

Before opening, **THINK AHEAD**
What will your rebid be?

| | | |
|--------|-----------------|---------|
| | ♠ AJ6 | |
| | ♥ QJ107 | |
| | ♦ Q7 | |
| | ♣ 9854 | |
| ♠ 874 | 4 ♠ by south | ♠ 92 |
| ♥ 643 | | ♥ 9852 |
| ♦ 1095 | | ♦ KJ864 |
| ♣ KQJ7 | | ♣ A10 |
| | ♠ KQ1053 | |
| | ♥ AK | |
| | ♦ A32 | |
| | ♣ 632 | |
| | Dealer | |

| S | N |
|-----|----|
| 1S | 2C |
| 2NT | 3S |
| 4S | p |

SOUTH'S OPENING BID

South's 1♠ opening bid is easy. (Balanced, but too strong for 1NT).
The rebid WILL be in NTs to show a balanced hand with 15+ pts.

NORTH'S RESPONDING BID

North's 2♣ responding bid is easy
on the hand shown - -BUT -- could have been

ON ANOTHER DAY

Less than obvious

Remember that a bid of 2♥ would promise FIVE hearts, so on a 3433 shape like this, you must find an alternative!

♠ AJ6
♥ QJ107
♦ Q74
♣ 985

The accepted Acol bid is 2♣ showing 4 clubs and 10+ HCPs.
Key information is 10+ pts.

SOUTH'S REBID

Less than obvious. 2♠ would be wrong because although it would show 5 spades, it is a limit bid which could be passed.
2NT, as originally analysed, describes a balanced hand (15+)

Key information is 15+ pts.

NORTH'S REBID

Less than obvious. NOT 3NT.

Yes you must end up in a game contract, (15 +10) **but not so fast!**
In case south has FIVE spades in the balanced hand, north should show THREE spades by bidding 3♠. **Key information an 8 card fit.**
South knows it is three card support because with four you would have supported without mucking about with a club bid !
(Opener will not pass as you are already committed to game.)

If south has only four spades the final bid will be 3NT

DEFENCE

West leads ♣K, promising ♣Q. East overtakes this with ♣A and returns ♣10. West wins and takes a 3rd club trick.

DEFENSIVE SIGNAL

East must find a discard on the third club! Does it matter which card east throws?
Yes it does, but if you have no partnership agreement, simply throw from a suit in which you have NO INTEREST - a heart!
On this hand, west sees the heart discard and will lead a diamond - but which one?
(It should be ♦10 showing either 10x or 109x
and more importantly, forcing declarer to play ♦Q from dummy.)

Declarer wins ♦A.

YOUR DECLARER PLAY (SOUTH)

You have lost the first three tricks. As declarer you should see that you can make the next 10 tricks. Is there a problem?
No - as long as you recognise that you need to UNBLOCK ♥A & ♥K before taking out all of the trumps.

After winning ♦A, lead ♠3 to ♠J. Then ♠6 back to ♠K. Unblock the top two hearts.
Now lead a 3rd trump (your only entry to dummy) to dummy's ♠A. Throw your two diamond losers on ♥Q & ♥J

ESTABLISHING WINNERS

| | | |
|----------|---------|---------|
| ♠ 986 | ♠ AQJ10 | ♠ K75 |
| ♥ QJ1087 | ♥ K4 | ♥ 652 |
| ♦ J86 | ♦ A73 | ♦ 10942 |
| ♣ A2 | ♣ Q1084 | ♣ 765 |

3NT
by S

| |
|--------|
| ♠ 432 |
| ♥ A93 |
| ♦ KQ5 |
| ♣ KJ93 |

| | |
|-----|-----|
| S | N |
| 1NT | 2C |
| 2D | 3NT |

DECLARER PLAY after ♥Q lead

Count your TOP tricks, 1 spade, 2 hearts, and 3 diamonds.
3 more needed!

PLAN -

If spade finesse works, you can repeat it to make **12 tricks!**
If it fails, you have only 2 extra tricks - and -
east plays another heart to remove your only other heart stop.

When you play a club for your 9th trick
west cashes club ace AND 3 heart winners to put you down.

