

2008 INTERMEDIATE THEMES**BRIDGE****INTERMEDIATE DUPLICATE BRIDGE**

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Having covered most of the aspects of the game in UNITS 1-12 and then examined some standard conventional bids in the CONVENTIONS UNIT we explore some less obvious decisions that players may have to make in our CREATIVE APPROACHES UNIT.

It is hoped that students will keep handouts from these intermediate lessons into a UNIT that re-visits and illustrates principles previously covered.

REBIDS BY OPENER

<p>♠ 10654 ♥ Q4 ♦ AQ10 ♣ K973</p> <p>♠ KQ8 ♥ 732 ♦ 954 ♣ 10642</p>	<p>♠ 732 ♥ AK65 ♦ J732 ♣ 85</p>	<p>S N 1♥ 1♠ 1NT 3NT</p>
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The 1NT rebid shows 15+pts. (balanced)

North therefore must bid game with 10+ pts.

15+ Balanced
Lead ♣2 (4th highest)

Declarer can count 1 spade, 3 diamonds and 4 clubs.
Two more tricks are required and they can be made in the heart suit.
Declarer wins ♣A and plays a heart to the ♥Q. East will return ♠5.

Win and play another heart. East wins again and may switch to a spade. Win ♠A
Cash ♥10 and ♥9, unblock ♣J. **+430**

<p>♠ Q1082 ♥ 8 ♦ AKQ943 ♣ A2</p> <p>♠ 974 ♥ AK42 ♦ J108 ♣ KJ6</p>	<p>♠ J5 ♥ QJ653 ♦ 52 ♣ 9874</p>	<p>N S 1♦ 1♠ 3♠ 4♠</p>
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NOTES:
Again the singleton adds strength (3pts.) when a fit is shown.
3♠ is a jump bid to show 17+ pts.

Strong Rebid Two suited 17+
Lead ♥A (Anything else would be silly!)

Declarer should recognise that the eight card diamond fit should produce six winners once trumps are drawn.

So, ruff the ♥K, play a low trump to ♠A, cash ♠K and draw the last trump.

Now play your diamond winners, throwing dummy's clubs. Cash ♣A. Ruff ♣2 for 12 tricks **+480**

<p>♠ KQ107 ♥ 83 ♦ J94 ♣ Q1042</p> <p>♠ J82 ♥ K5 ♦ Q7652 ♣ 963</p>	<p>♠ 963 ♥ J10962 ♦ K3 ♣ A85</p>	<p>S N 1♥ 1♠ 2NT 3NT</p>
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NOTE:
The jump bid of 2NT again shows 17+ pts. but this time the hand is balanced.

Strong Rebid Balanced 17+
Lead ♦5 (4th highest)

Dummy plays ♦4, ♦K from east.
Win with ♦A.
Your top tricks are: 3 spades, 1 heart and 1 diamond.

Play ♣K, to establish three club winners. (Honour from the short suit first).
East will win and return a diamond for partner.
Win the next diamond and you should make ten tricks because spades break 3/3. **+430**

<p>♠ A5 ♥ AQ743 ♦ 108 ♣ K1072</p> <p>♠ J82 ♥ K5 ♦ Q7652 ♣ 963</p>	<p>♠ 963 ♥ J10962 ♦ K3 ♣ A85</p>	<p>N S 1♥ 1♠ 2♣ 3NT</p>
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NOTE:
The rebid of 2♣ shows five hearts & four clubs. 12-16 pts.

12-16 Two suited
Lead ♦5 (4th highest)

When south hears north's rebid of 2♣, it is time to take responsibility. Holding the unbid diamond suit, & 13 pts. south bids game in 3NT.

The east/west hands are identical to the last hand and the play will follow a similar pattern. **+430**

BIDDING AFTER INTERVENTION

Dummy

♠ A53
♥ J985
♦ K5
♣ KJ103

Lead SK

♠ KQJ92
♥ 64
♦ 4
♣ Q8764

♠ 10864
♥ A32
♦ 10982
♣ A2

♠ 7
♥ KQ107
♦ AQJ763
♣ 95

Declarer

S	W	N	E
1D	1S	X	2S
4H			

After the 1S overcall, a **negative double** shows FOUR hearts.

Bidding anything else may miss the fit in hearts.

4S may be a good sacrifice losing SA, DA a heart and a club.

D4 lead defeats 4H if declarer mis-guesses the clubs. On SK lead declarer can make 11 tricks guessing the clubs right!

Dummy

♠ 75
♥ A75
♦ KQ75
♣ A752

Lead SK

♠ KQJ64
♥ 109
♦ 83
♣ QJ103

♠ 832
♥ KQ83
♦ 92
♣ 9864

♠ A109
♥ J642
♦ AJ1064
♣ K

Declarer

S	W	N	E
1D	1S	2S	P
2H	P	3NT	

With an opening hand opposite partner's opening bid, and no clear cut bid available, **Cue Bid** the opponent's suit.

Your cue bid says that you do NOT have four hearts or a stop in the enemy suit, but you have a game going hand. (X would show 4 hearts).

Partner with a spade stop, bids NTs.

Dummy

♠ 752
♥ A102
♦ Q65
♣ K753

Lead SK

♠ KQ1083
♥ 753
♦ 872
♣ A9

♠ 64
♥ KJ98
♦ 943
♣ Q862

♠ AJ9
♥ Q64
♦ AKJ10
♣ J104

Declarer

S	W	N	E
1D	1S	2C	P
2NT	P		

If west does not compete.

S	W	N	E
1D	P	1NT	P
P	P		

If there is no overcall, responder will play in 1NT, making.

After a 1S overcall, 2C shows 9+ pts. is forcing for one round and denies four hearts. 2NT shows 15/16 with a stop.

The SK lead asks partner to throw any honour held. When the SK holds, a switch must be made, as a continuation would give declarer two spade tricks.

Dummy

♠ 75
♥ A52
♦ KQ6
♣ KQ543

Lead SA

♠ AKQ103
♥ Q3
♦ 935
♣ 762

♠ J642
♥ J1097
♦ 42
♣ 1098

♠ 98
♥ K864
♦ AJ1087
♣ AJ

Declarer

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

After the spade intervention the cue bid of spades shows game values but no obvious bid. It hopes opener has a stop in spades, looking for 3NTs.

This **Cue Bid** denies holding a four card heart suit, (no negative double) and shows game values.

When opener reveals no spade stop responder signs off in 5D.

TO COMPETE OR NOT TO COMPETE

Lead HJ

♠ 43
♥ K1093
♦ A62
♣ K972

Dummy

♠ KQ107
♥ 8652
♦ J74
♣ Q3

A

♠ 95
♥ Q74
♦ Q1095
♣ AJ105

♠ AJ862
♥ AJ
♦ K83
♣ 864

Declarer

S	W	N	E
1S	P	2S	P
P	?		
or			
S	W	N	E
1S	P	2S	P
P	X	P	3C

Typical sequence where N/S play comfortably in 2S. This is west's fault. N/S have a fit and 20ish pts.

In protective position, west with 10+ pts. should make a TO double.

2S making = -110 or
3C minus one = -100 or
3C making = +110 or
most likely
3S minus one = +100

COMPETE!

OPPONENTS WILL NEVER BE ALLOWED TO PLAY IN A FIT AT THE 2 LEVEL

Lead S2

♠ 32
♥ AQJ63
♦ KJ4
♣ 1096

Dummy

♠ Q10765
♥ K42
♦ 76
♣ 7432

B

♠ AJ84
♥ 5
♦ 1085
♣ AQ85

♠ K9
♥ 10987
♦ AQ932
♣ KJ

Declarer

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

West overcalls in hearts (East's singleton.) Then sees RHO overcall in east's card suit.

The hand looks like a mis-fit.

DON'T COMPETE!

S3 to SA. S9 return (asking for heart switch) HA.- then HQ - HK ruff. S8 ruff and over-ruff etc. Down 3for +300.

Note - North should have bid 2S to play in the long trump suit of the weaker hand!

RECOGNISE THE MIS-FIT

Lead C6

♠ AQJ543
♥ 642
♦ Q
♣ K64

Dummy

♠ 10
♥ KJ9
♦ 108652
♣ J752

C

♠ 2
♥ AQ83
♦ 974
♣ A10983

♠ K9876
♥ 1075
♦ AKJ3
♣ Q

Declarer

S	W	N	E
1S	P	P	X
P	P	P	

A hand from Brunton Sept 07

South opens 1S west and north pass. East doubles, south, west AND north pass!?! -500

1. North should have bid 1NT
2. South should give partner two choices by bidding diamonds.
3. East would be wrong to simply overcall 2C.

We recommend that a double in protective position shows 10+ pts.

THE PROTECTIVE DOUBLE

Lead CA

♠ 74
♥ K6532
♦ 93
♣ A765

Dummy

♠ 98
♥ AQ74
♦ KJ862
♣ 84

D

♠ AQJ62
♥ J9
♦ 104
♣ KQJ9

♠ K1053
♥ 108
♦ AQ75
♣ 1032

E	S	W	N
1S	P	1NT	P
2C	P	P	X
P	2D	3C	3D

East shows 5/4 in the black suits (10-16). West agrees clubs by passing (6-9). With shortages in clubs and spades, and both red suits, a Takeout Double asking partner to bid one of the other two suits is a fair risk.

