

BRIDGE

INTERMEDIATE

Creative BRIDGE

This is an intermediate unit for players who are familiar with standard Acol bidding and play techniques.

It is designed to stretch the boundaries of your game and to introduce you to the possibilities of making more creative decisions in your bidding and your play.

Please use the North Eastern Bridge Association's web site at www.neba.co.uk where you will find lots of useful information on bidding and play techniques, events, links, news and results from our area.

CONTENTS

1. INTRODUCTION
2. LEADING SINGLETONS
3. 1 NT WITH 5 CARD MAJORS
4. OFF CENTRE 1NT OPENINGS
5. RULE OF 25. STRONG 2 OPENINGS
6. DISCOVERY PLAY 1.
7. DISCOVERY PLAY 2.
8. BIDDING WITH RUBBISH
9. GAMBLING 3NT
10. HANDS ON DEFENSIVE SIGNALS
11. SUIT PREFERENCE SIGNALS
12. COUNT SIGNALS
13. LAW OF TOTAL TRICKS
14. LEADS AGAINST SUIT CONTRACTS
15. LEADS AGAINST SUIT CONTRACTS
16. LEADS AGAINST SUIT CONTRACTS
17. KING LEADS. NT CONTRACTS
18. KING LEADS. NT CONTRACTS
19. SURROUND LEADS
20. CARELESS DISCARDS

SINGLETON LEADS

Against suit contracts, leads of singletons are so obvious that they must be right?!

<p>♠ J2 ♥ 76 ♦ QJ83 ♣ AKJ73</p>	<p>♠ 106 ♥ AQ54 ♦ K10 ♣ 109652</p>
---	--

<p>♠ Q4 ♥ KJ832 ♦ A7652 ♣ 8</p>	<p>4S by South</p>	<p>♠ AK98753 ♥ 109 ♦ 94 ♣ Q4</p>
---	--------------------	--

↓

WHAT TO LEAD?

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

Aggressive bidding gets N/S to a reasonable contract that made 11 tricks at most tables.

West has an important lead decision to make. Although the heart suit is broken, partner did support. With no stop in north's clubs, a trump lead is not appropriate. Another possibility is ♦A to see dummy, or of course the singleton club.

At most tables west opted for the singleton lead, giving N/S +650. Leading the enemy suit with NO trump entry back to your hand, (Qx is a bit optimistic). We were one of the few N/S pairs that failed to make, because west started with ♦A and switched to ♥K.

East overtook this with ♥A, cashed ♥Q and ♦K to set the contract.

<p>♠ AJ108 ♥ J862 ♦ 10 ♣ QJ87</p>	<p>♠ Q7532 ♥ 10 ♦ KQ732 ♣ 109</p>
---	---

<p>♠ 4 ♥ K73 ♦ AJ8654 ♣ 543</p>	<p>4♥ by SOUTH</p>	<p>♠ K96 ♥ AQ954 ♦ 9 ♣ AK62</p>
---	--------------------	---

↓

WHAT TO LEAD?

N/S VULNERABLE

E	S	W	N
P	1♥	2♦	3♥
5♦	5♥		

Aggressive bidding gets E/W to a reasonable spot but it also gives N/S a chance of success.

Here the lead situation is different. West has a likely entry with Kxx of trumps, and partner has a likely entry in diamonds. West can hope for one diamond trick, a spade ruff and ♥K, so west leads the singleton spade to ♠J - ♠Q. South wins ♠K.

A low club to dummy's ♣Q is followed by the heart finesse. When this fails to the ♥K, west must now underlead ♦A to east's ♦Q. The spade return is ruffed to set the contract.

The simple point we are making is that, just as declarer has to plan his play, so must defenders.

Reaching automatically for 4th highest, doubletons and singletons is not always best.

OPENING 1NT WITH 5 CARD MAJORS

I am sure that you were always taught to open a rebiddable five card major, even though your hand was balanced with a 12-14 count. We have been experimenting recently by opening 1NT on all such hands. Two of these hands cropped up during the same evening and we invite you to look at the merits of opening 1NT rather than 1♥ or 1♠. The third hand is from the following week.