CONCLUSION & PLAY

Don't be greedy set up 3 extra tricks by leading clubs immediately!

| | | |
|----------|---------|---------|
| ♠ K92 | ♠ AQJ | ♠ 10654 |
| ♥ KQJ104 | ♥ 83 | ♥ 9652 |
| ♦ 74 | ♦ KJ982 | ♦ 653 |
| ♣ 542 | ♣ K83 | ♣ A6 |

3NT
by S

| |
|----------|
| ♠ 873 |
| ♥ A7 |
| ♦ AQ10 |
| ♣ QJ1097 |

| | |
|-----|-----|
| S | N |
| 1NT | 3NT |

DECLARER PLAY after ♥K lead

Count your TOP tricks, 1 spade, 1 hearts, and 5 diamonds 7
2 more needed!

PLAN -

You have an unfortunate problem in hearts - It happens sometimes!
There are LOTS of club tricks, once the ace is removed - BUT
if I play clubs the ♣A will win and E/W will cash lots of hearts. UGH!

CONCLUSION

Unlike the previous hand,
YOU CANNOT AFFORD TO GIVE THE LEAD AWAY.
Your ONLY chance - is that west holds ♠K.

PLAY

Win ♥A, lead ♠3 and finesse ♠J
If it holds come back to hand with a diamond and repeat the finesse.

If it loses, be philosophical, a 50/50 chance is better than no chance!

I know that it is a terrible bore, but you really **MUST** train yourself to pause as soon as dummy is faced.
Go through each of your suits in turn and:
In a **NT contract** count your top tricks (AKxxx is only two top tricks) but if QJx turns up in dummy -
You now have 5! Do not play this suit until you can see the tricks you need.
If you are two tricks short, play to **ESTABLISH** two extra tricks e.g. KQx opposite Jx

When dummy goes down in a **suit contract** - count your **LOSERS**. Axx opposite Kxx = 1 loser
With too many losers try to find, or **ESTABLISH**, surplus winners on which to throw the losers

ESTABLISHING WINNERS 1.

"When should you draw trumps?" is a question that we are constantly asked.

Obviously the answer depends primarily on what you and dummy hold (and what opponents lead).

DRAW TRUMPS immediately WHENEVER YOU CAN AFFORD TO. (Do you need to ruff losers first?)

DRAW TRUMPS when you have winners in a long side suit.

DRAW TRUMPS when opponents are likely to ruff your winners. (Watch for singleton/doubleton leads).

DELAY DRAWING TRUMPS if you need to ruff a suit in the 'short hand'. (Particularly on 5-3 fits.)

DELAY DRAWING TRUMPS if you need to ruff two or three times - to establish winners in a long side suit.

DELAY DRAWING TRUMPS if you need to cross ruff the hand.

| | | |
|--------|------------|---------|
| ♠ KQJ8 | ♠ 643 | ♠ 1097 |
| ♥ 1082 | ♥ 74 | ♥ 96 |
| ♦ J7 | ♦ AK954 | ♦ Q1082 |
| ♣ J986 | ♣ AK4 | ♣ Q1073 |
| | 6♥ by S | |
| | ♠ A52 | |
| | ♥ AKQJ53 | |
| | ♦ 63 | |
| | ♣ 52 | |

| S | N |
|----|-----|
| 1H | 2D |
| 2H | 3NT |
| 4H | 6H |

DRAW TRUMPS immediately WHENEVER YOU CAN AFFORD TO.

♠K LEAD

Count your LOSERS, 2 spades,
1 too many!

PLAN -

Your only chance is to establish a winner in diamonds
on which you can throw one of the spade losers.

You need ENTRIES to dummy, so do not squander ♣A & ♣K.

PLAY

Win ♠A and draw trumps.

Lead diamonds and cash ♦A & ♦K.

Lead and ruff ♦4. Unfortunately west shows out, so east started with four.

Get back to dummy with ♣A and ruff a fourth diamond.

Now the 5th diamond is a winner and you can get to it with ♣K.

Throw a losing spade on the winning diamond.

Well played!

| | | |
|----------|------------|----------|
| ♠ 92 | ♠ A864 | ♠ 105 |
| ♥ QJ1093 | ♥ K86 | ♥ A742 |
| ♦ J1063 | ♦ 87 | ♦ Q4 |
| ♣ K9 | ♣ Q643 | ♣ AJ1052 |
| | 4♠ by S | |
| | ♠ KQJ73 | |
| | ♥ 5 | |
| | ♦ AK952 | |
| | ♣ 87 | |

| S | N |
|----|----|
| 1S | 3S |
| 4S | |

DRAW TRUMPS immediately WHENEVER YOU CAN AFFORD TO.

♥Q LEAD

Count your LOSERS, 1 heart, 2 clubs

(No diamond losers as long as there are trumps in dummy.)

PLAN -

Remove opponent's trumps first - and then establish your diamond suit.

PLAY

Ruff the heart continuation.

Play two rounds of trumps. (♠K & ♠Q)

Cash ♦A & ♦K and ruff with ♠8. (Unfortunately east shows out)

Get back to hand by ruffing ♥K

Lead a 4th diamond and ruff with ♠A. (The 5th diamond is now a winner)

You only lose a heart and two clubs.

ESTABLISHING WINNERS 2.

♠ J8
 ♥ 10876
 ♦ K74
 ♣ 7642

♠ 97643
 ♥ J3
 ♦ Q65
 ♣ K103

♠ A52
 ♥ Q42
 ♦ J982
 ♣ J98

4♥
by S

♠ KQ10
 ♥ AK95
 ♦ A103
 ♣ AQ5

| S | N |
|-----|----|
| 2NT | 3C |
| 3H | 4H |

Stayman

| S | N |
|-----|----|
| 2NT | 3C |
| 3D | 3S |
| 4H | |

Puppet Stayman

CREATE A SURPLUS WINNER after ♦2 lead

Count your losers, 1 spades, 1 hearts, 1 diamond, at least 1 club

PLAN - Look for the chance of creating surplus winners.

The spade suit is promising!

Trumps need to break 3/2 Club finesse needs to succeed!

Win trick 1 with ♦A and immediately lead towards ♠J (It holds.)
back to ♠K which west wins with ♠A.

West leads another diamond which you win with dummy's ♦K.
Now TWO rounds of top trumps only. (Leave ♥Q alone.)

Ruff D10 in dummy and lead towards ♣AQ finessing ♣Q.

When this wins, Cash ♣A and claim.

You lose trump queen, one spade, and one club.

CREATE A SURPLUS WINNER after ♠3 lead

Count your winners. 2 spades and 3 hearts

(Obviously another spade winner could come out in the wash)

So TWO tricks to find.

Does the 5 card club suit look inviting.

NO! Diamonds look a much better option ((3-3 or 9 & 8 dropping)

Once you have made this decision the play is easy!

Win the spade lead and play ♦2 towards ♦Q.

West wins and plays another spade. Win ♠K!

Lead a 2nd diamond towards dummy. (West may duck)

You have ESTABLISHED two diamond winners **which you can reach.**

(As long as you have not played A♥)

♠ J1064
 ♥ A92
 ♦ QJ107
 ♣ K9

♠ 85
 ♥ J8753
 ♦ 98
 ♣ AJ73

♠ Q9732
 ♥ 106
 ♦ AK43
 ♣ Q4

2NT
by S

♠ AK
 ♥ KQ4
 ♦ 652
 ♣ 108652

| S | N |
|-----|-----|
| 1NT | 2C |
| 2D | 2NT |
| P | |

ESTABLISHING WINNERS 3.

Declarer should recognize four potential losers. One in each suit

♠ A93
 ♥ 53
 ♦ J8432
 ♣ Q72
 ♠ QJ107
 ♥ K98
 ♦ Q107
 ♣ K86
 ♠ 542
 ♥ 62
 ♦ K95
 ♣ 109543
 ♠ K86
 ♥ AQJ1074
 ♦ A6
 ♣ AJ

| | | | |
|----|---|-----|---|
| S | W | N | E |
| 1H | P | 1NT | P |
| 4H | | | |

The diamond loser vanishes when you establish ♣Q winner.

| | | | | |
|-------|-------------|---------|---------|---------|
| Trick | | | | |
| 1. | West ♠Q | N ♠3 | E ♠2 | S ♠K |
| 2. | South ♣A | W ♣6 | N ♣2 | E ♣3 |
| 3. | South ♣J | W ♣K | N ♣7 | E ♣4 |
| 4. | West ♠J | N ♠A | E ♠4 | S ♠6 |
| 5. | North ♣Q | E ♣5 | S ♦6 | W ♣8 |
| 6. | North ♥3 | E ♥2 | S ♥Q | W ♥K |
| 7. | West ♠10 | N ♠9 | E ♠5 | S ♠8 |
| 8. | West ♦7 | N ♦2 | E ♦K | S ♦A |

Declarer should recognize four potential losers. Two trumps, one heart and one slow loser in diamonds.

♠ J1063
 ♥ KQ3
 ♦ 854
 ♣ AJ3
 ♠ AK
 ♥ 10942
 ♦ QJ106
 ♣ 642
 ♠ 42
 ♥ A876
 ♦ 973
 ♣ 9875
 ♠ Q9875
 ♥ J5
 ♦ AK2
 ♣ KQ10

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

Do NOT play trumps immediately.

| | | | | |
|----|-------------|---------|---------|---------|
| 1. | West ♦Q | N ♦4 | E ♦3 | S ♦A |
| 2. | South ♥J | W ♥9 | N ♥3 | E ♥A |
| 3. | East ♦7 | S ♦K | W ♦6 | N ♦5 |
| 4. | South ♥5 | W ♥4 | N ♥K | E ♥8 |
| 5. | North ♥Q | E ♥7 | S ♦2 | W ♥2 |
| 6. | North ♠3 | E ♠2 | S ♠7 | W ♠K |
| 7. | West ♦10 | N ♦8 | E ♦9 | S ♠5 |
| 8. | South ♠8 | W ♠A | N ♠6 | E ♠2 |

Declarer should recognize four potential losers. One heart, one diamond and two slow losers in clubs.

♠ Q97
 ♥ 83
 ♦ A5432
 ♣ A32
 ♠ 52
 ♥ QJ105
 ♦ J986
 ♣ K108
 ♠ 4
 ♥ K9762
 ♦ KQ10
 ♣ Q765
 ♠ AKJ10863
 ♥ A4
 ♦ 7
 ♣ J94

| | | | |
|----|---|-----|---|
| S | W | N | E |
| 1S | P | 1NT | P |
| 4S | | | |

When declarer has established ♦5 as a winner (and can get to it with ♠7) one club loser can be thrown.

| | | | | |
|----|-------------|---------|---------|----------|
| 1. | West ♥Q | N ♥3 | E ♥2 | S ♥A |
| 2. | South ♦7 | W ♦6 | N ♦A | E ♦10 |
| 3. | North ♦2 | E ♦Q | S ♠6 | W ♦8 |
| 4. | South ♠J | W ♠2 | N ♠Q | E ♠4 |
| 5. | North ♦3 | E ♦K | S ♠A | W ♦9 |
| 6. | South ♠8 | W ♥5 | N ♠9 | E ♥7 |
| 7. | North ♦4 | E ♥6 | S ♠J | W ♦J |
| 8. | South ♠3 | W ♣8 | N ♠9 | E ♣5 |
| 9. | North ♦5 | E ♣6 | S ♥4 | W ♥10 |

“NEVER UNDERLEAD AN ACE”(AGAINST A SUIT CONTRACT)

Of all the mantras and one liners in the bridge language, this one is **correct** (*Most of the time!*)
But note that it refers to OPENING LEADS against SUIT CONTRACTS!

♣ 762
♣ A9543 by S ♣ QJ108
♣ K

This is the most obvious layout to illustrate the truth of the mantra. It requires no explanation

♣ 762
♣ A953 by S ♣ QJ108
♣ K4

Again it is easy to see that declarer would never make the ♣K. **Even LEADING an unsupported ace costs a trick!**

♣ 2
♣ A9543 by S ♣ Q76
♣ KJ108

As well as giving declarer a trick by the lead, east is obliged to play ♣Q. When this is captured by ♣K, declarer has a ruffing finesse available - so the ace will **never** win a trick

♣ 106
♣ AJ732 by S ♣ Q54
♣ K98

It is obviously a different story against NT contracts where you need to ESTABLISH long suits. **Underleading aces against NTs is fine.**


and it only gets worse!!

West leads ♣6 and declarer plays ♣2 from dummy.
East KNOWS that west would NEVER lead FROM an ace.
So playing the ♣K would be silly because south must have ♣A!

So east tries to win with ♣J. This loses to ♣Q.
Declarer now overtakes ♦K and throws both losing clubs on ♦Q & ♦J!
THREE defensive tricks have vanished and partnership harmony has disintegrated!

UPSETTING PARTNER

♦ AQJ85
♣ 842
♦ 942
♣ A1096 by S
♦ K
♣ Q73
♦ 10763
♣ KJ5



♠ J6543
♥ A1086
♦ AQ
♣ 72
♠ 2
♥ 52
♦ 109865
♣ A9654
♠ A9
♥ KQ94
♦ J2
♣ QJ1083
♠ KQ1087
♥ J73
♦ K743
♣ K

| E | S | W | N |
|----|----|----|----|
| 1C | 1S | 2C | 3C |
| 4S | | | |

Can you underlead an ace if your partner has bid the suit? NO!
Opening 1♣ does NOT guarantee that you have the ace or the king of that suit.

If west, foolishly, leads a low club, it gives declarer the one IMPOSSIBLE trick that allows him to make the contract. Although it is normal to lead a low card to promise an honour in the suit, an ace is special.
You have also been advised that leading an unsupported ace is poor, but if you have decided to lead partner's suit, then your only choice - is the ACE!

♠ 10654
♥ AK104
♦ KJ5
♣ 97
♠ J832
♥ 75
♦ 962
♣ A1065
♠ A9
♥ J986
♦ A8
♣ J8432
♠ KQ7
♥ Q32
♦ Q10743
♣ KQ

Can you underlead an ace against NT contracts?
YES OF COURSE!

Against NTs you are trying to ESTABLISH your long suit (*which cannot be ruffed!*)

Even though your best suit is a minor - it IS the suit to lead. Leading from a poor 4 card suit is not usually a good idea.

MID GAME EXCEPTION

Dummy
♦ KJ4
You
♦ A85
4♣ by S

Declarer, in 4♣, has drawn trumps. You gain the lead. In dummy you can see ♦KJ4 and hold ♦A. An average bridge player may simply cash ♦A. A bold bridge player may **underlead her ace**. If declarer has ♦Q nothing is lost. If he hasn't, he has to guess whether to play ♦K or ♦J. Declarer may think that you wouldn't lead from ♦A, and play ♦J. Partner wins ♦Q. *There are always exceptions but normally DON'T LEAD AWAY FROM ACES IN SUIT CONTRACTS*

WHEN TO DRAW TRUMPS

"When should you draw trumps?" is a question that we are constantly asked.

Obviously the answer depends primarily on what you and dummy hold (and what opponents lead).

DRAW TRUMPS immediately when you have winners in a long side suit.

DRAW TRUMPS when opponents are likely to ruff your winners. (Watch for singleton/doubleton leads).

DELAY DRAWING TRUMPS when you need to ruff a suit in the 'short hand'.

DELAY DRAWING TRUMPS when you need to ruff to establish winners in a long side suit.

DELAY DRAWING TRUMPS when you need to cross ruff the hand.

| | | |
|---------|------------|---------|
| ♠ J92 | ♠ K85 | ♠ 10 |
| ♥ QJ104 | ♥ K863 | ♥ 975 |
| ♦ AQ9 | ♦ 102 | ♦ J8765 |
| ♣ 1065 | ♣ AQ82 | ♣ KJ97 |
| | 4♥ by S | |
| | ♠ AQ7643 | |
| | ♥ A2 | |
| | ♦ K43 | |
| | ♣ 43 | |

DELAY DRAWING TRUMPS

when you need to ruff a suit in the 'short hand'.

You count 6 trump tricks (barring a 4-0 break) and 3 top tricks in the side suits. Your 10th trick might come from leading toward the ♦K, ruffing a diamond in the dummy, or by finessing the ♣Q. On a lucky day all three possibilities might work and you could win 12 tricks.

You should work on diamonds first **before drawing any trumps.**

Win the ♥K and lead a diamond to your king. West wins!

Win the trump shift (best) with ♠K and give up a diamond.

Win the trump return in hand and ruff your diamond.

Note that you would fail if you led just one round of trumps before leading a diamond.

| | | |
|---------|------------|----------|
| ♠ Q98 | ♠ 10642 | ♠ J7 |
| ♥ K7 | ♥ 8542 | ♥ AJ1093 |
| ♦ J1083 | ♦ A74 | ♦ Q965 |
| ♣ Q864 | ♣ K7 | ♣ J9 |
| | 4♠ by S | |
| | ♠ AK53 | |
| | ♥ Q6 | |
| | ♦ K2 | |
| | ♣ A10532 | |

DELAY DRAWING TRUMPS

when you need to ruff to establish winners in a long side suit.

You have 3 trump winners (assuming a 3-2 break)

and 4 side winners. (♣A-K & ♦A-K).

The club suit offers the only chance for 3 more.

Your plan is to ruff clubs in dummy until the suit is established.

Win the ♦A (*key play*) to save entries to your hand.

Cash ♣K-A

Cash ♠K-A (*else east will overruff*)

Ruff a club. Return to the ♦K and ruff another club.

Ruff a diamond then lead your last club to force west to ruff with his high trump.

| | | |
|--------|------------|---------|
| ♠ A92 | ♠ J743 | ♠ Q8 |
| ♥ AJ5 | ♥ KQ32 | ♥ 8764 |
| ♦ KQ3 | ♦ 1086 | ♦ AJ972 |
| ♣ 7654 | ♣ A8 | ♣ J2 |
| | 3S by S | |
| | ♠ K1065 | |
| | ♥ 109 | |
| | ♦ 54 | |
| | ♣ KQ1093 | |

♦3 LEAD

DRAW TRUMPS

immediately when you have winners in a long side suit.

Ruff the 3rd diamond.

Draw trumps - but need to be in dummy to lead *towards* ♠K10

Lead towards ♥KQ to create an entry to dummy.

West wins ♥A and switches to a club.

Win ♣A and lead a spade to the ♠10.

West wins and plays another club.

Home and dry!

LEADING PARTNER'S SUIT

During the auction your partner has bid clubs but the opponents bid on to game in 4♥.

You hold ♠ 1098
 ♥ 43
 ♦ 87652
 ♣ K72

What do you lead?

If you remember a friend telling you that you "Always lead the top of partner's suit," and you do, your opponents will make their contract! LEAD ♣2

With TWO cards in partner's suit:

7 2 lead 7 and when you play the 2, partner will read the hi/lo as showing two.
K 7 lead K and when you play the 7, partner will read the hi/lo as showing two.

With THREE cards in partner's suit:

9 7 2 lead 7 and when you play the 9, partner will read the low/high as showing *three small cards* in the suit. This is known as a MUD lead (middle, up, down.)
 Never make a MUD lead from three to an honour. (*10s are honours during play.*)

K 7 2 lead 2 and partner must know that you have three or four *with an honour card*.
 or, it is a singleton!

K 9 7 lead 7. With the cards that partner has and the cards in dummy it is usually possible
 to work out that the seven is the lowest card you have.

With FOUR cards in partner's suit:

9 7 6 2 lead 7 and when you play the 6 the hi/lo shows two or four.

K 7 6 2 lead 2 and partner must know that you have three or four *with an honour card*.
 or, it is a singleton!

| | | |
|---------|--------|----------|
| ♠ 53 | | |
| ♥ KQ109 | | |
| ♦ K85 | | |
| ♣ QJ63 | | |
| ♠ K92 | 3NT by | ♠ AJ1087 |
| ♥ 7543 | south | ♥ A6 |
| ♦ 9642 | | ♦ J3 |
| ♣ 53 | | ♣ 10982 |
| ♠ Q84 | | |
| ♥ J82 | | |
| ♦ AQ107 | | |
| ♣ AK7 | | |

| | | | |
|-----|---|-----|----|
| S | W | N | E |
| 1♦ | P | 1♥ | 1♠ |
| 1NT | P | 3NT | |

West leads ♠2 (a low card indicates a holding of three or more cards to an honour)
 East wins ♠A and returns ♠J
 South should duck. West should duck.
 East continues with ♠10 (a high card asking for a heart switch)
 West wins with ♠K and returns a heart.

NOTE ♠K lead gives declarer the contract with four diamonds four clubs and the ♠Q.

ERRORS

One hand - Many errors

| | | |
|------------------------------------|-------------------------------------|-----------------------------------|
| ♠ J9 ♥ QJ94 ♦ QJ1065 ♣ 96 | ? by S | ♠ 642 ♥ K7 ♦ AK82 ♣ A742 |
| ♠ Q875 ♥ 1083 ♦ 74 ♣ J853 | | |
| | ♠ AK103 ♥ A652 ♦ 93 ♣ KQ10 | |

♦7 LEAD

So at the table,
the correct suit was never mentioned.
*(If north had correctly responded 1NT to 1♠, south with 16 pts. should PASS!
 (Yes, partner may have 9 pts. but, more likely, they will have 6, 7, or 8.) Poor odds!*

BIDDING ERROR 1.

South liked his spades better than his hearts and opened 1♠.
There is NO recovery from this error.

| | |
|-----|------|
| S | N |
| 1S | 2D |
| 2NT | pass |

Before opening, THINK AHEAD. What will your rebid be?
 With a balanced 16 HCPs, your rebid will usually be in NTs
With two four card suits of the same rank, open the lower suit. (1♥)

BIDDING ERROR 2.

Despite having only 7 pts., responded 2♦.
A 2 level response - in a new suit - promises 10+ pts.

| | |
|-----|------|
| S | N |
| 1S | 2D |
| 2NT | pass |

With 15+ pts., south obviously assumed that game was certain and rebid 2NT.
 a CORRECT bid which is forcing to game (15pts.+10pts. = 25)

BIDDING ERROR 3.

North compensated for his first error by passing!?

| | |
|-----|------|
| S | N |
| 1S | 2D |
| 2NT | pass |

After the wrong opening bid, the correct sequence would be

| | |
|------|-----|
| S | N |
| 1S | 1NT |
| pass | |

A better bidding sequence

| | | |
|------|----|--|
| S | N | With NO aces or kings, north, despite being an 8 loser, would be advised to respond 2♥ rather than 3♥. |
| 1H | 2H | |
| pass | | |

IF north responded 3♥, south, with a 6 loser would bid 4♥.

Against a 2♥ contract the hi/lo ♦7 lead, looking for a ruff, is OK **because your hand is weak!** (leaving enough pts. for partner to win in time to give you the ruff.)

South should plan to make 3 spades, 3 hearts and 2 clubs. OR to lose 2 diamonds and a ruff♣A and a possible heart.

DECLARER PLAY ERROR

When tackling the heart suit, declarer led ♥Q and it held the trick. Declarer then continued with ♥J. Although this dropped east's ♥K it also established a defensive trick for west's ♥10. Continuing ♥J can NEVER work! IF east had started with ♥K10x he would cover ♥J (to eventually establish his ♥10)

A difficult finesse

| |
|----------------|
| ♥ QJ94 |
| ♥ 1083 ♥ K7 |
| ♥ A652 |

With a **near sequence** in dummy, there IS a finesse position in hearts BUT you can only make all four hearts IF east holds ♥Kx precisely. So if ♥Q holds lead ♥4 to drop the king.

With a **near sequence** in dummy, east should not cover ♥Q with ♥Kx

DEFENDING with NO near sequence in dummy, cover - if you have a doubleton king.

| |
|----------------|
| ♥ QJ74 |
| ♥ 1092 ♥ K3 |
| ♥ A865 |

Despite dummy's touching honours, east, with only a doubleton, **should cover** ♥Q with ♥K, hoping - - that partner has ♥109x.

(IF declarer held ♥10 E/W can never win a trick whatever they do).