3D makes +110
3C goes off +100
2C makes -90

TAKEOUT DOUBLE (EVEN THOUGH YOU HAVE ORIGINALLY PASSED).

DANGER HAND (AVOIDANCE PLAY)

Dummy

♠ A109
♥ 72
♦ KJ1076
♣ A32

A

♠ K752
♥ K64
♦ A984
♣ KQ

♠ J83
♥ Q1095
♦ Q52
♣ 654

♠ Q64
♥ AJ83
♦ 3
♣ J10987

S	W	N	E
1S	P	2D	P
2NT	P	3S	P
3NT			

When the dummy is faced you need to recognise that ♥K is vulnerable to an attack by east! The club lead is no problem.

3NT by South

You have 7 winners. 2 spades 2 diamonds and 3 clubs

Lead ♣J

Win ♣K. Play ♦4 to ♦K and run the ♦J. IF this loses, west cannot damage your heart holding.

You must stop east getting on lead.

Dummy

♠ 54
♥ A87
♦ KQ62
♣ AJ83

B

♠ KJ2
♥ K542
♦ A5
♣ K652

♠ Q73
♥ Q10
♦ J8743
♣ Q104

♠ A10986
♥ J963
♦ 109
♣ 97

S	W	N	E
1NT	P	3NT	

Recognise immediately that you need to finesse clubs into east.

3NT by South

You must duck ♠Q at trick 1. When spades are returned, play the ♠K and hope that west wins with ♠A and plays a 3rd spade. Now when your club finesse fails, east does not have a spade to play.

Lead ♠10

West with no outside entry should duck ♠K. Now when east gets in he can lead his 3rd spade to west.

Dummy

♠ KJ
♥ 432
♦ AJ1062
♣ A73

D

♠ 832
♥ AK7
♦ K5
♣ KJ1086

♠ AQ1065
♥ 865
♦ 98
♣ 942

♠ 974
♥ QJ109
♦ Q743
♣ Q5

S	W	N	E
1NT	P	3NT	

Phew, you didn't get a spade lead! You MUST recognise the danger to your spade suit, and keep west off lead.

3NT by South

Win with ♥A. Play ♦K. Then finesse ♦J into the safe hand that cannot damage you in spades.

Lead ♥Q

When diamonds don't break - play ♣3 to ♣K.

Then run ♣J into east. The ♣Q drops and your'e home.

Dummy

♠ 43
♥ A862
♦ KQ2
♣ AJ105

C

♠ KJ2
♥ K43
♦ A43
♣ K943

♠ Q96
♥ QJ7
♦ 10876
♣ Q76

♠ A10875
♥ 1095
♦ J95
♣ 82

S	W	N	E
1NT	P	2C	P
2D	P	3NT	

Unlike the last hand, here you can finesse clubs into either hand. (A two way finesse.) So as long as you finesse into west, the safe hand, you do not need to duck the ♠Q. Win and lead to ♣A. then play ♣J from dummy and let it run.

3NT by South

IF it loses your Jx of spades is safe.

Lead ♠7

FOUR VARIATIONS ON THE FINESSE

<p>♠ J10985 ♥ Q87 ♦ K75 ♣ J9</p>	<p>Dummy ♠ A43 ♥ J6 ♦ AJ1032 ♣ K74</p> <p style="text-align: center;">[Redacted]</p> <p>♠ Q62 ♥ AK52 ♦ 64 ♣ A863</p>	<p>♠ K7 ♥ 10943 ♦ Q98 ♣ Q1052</p>
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S 1NT	W P	N 3NT	E
	Lead	♠J	

SPLIT HONOURS

When there are TWO honours missing you should mentally place ONE with each of your opponents.

Play low on ♠J lead.
♠K wins and ♠7 returned
Win ♠Q and finesse ♦J losing to ♦Q.

Win the heart switch and finesse ♦10, playing for west to hold the other honour (♦K) When diamonds also break 3-3, you're home.

<p>♠ J2 ♥ QJ105 ♦ K976 ♣ 1093</p>	<p>Dummy ♠ A765 ♥ 872 ♦ Q84 ♣ KJ4</p> <p style="text-align: center;">[Redacted]</p> <p>♠ KQ1043 ♥ 94 ♦ A53 ♣ AQ2</p>	<p>♠ 98 ♥ AK63 ♦ J102 ♣ 8765</p>
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E P P	S 1S 4S	W P	N 3S
	Lead	♥Q	
	3rd heart ruffed	♥J	

ACE & QUEEN IN OPPOSITE HANDS

Unfortunately the 3-3 mirror image in clubs mean wasted values. You have 5 top spades 3 clubs and a diamond.

One trick needed!

The diamond finesse is your only chance for the 10th trick.

Play ♦A and then low to the queen.

The ♦K with west gets you home.

<p>♠ J98 ♥ Q75 ♦ 95 ♣ QJ1073</p>	<p>Dummy ♠ 52 ♥ 1064 ♦ AKJ2 ♣ K652</p> <p style="text-align: center;">[Redacted]</p> <p>♠ KQ63 ♥ A83 ♦ Q863 ♣ A8</p>	<p>♠ A1074 ♥ KJ92 ♦ 1074 ♣ 94</p>
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S 1S 2NT*	W P P	N 2C 3NT	E P
*Forcing to game			
	Lead	♣Q	
	Win with ♣K (because you cannot afford a heart switch!)		

LEAD TOWARDS HONOURS

You have 7 top tricks.
IF ♠A is with east you will make ♠K AND ♠Q.

Play ♠5 immediately to ♠K. If it holds, use diamond entry to play towards your ♠Q.
There is no other play available!

If east rises with the ♠A immediately it takes all the pressure off declarer. How kind!

<p>♠ 9632 ♥ 54 ♦ AKQJ ♣ 753</p>	<p>♠ AQJ10 ♥ 1083 ♦ 975 ♣ K64</p> <p style="text-align: center;">[Redacted]</p> <p>♠ 4 ♥ AKQJ6 ♦ 643 ♣ A982</p>	<p>♠ K875 ♥ 972 ♦ 1082 ♣ QJ10</p>
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W P P P	N P 1S 3H	E P P P	S 1H 2C 4H
	Lead	♦A	
		♦K	
		♦Q	

RUFFING FINESSE.

West originally passed and has shown up with 10 pts.

West CANNOT have ♠K.

After drawing trumps, play ♠A and then ♠Q.

If east plays ♠K, ruff and return to dummy with ♣A. throw losing clubs on ♠J & ♠10. If east doesn't cover, throw losing clubs.

TRANSFERS

Dummy

♠ 102
♥ AK10765
♦ Q965
♣ 4

♠ A7543
♥ 82
♦ J43
♣ K63

♠ KQ96
♥ Q93
♦ K7
♣ A752

♠ J8
♥ J4
♦ A1082
♣ QJ1098

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

INVITATION ONLY

After the completion of the transfer, responder's rebid in the suit invites game **ONLY IN HEARTS**.

South's options are to bid 4H or **PASS !**
3NT is not an option.

Play to ruff a diamond but also make sure that you lead twice **TOWARDS** king queen of spades.

Lead CQ

Dummy

♠ Q542
♥ J8543
♦ 76
♣ 104

♠ 963
♥ A106
♦ KJ5
♣ QJ98

♠ KJ87
♥ K2
♦ AQ43
♣ 743

♠ A10
♥ Q97
♦ 10982
♣ AK65

S	W	N	E
1NT	P	2C	P
2S	P	P	P

STAYMAN WITH 3 PTS.

Remember that responder controls the auction after a 1NT open.

Although you could simply transfer to hearts, 2C allows you to find the better 4-4 fit in spades

IF partner had rebid 2D, you would sign off in 2H.

Lead CA

When responder does not rebid NTs after 2D, opener must pass!

Dummy

♠ 4
♥ Q10862
♦ K83
♣ A1075

♠ Q9863
♥ J5
♦ J1076
♣ QJ

♠ A72
♥ K743
♦ A4
♣ K943

♠ KJ105
♥ A9
♦ Q952
♣ 862

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

SUPER ACCEPT

When partner makes a transfer, and you have four of that suit **AND** a maximum 14 pts. you can make what is called a super accept. Bid one level higher than necessary.

IF partner had a weak hand it might pre-empt opponents out of their fit.

Leads might be SJ or HA or C6 or D2

On this occasion it allows north to add 3pts. for the singleton spade, and bid game.

♠ J32
♥ A1083
♦ 108
♣ AKQ7

♠ 754
♥ J64
♦ QJ654
♣ 104

♠ AKQ108
♥ KQ9
♦ K32
♣ 82

♠ 96
♥ 752
♦ A97
♣ J9653

N	E	S	W
1NT	P	3S	P
4C	P	4NT	P
5H	6S		

MILD SLAM TRY

No transfer here.

3H is a mild slam try in spades.

North accepts the invitation by cue bidding CA.

Lead ?

Lay down on DA lead.
Trump lead best!

4NT checks for aces and the slam is bid. Two diamond losers go on the CQ and H3.

MORE TRANSFERS

Dummy
 ♠ AJ9
 ♥ KQJ2
 ♦ Q3
 ♣ J843

♠ KQ62
 ♥ A84
 ♦ 75
 ♣ A1072

♠ 843
 ♥ 1065
 ♦ K102
 ♣ KQ65

♠ 1075
 ♥ 973
 ♦ AJ9864
 ♣ 9

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

1NT - 2S

2♠ can be bid with 11pts, (no major) and, on weak hands with six or more clubs or diamonds.

2♠ asks the range.
 Opener's re-bids are either,
 2NT = 12/13 or
 3♣ = 14

*3♦ is weak and to play. (If weak with long clubs, bid 3♣ over 2NT or pass 3♣.)

♠ 76
 ♥ 852
 ♦ K108
 ♣ J10953

♠ KQJ2
 ♥ AQ9
 ♦ 6432
 ♣ A9

♠ 954
 ♥ K10764
 ♦ Q9
 ♣ K76

♠ A1083
 ♥ J3
 ♦ AJ75
 ♣ Q42

S	W	N	E
1NT	X	XX	P
2C	?	P	?

TRANSFER AFTER 1NT X

After 1NT has been doubled
 ALL bids by responder are transfers.

	76			
	K852			
	K108			
	J1095			
KQJ2		954		
AQ9		10764		
6432		Q9		
A9	A1083	K763		
	J3			
	AJ75			
	Q42			

S	W	N	E
1NT	X	P	P
XX	P	P	?

With 7 pts north can pass the double. This pass asks opener to re-double and with 7 pts. to go with south's 12-14 there is a good chance of making 1NT XX into a game score. Poor east, with only 5pts is under pressure.

Dummy
 ♠ 32
 ♥ K10965
 ♦ Q32
 ♣ Q54

♠ 1065
 ♥ 8743
 ♦ 8765
 ♣ J6

♠ AQ987
 ♥ J2
 ♦ A10
 ♣ K832

♠ KJ4
 ♥ AQ
 ♦ KJ94
 ♣ A1097

E	S	W	N
1S	1NT	P	2D
P	2H	P	2NT
P	3NT		

1NT OVERCALL

Transfers (and Stayman) can be used after partner's overcall of 1NT. 2NT invites game and with 18 pts. south bids game in NTs.

♠J wins trick 2. Unblock ♥A & ♥Q then play ♦K & notice ♦10 drop. Play ♦J to east's ♦A and win ♠K. Use ♦Q as entry to dummy.

♠ QJ652
 ♥ J1073
 ♦ 96
 ♣ 53

♠ 1083
 ♥ AQ8
 ♦ 7542
 ♣ 1076

♠ A97
 ♥ 962
 ♦ Q8
 ♣ Q9842

♠ K4
 ♥ K54
 ♦ AKJ103
 ♣ AKJ

S	W	N	E
2NT	P	3S	P
3NT			

2NT - 3♠

After 2NT you cannot show a responding hand that has five spades and four hearts by using transfers.

If you transfer to spades via 3♥, how do you then show four hearts without by passing what may be the best contract of 3NT?

Bid 3♠ to show 5 spades 4 hearts

THE WRIGGLE IN DIRECT POSITION

	Dummy	
♠ Q95 ♥ KQJ ♦ A743 ♣ KQ5	♠ 10643 ♥ 9732 ♦ J62 ♣ 32 ♠ KJ72 ♥ 86 ♦ KQ105 ♣ A64	♠ A8 ♥ A1054 ♦ 98 ♣ J10987

S	W	N	E
1NT	X	P	P
XX	P	2H	X
2S	?	-	?

North's pass after the double requires south to **REDOUBLE**.

South at this point doesn't know why.

When North bids 2♥ he is now showing four hearts and four of a higher ranking suit. (Here spades) **AND** north is weak!

South chooses spades.

	Dummy	
♠ AK75 ♥ A103 ♦ KQ2 ♣ 532	♠ 62 ♥ K976 ♦ 9864 ♣ 1084 ♠ 843 ♥ QJ2 ♦ A5 ♣ AQJ76	♠ QJ109 ♥ 854 ♦ J1073 ♣ K9

S	W	N	E
1NT	X	P	P
2C	?	-	?

As before, north's pass after the double requires south to redouble.

BUT because south has a five card suit he can **SHOW IT** instead of redoubling.

North will now pass.

	Dummy	
♠ KQJ4 ♥ J10 ♦ AQ75 ♣ K63	♠ 932 ♥ 843 ♦ K10 ♣ A10752 ♠ A865 ♥ KQ6 ♦ 982 ♣ QJ8	♠ 107 ♥ A9752 ♦ J643 ♣ 94

S	W	N	E
1NT	X	P	P
XX	P	P	?

As before, north's pass after the double requires south to redouble.

With no five card suit south redoubles as requested. West passes and even though north has a five card suit he **CAN** and should **PASS** with 7 HCPs.

Now the pressure is on east with only 5 pts. IF west passes, south will make 1NT XX easily for a big score.

	Dummy	
♠ KQJ4 ♥ J10 ♦ AQ73 ♣ K63	♠ 932 ♥ 8432 ♦ 654 ♣ 1097 ♠ A865 ♥ KQ6 ♦ 982 ♣ QJ8	♠ 107 ♥ A975 ♦ KJ10 ♣ A542

S	W	N	E
1NT	X	2D	X
2H	?		

WORST SCENARIO - With a 4-3-3-3 hand and 0-3 pts. you **ARE** in trouble. Responder, who is in control must think ahead.

North's best option might be to transfer into the **FOUR** card suit.

Now when east doubles, will west think that it's a double of diamonds

It is important to look confident in these situations!?!

TAKEOUT DOUBLES

♠ A1075
 ♥ AK9
 ♦ 5
 ♣ AQ876
 ♠ K8
 ♥ 102
 ♦ AK10976
 ♣ K104
 ♠ J963
 ♥ Q54
 ♦ 8432
 ♣ 95
 ♠ Q42
 ♥ J8763
 ♦ QJ
 ♣ J32

W	N	E	S
1D	X	1H	P
2D	X	P	2S
P	3S	P	P

When east bids, south doesn't have to bid.

North's 2nd double is still for takeout, and south reluctantly bids spades.

Partner is still interested in game and raises to 3♠. South declines.

As responder to the double, you might bid one level higher if you have an 8 loser or 9/10 ish pts.

Lead DA

♠ KQ65
 ♥ KQ54
 ♦ AJ64
 ♣ 4
 ♠ 9
 ♥ AJ10
 ♦ Q872
 ♣ AK987
 ♠ A2
 ♥ 98732
 ♦ K3
 ♣ Q1062
 ♠ J108743
 ♥ 6
 ♦ 1095
 ♣ J53

W	N	E	S
1C	X	P	2H
P	4H		

South with 9+ pts AND OR an 8 loser, should jump a level of bidding to show game interest.

Remember the double does not guarantee four hearts.

We do suggest that a double of the opponent's major will, almost certainly, have four of the OTHER MAJOR.

Lead CA

With FIVE of the other major and 8-15 prefer a simple overcall.

♠ 8643
 ♥ 532
 ♦ 743
 ♣ K54
 ♠ 7
 ♥ AQ986
 ♦ KJ5
 ♣ Q1098
 ♠ AQ952
 ♥ -
 ♦ 10982
 ♣ AJ73
 ♠ KJ10
 ♥ KJ1074
 ♦ AQ6
 ♣ 62

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

West must pass. (After much practise you will do this as SMOOTH AS SILK!)

Partner with 10+ pts. will double for takeout. (The borrowed king).

Holding hearts and points, west will pass the takeout double FOR PENALTIES.

Lead S7

A friendly word to partner about their reaction to your pass may be necessary!

Dummy
 ♠ Q752
 ♥ 63
 ♦ A9
 ♣ AKJ92
 ♠ A9
 ♥ AJ10972
 ♦ KQ6
 ♣ 74
 ♠ KJ64
 ♥ 4
 ♦ J108743
 ♣ Q8
 ♠ 1083
 ♥ KQ85
 ♦ 52
 ♣ 10653

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

A tale of two bids! Traditionally a takeout double promises support for the other three suits. This hand may illustrate the importance of using a double to promise four of the other major.

Remember though, that if you play this, a change of suit will not necessarily show a 17+ hand.

This interpretation of a takeout double, is no more than a suggestion!

BUT if partner now overcalls in a minor suit, they do NOT have four of a major!

Lead HA

MORE DOUBLES

♠ KJ72
 ♥ 10
 ♦ KQ8652
 ♣ 43
 ♠ 43
 ♥ K942
 ♦ A7
 ♣ AK1097
 ♠ Q65
 ♥ A8763
 ♦ J9
 ♣ 652
 ♠ A1098
 ♥ QJ5
 ♦ 1043
 ♣ QJ8

1

W	N	E	S
P	P	1C	P
1H	X	2H	2S
?			

After two passes east opens 1♣ and west responds with 1♥. North, who has already passed, can safely make a takeout double showing the other two suits! East supports hearts and south competes with 2♠.

IF west bids 3♥ there is a reasonable chance of setting the contract, but if N/S bid on they should make 3♠.

Lead C5

♠ -
 ♥ AQ1072
 ♦ KQ6
 ♣ AJ1063
 ♠ 532
 ♥ J9854
 ♦ A1098
 ♣ 8
 ♠ AKQJ10864
 ♥ 3
 ♦ 5
 ♣ Q42
 ♠ 97
 ♥ K6
 ♦ J7432
 ♣ K975

3

W	N	E	S
4S	4NT	P	5C
P	P	?	

The 4NT takeout! T.O. doubles are usually played up to 3♠.

So how do you ask partner to takeout after 4 level pre-empts?

4♣, 4♦ and 4♥ are tricky but after 4♠ it is easy to use 4NT as takeout, and double for penalties.

Lead SA or D5

♠ 963
 ♥ 5
 ♦ AQ43
 ♣ Q8532
 ♠ 1087
 ♥ 10
 ♦ KJ965
 ♣ A964
 ♠ AQ4
 ♥ KJ8632
 ♦ 107
 ♣ J7
 ♠ KJ52
 ♥ AQ974
 ♦ 82
 ♣ K10

5

S	W	N	E
1H	P	1NT	P
2H	X	P	P
P			

We suggest that you should play this double as a PENALTY double. NOT for takeout!

Strangely, if you do play this for penalty, you will need to alert it!

Because your partner hasn't bid, it is considered to be a takeout double!

Lead D10

♠ Q653
 ♥ K3
 ♦ KJ87
 ♣ 986
 ♠ 108
 ♥ Q10754
 ♦ 542
 ♣ 753
 ♠ K97
 ♥ J82
 ♦ AQ6
 ♣ QJ42
 ♠ AJ42
 ♥ A96
 ♦ 1093
 ♣ AK10

6

V	NV	V	NV
W	N	E	S
1NT	P	2D	X
2H	X	P	P
NV	V	NV	V
W	N	E	S
1NT	P	2D	X
2H	X	P	2NT
P	3C	P	4S

Traditionally, the double of a conventional bid was lead directing.

We suggest that this original double should be played as a penalty double of 1NT.

The subsequent auction is likely to depend on the vulnerability.

WHAT TO LEAD?

♠ J	♠ 109654	♠ 73	
♥ K75	♥ 42	♥ AJ1096	
♦ 10875	♦ K6	♦ AQJ3	
♣ 106532	♣ AQJ7	♣ 84	
	♠ AKQ82		
	♥ Q83		
	♦ 942		
	♣ K9		
E	S	W	N
1H	1S	P	2H* (UCB)
P	3C	P	4S

LEADING PARTNER'S SUIT.

This hand illustrates why you should NOT lead the top of partner's suit!

IF you lead ♥K and another, east will correctly think that you started with only two and after winning the ace, he will play a 3rd heart hoping you can ruff higher than S10.

Instead south will win ♥Q and throw a losing diamond! Lead ♥5

This principle is even more important against NTs

		75	
		K6	
		J9654	
		AQJ7	
K42			AJ1086
J875			AQ93
10			73
106532			84
		Q93	
		1042	
		AKQ82	
		K9	
E	S	W	N
1S	2D	P	2S (UCB)
P	2NT*	P	3NT

*Risky !?!

♠ 9852	♠ 643	♠ 7	
♥ 4	♥ QJ5	♥ A8632	
♦ AKQ8	♦ 7632	♦ 10954	
♣ 7432	♣ AKJ	♣ 1096	
	♠ AKQJ10		
	♥ K1097		
	♦ J		
	♣ Q85		
S	W	N	E
1S	P	2D	P
2H	P	3S	P
4S			

FORCING DEFENCE

If you lead your singleton heart, the good news is that partner has the ace and he gives you a ruff. The bad news is that the contract makes.

Forcing declarer to ruff works much better. After ♦A lead and a continuation, declarer must ruff. He will try to draw trumps, and switch to hearts after two rounds. East will win and return a third diamond. On the next heart, west ruffs and returns the last diamond establishing his last trump to set the contract with ♦A, ♥A, and two trump tricks.

If declarer draws trumps, east wins with ♥A and sets the contract with partner's three diamond winners.

♠ KQ1085	♠ A72	♠ 943	
♥ K9	♥ 52	♥ 87643	
♦ J1092	♦ 843	♦ 75	
♣ 95	♣ KQJ72	♣ A83	
	♠ J6		
	♥ AQJ10		
	♦ AKQ6		
	♣ 1064		
S	W	N	E
1H	P	2C	P
2NT	P	3NT	

KING LEADS AGAINST NTs

When you hold KQJx or at worst KQ10x your opening lead against NTs is obvious. You lead the KING. IF partner holds any honour in the suit s/he must play it!

(Even a holding of AKJ10x requires the king lead.)

Without an honour partner must give a COUNT signal East plays ♠3 to show an odd number of cards.

So west can continue with ♠K knowing it will drop ♠J.

Now as long as east holds up ♣A on west's count signal, declarer only makes 8 tricks.

♠ AQJ93	♠ 102	♠ 874	
♥ J1098	♥ KQ7	♥ 6543	
♦ A3	♦ 109854	♦ 76	
♣ K7	♣ 983	♣ 10654	
	♠ K65		
	♥ A2		
	♦ KQJ2		
	♣ AQJ2		
S	W	N	E
2NT	P	3NT	P

PARTNER'S HAND IS USELESS

Opponents have bid to 3NT and you have 15 pts! You will get NO help from partner so you must set up winners in your own hand. Lead ♠Q and unless opponents have a 10xxx in one hand and Kx in the other, or K10xx you will make four spade tricks.

ALWAYS work out how many pts. partner is likely to have BEFORE you select your lead.

Against a suit contract, doubleton leads only ever work if you have few pts and therefore partner can be expected to have entries to give you ruffs!

“STOP” BIDS

Dummy
 ♠ Q97
 ♥ 5
 ♦ QJ9754
 ♣ KQ2

♠ A3
 ♥ AQ832
 ♦ 62
 ♣ A754

♠ J2
 ♥ J10764
 ♦ AK
 ♣ J1083

♠ K108654
 ♥ K9
 ♦ 1083
 ♣ 96

5

E	S	W	N
1H	2S	4H	4S
?	?	?	

WEAK JUMP OVERCALL

REMEMBER that you must agree with your partner how you play jump overcalls.
 They could be **WEAK 6-10 INTERMEDIATE 11-15** or **STRONG 16+**
 Here, N/S have a good sacrifice in 4♠.

Losing 5 tricks doubled is only -300

West's raise to game is based on 5 card support and a 7.5 loser.

Lead - ♥J or S6

Dummy
 ♠ KJ1073
 ♥ 82
 ♦ A
 ♣ KQ872

♠ 42
 ♥ AJ7543
 ♦ K976
 ♣ 6

♠ 5
 ♥ KQ106
 ♦ 85432
 ♣ J53

♠ AQ986
 ♥ 9
 ♦ QJ10
 ♣ A1094

6

S	W	N	E
1S	P	2NT	P
3H	P	4NT*	P
5S	P	6S	

S	N	S	N
1S	4S	1S	2C
?		3C	4S
		?	

JACOBY 2NT

North's 2NT shows an opening hand with four card trump support.

South's 3♥ shows a singleton or void which improves north's hand.
 *4NT is RKCB. 5♠ shows two key cards AND the spade queen.

NON-JACOBY

2♣ is a delayed game raise.
 3♣ guarantees five spades.
 North SHOULD now use Blackwood with a double fit.

Lead ♥K

Dummy
 ♠ A943
 ♥ AKQ754
 ♦ Q3
 ♣ J

♠ J107
 ♥ J6
 ♦ 1072
 ♣ Q10842

♠ 65
 ♥ 10832
 ♦ J8
 ♣ AK753

♠ KQ82
 ♥ 9
 ♦ AK9654
 ♣ 96

7

S	W	N	E
1D	P	2H	P
2S	P	4NT*	P
5S	P	6S	

JUMP SHIFT (invitation to slam)

ONLY jump shift as responder when you hold 17ish pts., a solid six card suit and secondary support for opener. In other words - **RARELY!** because it takes up your bidding space.

When the 4/4 spade fit is known, RKCB gets you to a good 70% slam.

Using ordinary Blackwood you are unsure about the ♠Q.

Lead ♣A

♠ 764
 ♥ A10753
 ♦ K6
 ♣ J96

♠ Q2
 ♥ J64
 ♦ 8543
 ♣ K1073

♠ 983
 ♥ 982
 ♦ Q102
 ♣ AQ84

♠ AKJ105
 ♥ KQ
 ♦ AJ97
 ♣ 52

8

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

REVERSE BIDS

When your 2nd suit is lower ranking than your 1st suit you need to jump a level of bidding to show a hand of 17+ pts.

When you rebid below your barrier you limit your hand to 11 to a poor 16

Remember 1♦ - 1♠

2♥

is **ABOVE** your barrier even though you did not jump. This also shows 17+!

Lead ♠8

RESPONDER TAKES CONTROL

Dummy	
♠ 7532	♠ QJ4
♥ J752	♥ 843
♦ Q853	♦ K72
♣ 2	♣ AJ105
♠ AK9	
♥ Q1096	
♦ 64	
♣ K863	
	♠ 1086
	♥ AK
	♦ AJ109
	♣ Q974

1

S	W	N	E
1NT	P	2C	P
2D	P		

Swap south's ♣7 for west's ♠9
INT 2C 2S PSwap north's ♦3 for west's ♥10
INT 2C 2S P**Do not use transfer you may miss your 4/4 spade fit**

Dealer North /Declarer N

Dummy	
♠ K642	♠ 975
♥ QJ753	♥ K109
♦ 82	♦ 643
♣ 74	♣ AKQ5
♠ A3	
♥ A84	
♦ J1097	
♣ 8632	
	♠ QJ108
	♥ 62
	♦ AKQ5
	♣ J109

2

S	W	N	E
INT	P	2C	P
2S	P	P	

Swap south's ♠8 for east's ♥10
INT 2C
2D 2H**2H is weak and to play
If responder held a stronger
hand he would transfer then
bid a gain.**

Dealer East/declarer E

Dummy	
♠ K7	♠ 1092
♥ KQJ	♥ 972
♦ AQJ	♦ 6432
♣ A10987	♣ 432
♠ A865	
♥ A543	
♦ 875	
♣ 65	
	♠ QJ43
	♥ 1086
	♦ K109
	♣ KQJ

3

S	W	N	E
1NT	P	4NT	

**This is not Blackwood.
Just like 1NT 2NT asks partner
to bid the game on a maximum
1NT 4NT asks partner to bid
6NT on a maximum.
You need a minimum of 33
HCPs to bid a slam in NT****If you use 4NT asking you can't
sign off in 5NT when partner
shows no aces as that would be
asking for kings.**

Dealer south/declarer S

Dummy	
♠ A987	♠ 43
♥ 108	♥ A432
♦ AQJ3	♦ 976
♣ J98	♣ 6543
♠ 652	
♥ 65	
♦ 854	
♣ KQ1072	
	♠ KQJ10
	♥ KQJ97
	♦ K102
	♣ A

4

N	E	S	W
INT	P	2D	P
2H	P	2S	P
4S	P	4NT	P
5H	P	6S	

**No need to jump the bidding,
you control the auction.
Simply transfer then bid your
four card spades suit.****4NT is Blackwood**

Dealer East/ declarer W

OOPS! DID YOU SEE THE ENTRY PROBLEMS?

<p>♠ 94 ♥ 9864 ♦ A84 ♣ 10976</p>	<p>♠ 872 ♥ Q ♦ KJ1092 ♣ AK52</p> <p>♠ QJ10 ♥ AKJ10 ♦ Q65 ♣ J43</p>	<p>♠ AK653 ♥ 7532 ♦ 73 ♣ Q8</p>
--	--	---

N	E	S	W
1♦	1♠	X	P
2♣	P	3NT	

Defender needs to think!

Top tricks = 6 (After the lead = 7)

Lead ♠9 (Hi-lo = even)

1♠ overcall with a good five card suit.

South makes negative double showing 4 hearts.

With no entry back to his hand, east should duck the spade lead and hope partner can regain the lead to play a 2nd spade. Now the ace, king will drop souths remaining spades.

The defence take four spade tricks and the ♦A

<p>♠ K983 ♥ J8 ♦ KJ974 ♣ 82</p>	<p>♠ 65 ♥ 974 ♦ Q52 ♣ KJ1074</p> <p>♠ AJ102 ♥ AKQ ♦ A108 ♣ Q63</p>	<p>♠ Q74 ♥ 106532 ♦ 63 ♣ A95</p>
---	--	--

S	W	N	E
2NT	P	3NT	

Declarer needs to think!

Top tricks = 5 (After the lead = 6)
Clubs is the suit on which you should focus.

Lead ♦7 (4th highest.)

(Ask RHO "What is your lead style"?)

DO NOT ASSUME that it is 4th highest.

Problem. Limited entries to dummy.

Solution 4th highest lead places all high diamonds with west. Do not try for a cheap trick by winning with ♦10
Win trick 1 with ♦A.

This will create ♦Q as entry even when east correctly holds up ♣A until 3rd round.

<p>♠ A10876 ♥ J963 ♦ 109 ♣ 97</p>	<p>Dummy</p> <p>♠ 54 ♥ A87 ♦ KQ62 ♣ AJ83</p> <p>♠ KJ2 ♥ K542 ♦ A5 ♣ K652</p>	<p>♠ Q93 ♥ Q10 ♦ J8743 ♣ Q104</p>
---	--	---

S	W	N	E
1NT	P	3NT	

Declarer & defender need to think!

Recognise immediately that you need to finesse clubs into east.
You must duck ♠Q at trick 1.

Lead ♠7

(Ask RHO "What is your lead style"?)

DO NOT ASSUME that it is 4th highest.

When spades are returned, play the ♠K and hope that west wins with ♠A and plays a 3rd spade.

Now when your club finesse fails, east does not have a spade to play.

West with no outside entry should duck ♠K. Now when east gets in he can lead his 3rd spade to west.

<p>♠ Q87 ♥ 107432 ♦ J96 ♣ A5</p>	<p>♠ AJ1043 ♥ AJ9 ♦ AQ10 ♣ K7</p> <p>♠ 52 ♥ K6 ♦ 753 ♣ QJ10983</p>	<p>♠ K96 ♥ Q85 ♦ K842 ♣ 642</p>
--	--	---

N	E	S	W
1S	P	1NT	P
3NT			

Declarer needs to think!

Top tricks = 4
Clubs is again the suit on which you should focus.

Lead ♥3

(Ask RHO "What is your lead style"?)

DO NOT ASSUME that it is 4th highest.

Problem. As before -

Limited entries to dummy.

Solution Do not try for a cheap trick by playing ♥J or ♥9. IF you do, your only entry to the clubs is removed and you cannot make your contract!

VULNERABILITY & SCORING

♠ A1096
 ♥ Q942
 ♦ AQ
 ♣ KJ2
 ♠ J853
 ♥ 65
 ♦ J1098
 ♣ 653
 ♠ KQ
 ♥ AKJ10
 ♦ 7542
 ♣ 987

E/W Vuln.

S	W	N	E
1NT	X	P	3NT

VULNERABILITY

East's bid /pass depends on the vulnerability.

LA or GA or E/W Vuln.

S	W	N	E
1NT	X	P	Pass

With N/S non-vulnerable even -3 only scores +500.

Bidding game at this vulnerability scores +600.

At equal vulnerability, east will pass.

♠ 43
 ♥ K1093
 ♦ A82
 ♣ K972
 ♠ K1097
 ♥ Q652
 ♦ 1073
 ♣ Q6
 ♠ 85
 ♥ J87
 ♦ QJ65
 ♣ AJ105
 ♠ AQJ62
 ♥ A4
 ♦ K94
 ♣ 843

Equal or favourable vuln.

S	W	N	E
1S	P	2S	P
P	P/X		

THEY HAVE A FIT & 20ish POINTS SO DO WE. LETS FIND IT!

West's pass would close the auction allowing N/S to play comfortably in 2♠.

I am always relieved when the opponent in protective position passes without thought. Almost relieved not to have to bid!

West must compete with a X.
 2♠ scores -110
 3♣ +110

Never pass automatically in protective position

On another day, when 3♣ goes down, even -50 /-100 is better than -110

♠ 85
 ♥ 10754
 ♦ J106
 ♣ KQ93
 ♠ A974
 ♥ K2
 ♦ 97432
 ♣ 86
 ♠ 63
 ♥ AQJ86
 ♦ AQ5
 ♣ A72
 ♠ KQJ102
 ♥ 93
 ♦ K8
 ♣ J1054

Any vulnerability

E	S	W	N
1H	1S	2H	2S
3H	?/3S	?	

DON'T PUSH THEM TO GAME

IF south now bids 3♠, he should have already decided what to do if E/W bid 4♥. If they do now bid on, you may have pushed them into a makeable game that they weren't going to bid.

Generally if you can push the opponents to the 3 level or the 5 level you have done your work and should pass.

You now would bid 4♠ which is likely to be doubled for -300. Not as good as -170 when E/W don't bid the game.

Sometimes you should wait until they bid game before sacrificing.

♠ K102
 ♥ 5
 ♦ K74
 ♣ AKJ1075
 ♠ 8
 ♥ Q98432
 ♦ Q9865
 ♣ 9
 ♠ AQ9743
 ♥ 7
 ♦ 103
 ♣ Q642
 ♠ J65
 ♥ AKJ106
 ♦ AJ2
 ♣ 83

Any vulnerability*

S	W	N	E
1H	2C	4H	?

PRE-EMPTIVE RAISE TO GAME

North should ask, "Where are the spades" and bid a pre-emptive 4♥ to try and stop E/W finding their spade fit.

This pre-emptive raise would have little effect if the overcall had been in spades.

Undeterred by the 4♥ bid, east should bid on to 4♠ with the possibility of a double fit.

*Opponents are more likely to bid on, to save against a Vuln. game. You are less likely to be doubled than if you creep there.

COVER AN HONOUR WITH AN HONOUR!?

<p>♠ K72 ♥ 873 ♦ 109753 ♣ 105</p>	<p>♠ AQ943 ♥ J9 ♦ 2 ♣ J9743</p> <p>♠ J8 ♥ K1054 ♦ AKJ6 ♣ 862</p>	<p>♠ 1065 ♥ AQ62 ♦ Q84 ♣ AKQ</p>
---	--	--

Brunton 02 / 08

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

C10 LEAD

East's 1st double of 2H should be taken as a penalty X of 1NT. When east doubles a 2nd time, this is confirmation of the 16-18 range. (Not merely lead directing) West with only 3 pts. takes out the double to 3D and thankfully north bids on to an unmakeable contract.

OF COURSE YOU COVER!

Three clubs cashed and then the ace of hearts.

Declarer wins the heart continuation with HK, and leads SJ. IF west does not cover this, declarer makes the contract - and shouldn't!

West MUST cover!

<p>♠ 9532 ♥ A1094 ♦ 1086 ♣ J9</p>	<p>♠ AQJ ♥ 6532 ♦ QJ9 ♣ K74</p> <p>♠ K104 ♥ QJ ♦ A732 ♣ A632</p>	<p>♠ 876 ♥ K87 ♦ K54 ♣ Q1085</p>
---	--	--

S	W	N	E
1NT	P	3NT	

H4 LEAD

No sequences or any other reason not to lead 4th highest when you have two honours in the suit.

DON'T COVER TOUCHING HONOURS

E/W take the 1st four heart tricks. West switches to CJ won in dummy with CK.

Now DQ is played. East must NOT cover. If you do, west's D10 is trapped by north's J9 and a finesse will bring in the contract. When north plays the DJ, you can POUNCE, setting up a a winner for west.

<p>♠ J64 ♥ K52 ♦ A10863 ♣ 96</p>	<p>♠ A8753 ♥ AJ43 ♦ Q5 ♣ Q3</p> <p>♠ Q2 ♥ Q97 ♦ K72 ♣ AJ1085</p>	<p>♠ K109 ♥ 1086 ♦ J94 ♣ K742</p>
--	--	---

S	W	N	E
1NT	P	2H	P
2S	P	3H	P
3NT			

D6 LEAD

North transfers to show five spades, and then bids 3H to show a four card heart suit with enough points for game.

EAST MUST DECIDE IN CLUBS. WEST MUST DECIDE IN HEARTS

Declarer plays DQ which holds the trick. CQ is next. IF you cover, declarer makes 5 clubs, 2 hearts, 1 spade, 1 diamond. Declarer can never catch your CK so keep ducking. - Now he tries the HQ. IF west doesn't cover with HK, declarer makes 4 hearts and the contract. On best defence, only 7 tricks are possible.

<p>♠ Q52 ♥ AK864 ♦ 82 ♣ 843</p>	<p>♠ A1083 ♥ J3 ♦ KJ105 ♣ K65</p> <p>♠ KJ97 ♥ Q92 ♦ AQ43 ♣ Q9</p>	<p>♠ 64 ♥ 1075 ♦ 976 ♣ AJ1072</p>
---	---	---

S	W	N	E
1NT	P	2C	P
2S	P	3S	P
4S			

HA LEAD

Stayman and then an invitational 3S is raised to 4S on south's 14 count.

DECLARER IS FISHING! DON'T BE CAUGHT!

After cashing HA & HK, east plays H5 & H7 (showing three) West switches to D8, won by south's DA.

Now SJ is led. (Declarer is trying to find your SQ - Don't tell him!) Partner has only 2 trumps. If you don't play S5 as smooth as silk you have given declarer the contract!

As soon as dummy is faced, you should have decided which spade you are going to play!!

WHEN DUMMY GOES DOWN - -

♠ A4
 ♥ AK32
 ♦ A943
 ♣ KJ7
 1
 ♠ J107
 ♥ 954
 ♦ K6
 ♣ Q10986

♠ K8652
 ♥ J108
 ♦ 72
 ♣ A43

WE WILL NOT PLAY - UNTIL WE HAVE :

1. Counted top tricks and know how many more tricks we must establish.
2. Decided on the suit to establish.
3. Decided on the technique to establish them.
4. Recognised potential dangers.

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

DQ LEAD

5 top tricks - 4 to establish. Clubs is the suit. BUT there is a shortage of entries!?! We only need to lose the lead once to set up clubs

Win DA (Not DK)

Lead KC (Honour from the short hand). Defenders can defeat 3NT by holding up the CA if the DK entry had been used at trick 1.

♠ A63
 ♥ K1082
 ♦ Q4
 ♣ A1074
 2
 ♠ K104
 ♥ J93
 ♦ AKJ2
 ♣ J53

♠ J2
 ♥ Q76
 ♦ 9865
 ♣ Q962

S	W	N	E
1NT	P	2C	P
2D	P	3NT	

S7 LEAD

7 top tricks - 2 needed. Hearts is the suit. BUT spades is the problem. We are likely to lose the lead twice! Use rule of 7!

DUCK 1st trick. Win 2nd. JH finesse loses to QH now east has no spade to return. Win the diamond or club switch and play another heart. When west wins AH, it is too late!

♠ 43
 ♥ A862
 ♦ KQ2
 ♣ AJ105
 3
 ♠ KJ2
 ♥ K43
 ♦ A43
 ♣ K943

♠ Q96
 ♥ QJ7
 ♦ 10876
 ♣ Q76

S	W	N	E
1NT	P	2C	P
2D	P	3NT	

S7 LEAD

8 top tricks - 1 needed. Clubs will provide an extra winner. BUT enemy spades is the problem. If you take trick 1 you will have only J2 in your hand. If east gets on lead, you will lose 4 spade tricks

DON'T DUCK. Simply finesse C9 into the west hand. Did you recognise the 2 way finesse??

♠ 32
 ♥ 876
 ♦ AKQJ
 ♣ K985
 4
 ♠ AK
 ♥ QJ109
 ♦ 7652
 ♣ A32

♠ 9874
 ♥ K54
 ♦ 984
 ♣ Q104

S	W	N	E
1NT	P	3NT	

SQ LEAD

8 top tricks - 1 needed. Unfortunately you would need to give the lead away twice to establish a heart winner. E/W would win the race and cash spade winners to set your contract.

Your ONLY chance is a 3-3 club break establishing a long club and only giving the lead away ONCE.

WE WILL NOT MAKE IT UP AS WE GO ALONG - WILL WE?!

WHEN DUMMY GOES DOWN -- 2.

♠ AK2
 ♥ A7543
 ♦ KJ3
 ♣ A5
 8743
 ♥ K6
 ♦ 97
 ♣ Q10862
 ♠ Q109
 ♥ QJ108
 ♦ A62
 ♣ 973
 ♠ J65
 ♥ 92
 ♦ Q10854
 ♣ KJ4

2♣ LEAD

DO NOT PLAY - UNTIL YOU HAVE :

1. Counted top tricks and KNOW how many more tricks you must establish.
2. Decided on the suit to establish.
3. Decided on the technique/s to use.
4. Recognised potential dangers.

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

2♣ LEAD

1. 5 TOP TRICKS
2. DIAMONDS
3. DRIVE OUT ACE
4. ENTRY PROBLEMS

Only entry to the long diamond suit is the ♣K. Win with ♣A not ♣J. Play diamond honours from the short hand 1st. When defender holds up ♦A for 2 rounds, you still have ♣A as an entry!

♠ J53
 ♥ A7
 ♦ 85
 ♣ AJ10983
 ♠ K1084
 ♥ QJ1098
 ♦ 93
 ♣ 42
 ♠ Q9
 ♥ 432
 ♦ QJ106
 ♣ Q765
 ♠ A762
 ♥ K65
 ♦ AK742
 ♣ K

♥Q LEAD

S	W	N	E
1D	P	2C	P
2S	P	3C	P
3NT			

♥Q LEAD

1. 7 TOP TRICKS
2. CLUBS
3. OVERTAKING
4. ENTRY PROBLEMS

An easier hand. Win in hand with ♥K. Overtake ♣K with ♣A. Keep playing clubs until ♣Q appears. Win whatever east returns. ♥A is entry to your established clubs.

♠ Q1062
 ♥ 102
 ♦ AQ1076
 ♣ A7
 ♠ A83
 ♥ K9876
 ♦ 42
 ♣ 954
 ♠ 9754
 ♥ J54
 ♦ K5
 ♣ QJ63
 ♠ KJ
 ♥ AQ3
 ♦ J983
 ♣ K1082

♥7 LEAD

S	W	N	E
1NT	P	2C	P
2D	P	3NT	

DIFFICULT - but instructive

♥7 LEAD

1. ONLY 4 TOP TRICKS
2. DIAMONDS & SPADES
3. TIMING
4. 5 HEARTS WITH WEST

WHICH SUIT FIRST? Because you can do nothing about where ♠A is, play spades 1st. West will win and play ♥K. DUCK. Win 3rd heart and finesse ♦J into east who now has no hearts to return.

♠ K3
 ♥ A32
 ♦ 854
 ♣ AJ973
 ♠ 972
 ♥ Q76
 ♦ K1093
 ♣ Q84
 ♠ J10654
 ♥ 1098
 ♦ QJ6
 ♣ K2
 ♠ AQ8
 ♥ KJ54
 ♦ A72
 ♣ 1065

♦3 LEAD

S	W	N	E
1NT	P	2NT	P
3NT			

PLEASE do NOT make it up as you go along !

♦3 LEAD

1. 7 TOP TRICKS
2. CLUBS
3. HOLD UP & DOUBLE FINESSE
4. LOSING 3 DIAMONDS & 2 CLUBS

Rule of 7 is NOT enough here. Hold up 2 rounds of diamonds. Run ♣10, losing to ♣K. Win east's return finesse ♣J. Even if this loses you only lose 4 tricks. Without the 2nd finesse, you lose 5 tricks!

WHEN DUMMY GOES DOWN - - 3.

♠ 7	♠ A864	♠ J
♥ Q9863	♥ 10	♥ KJ7542
♦ A32	♦ 764	♦ Q1098
♣ Q1092	♣ A8543	♣ K6

1

♠ KQ109532
♥ A
♦ KJ5
♣ J7

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

Lead H3

SUIT ESTABLISHMENT

Hand played on 13th June 2008 at Cramlington. Strong bidding pushes south to 5S. - Top tricks = 9 Losers = 1 club 3 diamonds.

PLAN - A successful diamond finesse will provide 1 extra trick. WHERE can the 11th trick come from? - What about establishing a club winner?! A 3-3 break would be nice, but even a 4-2 is OK.

Win HA. Draw trumps in one round. NOW C7 to CA. and low to CJ, won by east's CK. D10 is returned. Try DJ. and when west wins with DA you are home.

Win west's diamond return with DK. S10 to SA and ruff C4 high. S5 to S6 and ruff C5 with S9. Now C8 is a winner on which you throw D5! Get to it with a 4th trump.

♠ A92	♠ K86	♠ 10543
♥ 64	♥ QJ932	♥ A5
♦ QJ103	♦ AK2	♦ 985
♣ K432	♣ 65	♣ 10987

2

♠ QJ7
♥ K1087
♦ 764
♣ AQJ

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

Lead DQ

SLOW LOSERS / FAST LOSERS

You have two fast losers (HA & SA) and two slow losers in the minors. IF you attempt to draw trumps, another diamond lead will set up a diamond winner for the defence when your club finesse fails.

PLAN - Get rid of that diamond loser by creating a winning club on which you can throw D2

Win with DA, and finesse CQ *immediately*.

It loses but you now have a winning CJ on which to throw the losing D2. Now draw trumps.

TIMING - A CHOICE OF FINESSES

FAST LOSERS - 2 diamonds, 1 club. SLOW LOSER - 1 heart.

PLAN - Maybe HK is with west, or CA is with west.

Either would see us home. but - -

Do we draw trumps first and which finesse do we try first?

If we try the heart finesse, and it loses, there is no recovery.

So the club finesse should be tried 1st. Suppose CK holds!

If we have drawn trumps, how do we get to hand to lead again towards CQ. We can't! Therefore we must not draw trumps yet.

♠ 876	♠ 32	♠ 95
♥ 10864	♥ AQ75	♥ KJ9
♦ KQJ	♦ 753	♦ 9862
♣ A82	♣ KQ93	♣ J1075

3

♠ AKQJ104
♥ 32
♦ A104
♣ 64

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

Lead DK

Win DA. Lead C6 IF west wins CA your problems are over.

If the CK holds return to hand with a trump. Lead C4. West takes CA and cashes two diamonds. Your H2 loser vanishes on CQ!

REMEMBER THE BIDDING - RUFFING FINESSE.

FAST LOSERS - 3 diamonds. SLOW LOSERS - 2 clubs.

Sometimes the PLAN becomes obvious after defenders have grabbed some early tricks and revealed their points.

West has revealed 10 pts. by trick 3, yet passed originally.

West CANNOT have SK. so a normal finesse is pointless.

After drawing trumps, play SA and run SQ for discards of clubs. If east covers SQ ruff, return to dummy with CK and discard club losers on SJ & S10.

♠ 9632	♠ AQJ10	♠ K875
♥ 54	♥ J83	♥ 972
♦ AKQJ	♦ 975	♦ 1082
♣ 753	♣ K64	♣ QJ10

4

♠ 4
♥ AKQ106
♦ 653
♣ A982

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

Lead DA

FINDING SAFE EXIT CARDS

Lead DQ

YOU

♠ Q43
♥ K875
♦ QJ98
♣ A8

Dummy

♠ 9
♥ AQ962
♦ A104
♣ Q965

♠ 1085
♥ J103
♦ K632
♣ K73

♠ AKJ762
♥ 4
♦ 75
♣ J1042

Declarer

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

* A bit too pushy but is it 100% forcing after a minimum rebid by opener?

Hmm! Declarer needs some help from you to make this one.

Declarer wins DA and plays S9 to SA. Declarer finesses HQ and throws D7 on HA. He ruffs D4 and plays SK and another.

What should west do now? West kindly switched to clubs!!!! and GAVE declarer the contract.

You have two safe exits, use one.

Brunton 09 07

Lead C5

♠ 7
♥ J63
♦ 7543
♣ 106532

Dummy

♠ 1032
♥ KQ105
♦ KJ9
♣ A87

♠ A85
♥ A972
♦ AQ102
♣ J9

♠ KQJ964
♥ 84
♦ 86
♣ KQ4

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

* Only sensible bid avail-

West misses the killing diamond lead. C5 lead, won with CK. Trumps drawn. (East wins 2nd round and returns his last trump.) Clubs are eliminated, then declarer leads to HK

East MUST duck and duck again when declarer leads a low heart from dummy, because east has NO SAFE EXIT card. When HK holds declarer cannot recover.

Cram.08 07

Lead D7

♠ Q73
♥ 832
♦ AQ973
♣ J4

Dummy

♠ A5
♥ A106
♦ 1042
♣ AQ875

♠ J102
♥ J754
♦ 86
♣ K1062

♠ K9864
♥ KQ9
♦ KJ5
♣ 93

S	W	N	E
1S	2D	3D	P
3NT			

UNBLOCKING TO STAY OFF LEAD

D7 lead. Clubs or spades? = Spades! Win with DJ. Keep east off lead! Play low to SA. East follows with S2 showing 3. Cross fingers and play S 5-J-K-7. West failed to note that if east has 3 the J must promise S10. IF west fails to UNBLOCK SQ nine tricks are there. A lead through DKJ would set the contract .

Brunton 08 07

Lead C4

♠ 72
♥ Q109
♦ J952
♣ 10987

Dummy

♠ QJ64
♥ K862
♦ AQ4
♣ Q3

♠ 95
♥ A74
♦ K876
♣ J542

♠ AK1083
♥ J53
♦ 103
♣ AK6

S	W	N	E
1S	P	2NT*	p
4S*			

* Jacoby ** No interest in slam

SAFE EXIT FOR DECLARER

C10 lead. Recognise that if you open up the heart suit you will lose three hearts and a diamond.

Draw trumps. Throw D4 on CK and EXIT SAFELY lead with DQ

WATCHING OPPONENT'S DISCARDS

<p>♠ - ♥ Q108543 ♦ K3 ♣ QJ763</p>	<p>♠ Q97 ♥ K2 ♦ A962 ♣ AK84</p> <div style="border: 1px solid blue; padding: 2px; width: 40px; margin: 5px auto;">4S</div> <p>♠ AKJ1084 ♥ 96 ♦ Q85 ♣ 92</p>	<p>♠ 6532 ♥ AJ7 ♦ J1074 ♣ 105</p>	
W	N	E	S
2H	P	P	2S
3C	4S		

West leads ♥3.

East does well to play ♥J, then ♥A.

Declarer play five rounds of trumps and notices that west has refused to discard a diamond. WHY?

Bidding reveals six hearts & four (probably five) clubs.

West must be protecting ♦K!

Winning line is ♦5 to ♦A and then ♦6 to ♦8.

OR, if west throws two clubs, you could set up a club winner.

After trumps, play ♣9 to ace and king, ruff ♣4.

Return to ♦A and throw a diamond on ♣8

<p>♠ 862 ♥ QJ1052 ♦ 5 ♣ K1052</p>	<p>♠ AJ105 ♥ K ♦ J1072 ♣ AQ96</p> <div style="border: 1px solid blue; padding: 2px; width: 40px; margin: 5px auto;">3NT</div> <p>♠ K94 ♥ A87 ♦ AQ64 ♣ J87</p>	<p>♠ Q73 ♥ 9643 ♦ K983 ♣ 43</p>	
S	W	N	E
1NT	P	2C	P
P	2D	P	3NT

Against 3NT you lead Q♥ and dummy wins with ♥K.

♦J is covered with ♦K and south wins with ♦A.

♦4 is returned to dummy's ♦10! *What does west discard?*

IF west discards from the worthless spade you can reasonably guess that west is not protecting ♠Q.

Play ♠5 from table and finesse the ♠9.

Without this careless discard you are likely to finesse ♠J, giving east a trick.

West needs to protect the spades and clubs and must discard two low hearts to hold you to 11 tricks.

<p>♠ 10542 ♥ 862 ♦ Q52 ♣ QJ6</p>	<p>♠ A7 ♥ J93 ♦ A1064 ♣ K1085</p> <div style="border: 1px solid blue; padding: 2px; width: 40px; margin: 5px auto;">4H</div> <p>♠ Q3 ♥ AKQ75 ♦ KJ83 ♣ 43</p>	<p>♠ KJ986 ♥ 104 ♦ 97 ♣ A972</p>	
S	W	N	E
1H	P	2D	P
2H	P	4H	

West gets off to a good start by leading trumps. ♥6 lead.

Declarer wins with ♥A. Mirror image in diamonds and spades is unfortunate. (Where is ♦Q?) A 2nd trump would be better, but - -

♣4 - ♣J - ♣K - ♣A and a trump return (good defence) to ♥K.

♣3 to ♣10 is won by west who switches to ♠5 won with ♠A.

♠Q is now thrown on ♣10.

Now all we have to do is find the ♦Q! and guess what?

On the play of the 3rd trump - - east discards - - a diamond!

Would she discard from Qxx? Unlikely.

So cash ♦K. Finesse ♦10.

As a defender, would you be as helpful? +450

<p>♠ 9832 ♥ J54 ♦ AQ97 ♣ 104</p>	<p>♠ KJ64 ♥ A863 ♦ KJ43 ♣ J</p> <div style="border: 1px solid blue; padding: 2px; width: 40px; margin: 5px auto;">3NT</div> <p>♠ A ♥ KQ10 ♦ 8652 ♣ A9763</p>	<p>♠ Q1075 ♥ 972 ♦ 10 ♣ KQ852</p>	
S	W	N	E
1C	P	1D	P
2D	P	2S	P
2NT	P	3NT	P

SUIT PREFERENCE ERROR CANCELS DECLARER ERROR

S3 lead.

♠4 - ♠10 - ♠A.

South plays

♦2 - ♦7 - ♦J - ♦10

Then south mis-guesses. ♦3 and then east errs - ♥2 - ♦8 - ♦9

This discard sows doubt in west's mind. (West has been taught to trust partner, and switches to ♣10, as the ♥2 requests).

DISASTER! ♣2 might have worked but ♣2 says "Please continue clubs ." A ♠9 continuation *could* set the contract.

SJ - SQ. Then CK- ducked. Then spade return!

(Declarer can always make the contract by entering hand with ♥K at trick three and leading *towards* ♦K43)

LEADS LESS OBVIOUS

♠ 985	♠ Q72	♠ KJ1064	
♥ K94	♥ Q762	♥ 853	
♦ 1093	♦ Q5	♦ AJ84	
♣ J985	♣ K1042	♣ 6	
	♠ A3		
	♥ AJ10		
	♦ K762		
	♣ AQ73		
S	W	N	E
1C	P	1H	P
2NT	P	3NT	

MUD LEAD (S8)

Short suit MUD lead worked well.

Note the correct way to play clubs is to play off a top honour from the hand with two top honours. IF east held the four clubs, south would always lose one.

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♠ AQ5	♠ 86	♠ 107432	
♥ 10	♥ AKJ5	♥ 9864	
♦ AK9753	♦ 104	♦ QJ2	
♣ 953	♣ KQJ82	♣ 10	
	♠ KJ9		
	♥ Q732		
	♦ 86		
	♣ A764		
N	E	S	W
1C	P	1H	3D
3H	P	4H	

ON THE LEAD OF AN ACE

with QJ, QJx or Q bare, play *queen*.
With Qx Do not play queen. This allows partner to underlead his king when he needs to get you on lead.

Here unless east plays DQ (to show DJ)
There is no defence.

Seeing all the clubs on table, west continues DK,
cashes SA

Cramlington 09 07

♠ J9763	♠ 10542	♠ Q8	
♥ J107	♥ 982	♥ Q543	
♦ 4	♦ A1097	♦ KQ3	
♣ A732	♣ J8	♣ 10964	
	♠ AK		
	♥ AK6		
	♦ J8652		
	♣ KQ5		
S	W	N	E
1C	1S	2D	P
2NT	P	3NT	

After an artificial 1C (16+) west overcalled 1S
(poor but disruptive.)

E/W bid confidently to 3NT. with no attempt to find a heart fit.

S6 would be the normal lead but you have an alternative. HJ lead sets the contract for a top!

Cramlington 09 07

♠ Q9862	♠ K3	♠ J7	
♥ KQ9	♥ 102	♥ J7654	
♦ J943	♦ AQ875	♦ K10	
♣ 3	♣ QJ54	♣ 10976	
	♠ A1054		
	♥ A83		
	♦ 62		
	♣ AK82		
S	W	N	E
1S	P	2D	P
2NT	P	3NT	

KING LEAD

West led HK!
Although it is usual to unblock honours opposite king leads to NTs, east obviously must NOT unblock, here.

Declarer holds off for three rounds and then finesses diamonds into what is thought to be, the SAFE hand.

Cramlington 10/07

COSTLY ERRORS

♠ 964 ♥ K843 ♦ A95 ♣ KJ5	♠ KQJ72 ♥ A76 ♦ 1032 ♣ 87 ♠ A1053 ♥ QJ10 ♦ KJ8 ♣ Q62	♠ 8 ♥ 952 ♦ Q764 ♣ A10943	
S	W	N	E
1NT	P	2H	P
3S	P	4S	

COVER AN HONOUR WITH AN HONOUR

S6 Lead.

Trumps are drawn and declarer plays a successful heart finesse and strips the suit.

D10 lead from table. - East MUST cover or declarer will make TWO diamond tricks and the contract.

Kempson Cup 2007

N/S Vul.

♠ AKJ42 ♥ A1075 ♦ 32 ♣ 87	♠ 10 ♥ J982 ♦ AKQ4 ♣ AJ43 ♠ 97 ♥ K6 ♦ J87 ♣ KQ9652	♠ Q8653 ♥ Q43 ♦ 10965 ♣ 10	
W	N	E	S
1S	X	4S	5C
P	P	5S	P
P	X		

FAILURE TO SACRIFICE

With five spades and two queens east bids a pre-emptive 4S which would silence most south's.

But, after south bids 5C, west should leave the decision to east and 5S looks clear cut with NO defensive tricks.

With an ace east would double.

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♠ AJ98 ♥ 32 ♦ K83 ♣ Q982	♠ Q106 ♥ AJ ♦ Q974 ♣ 10753 ♠ K75 ♥ KQ10754 ♦ J2 ♣ A4	♠ 432 ♥ 986 ♦ A1065 ♣ KJ6	
S	W	N	E
1H	P	1NT	P
3H	P	4H	

DON'T RETURN PARTNER'S SUIT?!

D3 lead, taken with DA.

East must not simply play back a diamond which sets up a winner for declarer. A club switch required.

If you play back a diamond you provide declarer with a ditch for his losing C4.

♠ KJ97 ♥ Q73 ♦ 1097432 ♣ -	♠ 5 ♥ K64 ♦ KQJ8 ♣ KQ1094 ♠ AQ64 ♥ 985 ♦ A6 ♣ A765	♠ 10832 ♥ AJ102 ♦ 5 ♣ J832	
N	E	S	W
1C	P	1S	P
2C	p	3NT	

WHEN IT LOOKS TOO EASY - - !

D10 lead won with DA

Declarer thoughtlessly played CA, guaranteeing a club loser!

And worse! The spade switch to SJ and east's SK resulted in another switch to HQ.

10 tricks became 9 and then 8!

MORE COSTLY ERRORS

♠ AQ102 ♥ J108 ♦ 65 ♣ K1065	♠ KJ8763 ♥ KQ4 ♦ K3 ♣ J2 ♠ - ♥ A9652 ♦ AJ98 ♣ Q874	♠ 954 ♥ 73 ♦ Q10742 ♣ A93	
N	E	S	W
1S	P	2H	P
3H	P	4H	

Cramlington 10 07

2ND HAND PLAYS LOW

West does well not to try to cash SA, but the D6 is a poor choice too. D3-DQ-DA (HJ is best when you hold spades!)
Declarer can never make a high card club trick, and is heading for only one off IF he can ruff a club with H4

BUT THEN when south leads C4 to CJ west plays KC!! and returns another diamond!

8 tricks (on a trump lead) has become 10 with a club ruff and the now established CQ

♠ A4 ♥ A10984 ♦ 104 ♣ J983	♠ 1073 ♥ 652 ♦ QJ95 ♣ AK4 ♠ KQJ9862 ♥ 3 ♦ K86 ♣ 75	♠ 5 ♥ KQJ7 ♦ A732 ♣ Q1062	
S	W	N	E
3S	P	P	X
P	4H	4S	P
P	?		

Cramlington 10 07

WEST HAS A PLAN - BUT CHANGES HIS MIND

1. After the auction it is reasonable to assume that partner (east) has values in diamonds. Even D KQ would work BECAUSE west has SA. So D10 looking for a ruff is led.

2. East (in case it is a singleton) rises with DA and returns D9 This is won by declarer in hand with DK.

3. Declarer leads S2 towards dummy. West is caught off guard and foolishly plays low in case the ace drops partner's singleton SK. GAME OVER.

West's original plan was excellent. Win with SA and underlead HA to east's HJ and ruff the diamond return.

♠ 642 ♥ 6 ♦ QJ85 ♣ KQ1075	♠ Q109 ♥ Q8742 ♦ 10 ♣ A984 ♠ AKJ8 ♥ AK10953 ♦ 74 ♣ 2	♠ 753 ♥ J ♦ AK9632 ♣ J63	
S	W	N	E
1H	P	3H	P
3S	P	4C	P
4S	P	4NT	P
5C	P	6H	

Brunton 11 07

CHICKEN BIDDING

After 3H from north south should be interested in slam and cue bid the SA.

South confirms some interest with 4C and now south must decide whether to go past game. with no help in diamonds north could sign off in 5H, but with a singleton slam is on.

The crucial bid here is 4S showing SK.

If you bid 4H to show you haven't got the DA north is likely to sign off.

♠ AK108 ♥ 96 ♦ K1052 ♣ 853	♠ Q ♥ AKJ3 ♦ 764 ♣ KQJ109 ♠ 754 ♥ Q10752 ♦ AJ9 ♣ 76	♠ J9632 ♥ 84 ♦ Q83 ♣ A42	
N	E	S	W
1C	P	1H	X
3H	p	4H	

SPOT THE DANGER

West leads SA. East could signal the club ace! but would partner think it was a void and lead clubs?! East wisely plays a neutral S6.

West reads this as no interest in anything and switches to a trump. Presumably to cut down ruffs? Declarer draws trumps and sets up the clubs on which to throw losers.

West should be fearful of this and must attempt to set up winners in diamonds before it's too late!