<p>♠ 1075 ♥ KJ5 ♦ A43 ♣ KQJ10</p> <p>♠ KJ93 ♥ 98 ♦ KJ9 ♣ A654</p> <p>3NT by South</p> <p>♠ AQ4 ♥ AQ432 ♦ Q6 ♣ 832</p>	<p>♠ 862 ♥ 1076 ♦ 108752 ♣ 97</p>	<p>Five good hearts, a maximum 14 HCPs and a 7 loser. The bidding is likely to be :</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">S</td> <td style="text-align: center;">N</td> </tr> <tr> <td></td> <td style="text-align: center;">1♥</td> <td style="text-align: center;">2♣</td> </tr> <tr> <td></td> <td style="text-align: center;">2♥</td> <td style="text-align: center;">4♥</td> </tr> </table> <p>11 or 12 tricks will be made depending on the lead. A trump lead against 4♥ looks right for 11 tricks</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">S</td> <td style="text-align: center;">N</td> </tr> <tr> <td style="text-align: center;">1NT</td> <td style="text-align: center;">3NT</td> </tr> </table> <p>On this auction a spade looks fairly standard for 12 tricks. Even 11 tricks will give you a top on the board.</p>		S	N		1♥	2♣		2♥	4♥	S	N	1NT	3NT
	S	N													
	1♥	2♣													
	2♥	4♥													
S	N														
1NT	3NT														

<p>♠ - ♥ 1054 ♦ QJ64 ♣ KQJ1073</p> <p>♠ Q1043 ♥ 987 ♦ AK8 ♣ A65</p> <p>3NT by South</p> <p>♠ AJ952 ♥ AKQ ♦ 1092 ♣ 94</p>	<p>♠ K876 ♥ J632 ♦ 753 ♣ 82</p>	<p>Five decent spades.</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">S</td> <td style="text-align: center;">N</td> </tr> <tr> <td></td> <td style="text-align: center;">1♠</td> <td style="text-align: center;">1NT/2♣</td> </tr> <tr> <td></td> <td style="text-align: center;">2♠</td> <td style="text-align: center;">P</td> </tr> </table> <p>OR,</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">1NT</td> <td style="text-align: center;">PASS (or 3NT)</td> </tr> </table> <p>Either should score better than 2♠!</p>		S	N		1♠	1NT/2♣		2♠	P	1NT	PASS (or 3NT)
	S	N											
	1♠	1NT/2♣											
	2♠	P											
1NT	PASS (or 3NT)												

<p>♠ 8 ♥ AQ863 ♦ 10732 ♣ K53</p> <p>♠ A763 ♥ 9752 ♦ J95 ♣ AJ</p> <p>3NT by South</p> <p>♠ KQ952 ♥ K10 ♦ A84 ♣ 942</p>	<p>You</p> <p>♠ J104 ♥ J4 ♦ KQ6 ♣ Q10876</p>	<p>Five decent spades.</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">S</td> <td style="text-align: center;">N</td> <td style="text-align: center;">S</td> <td style="text-align: center;">N</td> </tr> <tr> <td style="text-align: center;">1♠</td> <td style="text-align: center;">2♥/1NT</td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">2♦</td> </tr> <tr> <td style="text-align: center;">2♠</td> <td style="text-align: center;"><i>OR</i></td> <td style="text-align: center;">2♥</td> <td style="text-align: center;">P</td> </tr> </table> <p>Hearts scores very well. 5-2 is better than 5-1</p> <p>These hands have not been cherry picked and our desire to play in NTs is even bringing into question the necessity to use Stayman. So often a 4/4 fit is discovered and the major suit contract is made. Your satisfaction is tempered by all the pairs that made the same number of tricks, playing in NTs.</p>	S	N	S	N	1♠	2♥/1NT	1NT	2♦	2♠	<i>OR</i>	2♥	P
S	N	S	N											
1♠	2♥/1NT	1NT	2♦											
2♠	<i>OR</i>	2♥	P											

***Probably more defensive errors are made against NT contracts than suit contracts!
Is it reasonable to chance 3NT contracts when possible?***

OFF CENTRE OPENINGS OF 1NT

One of the reasons for playing a 12-14 NT is that balanced hands within this point range occur quite frequently and the bid, although potentially dangerous, has tremendous pre-emptive qualities because it takes away a complete level of bidding. Many players are now exploiting the 1NT opening by relaxing the previously tight restrictions on shape and the perceived importance of major suits.

These two hands that have cropped up recently in local Bridge clubs. The first is a fairly standard opening for modern style players. If you don't open 1NT with a five card major, you may come to grief with this hand.

S	W	N	E	
1♠	P	1NT	2♥	
2♠	P	P	X	might be typical. -200

A better alternative for you would be -

1NT	P	P	2♣	(Landy, showing both majors.)
P	2♠	P	P	
OR				
1NT	P	P	2♥	

♠ 6	GAME ALL
♥ K74	
♦ J9632	
♣ KJ65	
♠ Q52	3NT
♥ J2	by
♦ Q87	South
♣ Q8732	
♠ AK43	
♥ Q10853	
♦ 1054	
♣ A	
♠ J10987	
♥ A96	
♦ AK	
♣ 1094	

WRONG POINT COUNT

Playing a 12-14 NT, it is also quite acceptable to *occasionally* consider a good 11 pts. as 12. Hand 1 has a good five card suit and lots of fillers like nines and tens.

OR you can make an executive decision to consider a poor 15 pts. as 14. Hand 2 is made up with queens and jacks, there is no stuffing in the small cards, no five card suit and five of the points are in a short suit.

Hand 1

♠ Q108
♥ 1096
♦ AKQ87
♣ 107

11 HCPs

Hand 2

♠ QJ3
♥ KQ
♦ QJ32
♣ KJ42

15 HCPs

SIX CARD MINOR

Although it is common to open 1NT with a *poor* five card major, more and more players are opening 1NT even with a *good* five card major and it is certainly worth trying for a trial period.

Did you know that it is also permissible to open 1NT with a semi-balanced hand which includes a six card minor? Of course it must be within the stated point range.

Here is a hand that was played at Brunton Bridge Club and scored a complete top playing in 3NT rather than 3♦.

S	N	
1NT	2♦	♠ K1072
2♥	2♠	♥ AQ863
3NT		♦ 103
		♣ K3
		♠ Q86
♠ AJ53		♥ K42
♥ 1097		♦ 93
♦ 765		♣ Q9842
♣ A107		
		♠ 94
		♥ J5
		♦ AKQJ82
		♣ J65

Hand 1.

♠ Q10
♥ K9
♦ AKQ32
♣ 10874

Hand 2.

♠ Q3
♥ KQ
♦ AJ32
♣ J7432

There is probably more sense in opening 1NT on hand 2. Rebidding 2♣ on this poor suit is not appealing.

RULE OF 25

For years, a number of club players have, defined their opening two level bids as strong when they have been merely pre-emptive. Eight playing tricks was their only criterion. Well the EBU have finally, and quite specifically stated what players can define as strong. The following is an extract from the Orange Book which defines all accepted conventions and the levels when they can be played. Access full information at <http://www.ebu.co.uk/lawsandethics/articles/orangebook/default.htm>

11 PERMITTED AGREEMENTS - ORANGE BOOK

11 G Two of a Suit Opening Bids Allowed at Levels 2, 3 and 4

- b) An artificial opening which shows an Acol Two is no longer a 'strong hand' unless it shows at least Rule of 25, or equivalent playing strength subject to an absolute minimum of 14 HCP. Thus any agreement under which an artificial opening bid shows an Acol Two is **NO LONGER PERMITTED** unless it shows at least Rule of 25, or equivalent playing strength subject to an absolute minimum of 14 HCP.

♠ 4	Although some players may <i>want</i> to open this hand 2♦ (A Strong Two)
♥ 84	because it has 8 playing tricks in diamonds, the hand <i>cannot be described</i>
♦ AKQJ10752	<i>as STRONG</i> and therefore cannot be opened as such.
♣ 92	You can open it 1♦, 3♦, 4♦ or 5♦, but not 2♦.

An opening Benji 2♣ showing a Strong Two, or 2♦, 2♥, 2♠, (Acol Strong Two), must conform to the rule of 25. This rule describes an absolute minimum strength for a Strong Two opening bid.

(The rule of 25 follows the same principle as the rule of 19 for opening suit bids at the 1 level. i.e. Add HCPs to the number of cards in the two longest suits.)

There is one additional requirement for opening Strong Twos.

The absolute minimum HCPs must be 14!

The hand on the right does not conform to the rule of 25

because it has 14 HCPs and 10 cards in the two longest suits. Total = 24

♠ 4
♥ A4
♦ AKQJ10752
♣ 92

♠ 42
♥ AQJ875
♦ AK9
♣ KQ
19 HCP + 9

♠ KQJ10842
♥ AQJ
♦ -
♣ AK2
20 HCP + 10

♠ AQ
♥ A4
♦ AKQJ1072
♣ 92
20 HCP + 9

♠ 4
♥ A932
♦ AKQJ1052
♣ -
14 HCP + 11

Just because a hand conforms to the rule of 25, does not automatically mean that you *have* to open it as a Strong Two. We suggest that you should normally have 7 controls for such an opening.

LATEST UPDATE

It is hard to believe but since writing this, the EBU have changed the definition again!

To open an artificial bid of this sort you will need to satisfy **ONE** of the conditions that follows:

- A minimum of 16 high card points or
- A hand which conforms to the rule of 25 (add your high card points and the two longest suits to see if you satisfy this condition) or
- The hand contains as a minimum the normal high card strength associated with a one level opening bid and has a minimum of eight clear-cut tricks.

This change came into force on August 1st 2007

DISCOVERY PLAY 1.

POINT COUNTING

E	S	W	N
Pass	1♠	Pass	3♠
Pass	4♠		
LEAD - ♥J			
♠ J10876 ♥ 5 ♦ K842 ♣ KJ3			
♠ 9 ♥ J10972 ♦ QJ5 ♣ A1087		♠ 43 ♥ KQ6 ♦ A1063 ♣ Q642	
♠ AKQ52 ♥ A843 ♦ 97 ♣ 95			

After counting where your losers may be, and needing to finesse for your last trick, it is often wise to find out who has got what, before going for the crucial play.

Adventurous bidding using the LTC, gets you to a reasonable game contract.

You have four potential losers, two clubs and two diamonds.

If the ♣A is in west's hand you're O.K.

If not, you have to guess the clubs correctly. OR DO YOU?

Win the ♥A and ruff a heart immediately. The ♥Q drops!

Lead a trump to the ace.

Try a diamond to the king, which loses to east's ♦A.

East returns a safe trump which you win with the king.

Ruff another heart, and notice that east drops the ♥K.

Now YOU KNOW where the A♣ is don't you?

Think back to the bidding.

East passed originally, and yet he has played ♥K and ♥Q and ♦A.

That is 9 HCPs.

He cannot have the ♣A so play low to the KING OF CLUBS!

CARD COUNTING

E	S	W	N
1♥	1♠	P	P
2♦	P	P	2♠
3♦	3♠	4♦	P
P	4♠	P	P
LEAD - ♥10			
♠ J76 ♥ 5432 ♦ 42 ♣ AQ108			
<div style="background-color: #e0e0e0; width: 40px; height: 40px; margin: 0 auto;"></div>			
♠ AK9852 ♥ Q ♦ A7 ♣ 9543			

West leads ♥10.

You ruff the second heart.

You play ♠A & ♠K

On the second round west shows out!

Now you must lose ♠Q and the diamond. You have lost a heart.

Can you make the contract?

Of course you can, providing you don't lose a club.

Run the ♣9 because east doesn't have any clubs does he?

He *rebid* diamonds, after opening 1♥.

Therefore he is 5/5 in the red suits.

How many trumps did he have?

SO HOW MANY CLUBS DOES HE HAVE?

To an onlooker it may look like magic and your play might get a round of applause, or an accusation of cheating, but it is that simple.

The difficulty of course is actually applying the knowledge that you have, when it is far easier to finesse the ♣Q and claim bad luck.

DISCOVERY PLAY 2.

POINT COUNTING

W	N	E	S
Pass	Pass	Pass	1♣
1♦	1♠	Pass	2NT
Pass	4♣	Pass	4♠
Pass	5♣	Pass	Pass

♠ AJ54
♥ K5
♦ 76
♣ Q10543



♠ K102
♥ Q103
♦ A96
♣ AKJ2

LEAD ♦K
You win ♦A and draw trumps immediately.
You then play ♥3.
West wins with ♥A and cashes the ♦Q.
East drops the ♦J, so west continues ♦10.
East discards and you ruff.

You have lost a heart and a diamond, and need to know WHO HAS GOT THE ♠Q?

What are the clues?

West had ♥A, ♦K & ♦Q That is 9 HCPs.
West also had six diamonds and yet passed originally.
If he also had the ♠Q, surely he would have opened!

East *must* have ♠Q.

In the modern game some players would still open this hand 1D without the SQ. Others, who play weak twos in three suits, might open the hand 2D

♠ 973
♥ A76
♦ KQ10832
♣ 6

MORE POINT COUNTING

N/S VULNERABLE

W	N	E	S
1NT	X	P	3NT*

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

West leads ♥A and continues with ♥K and the ♥J.
Taking stock we can count 1 spade trick, 1 heart, 3 diamonds and two clubs. The extra tricks will come from spades and/or clubs. As the club finesse can be taken either way, it might be policy to find out where west's remaining points are, by tackling the spade suit first.

You must lose one spade trick.
East cannot have both spade honours.
Lead a low spade and capture west's ♠Q with the ace.
Now low to the jack, and west wins with the king.

SO West had ♥A, ♥K & ♥J AND the ♠K & ♠Q

That is 13 HCPs.

West opened 1NT (12-14).

THEREFORE, west will not have the ♣Q.

*** If E/W had been vulnerable, south would have passed partner's penalty double of 1NT. Three off NV would only score +500 for NS, so south correctly opted for the game score of +600**

BIDDING WITH RUBBISH

We often complain about getting poor hands, but that shouldn't necessarily keep you out of the bidding!

N	E	S	W
		1♠	P
2♣	X	3♠	P
4♠	P	P	?

You are WEST with 5 pts.

- ♠ A8
 - ♥ J10972
 - ♦ 92
 - ♣ 9864
- Pass may be obvious, but these were the hands.

The very next hand was -

N	E	S	W
		1♠	P
1♣	P	1♠	P
2♠	X	4♠	?

You are WEST with 4 pts.

- ♠ 732
 - ♥ 6
 - ♦ A109843
 - ♣ 1095
- Pass may be obvious, but

The same evening

N	E	S	W
1♠	P/2D	?	

You are SOUTH with 2 pts.

- ♠ 107652
- ♥ J962
- ♦ 10
- ♣ J109

The same evening

N	E	S	W
			1♠
X	2♣	2♥	3♠
P	4♠	?	

You are SOUTH with 5 pts.

- ♠ 42
- ♥ A98743
- ♦ J753
- ♣ 2

LTC
E/W 9 + 5 = 14
N/S 7 + 6 = 13

Possible actions
LA Bid 5H
GA Bid 5H
EW Vul Pass
NS Vul Bid 5H

- ♠ 1065
- ♥ A
- ♦ 643
- ♣ KQ10732
- ♠ A8
- ♥ J10972
- ♦ 92
- ♣ 9864
- ♠ K4
- ♥ KQ543
- ♦ QJ1087
- ♣ 5
- ♠ QJ9732
- ♥ 86
- ♦ AK5
- ♣ AJ

LTC
E/W 9 + 7 = 16
N/S 7 + 5 = 12

Possible actions
LA Bid 5D
GA Pass
EW Vul Pass
NS Vul Bid 5D

(4♠ can be beaten on best defence.)

- ♠ J94
- ♥ J105
- ♦ 6
- ♣ AKQJ84
- ♠ 732
- ♥ 6
- ♦ A109843
- ♣ 1095
- ♠ 65
- ♥ AQ82
- ♦ KQ752
- ♣ 73
- ♠ AKQ108
- ♥ K9743
- ♦ J
- ♣ 62

LTC
E/W 8 + 7 = 15
N/S 7 + 10 = 17

Possible actions
LA Bid 3S
GA Bid 3S
EW Vul Bid 4S
NS Vul Bid 2S

- ♠ KQJ8
- ♥ Q7
- ♦ J85
- ♣ AK92
- ