many times to duck. Playing ♣9 (a hi-lo signal to show an even number) will show that declarer started with three clubs and therefore partner must duck twice to stop declarer reaching the rest of the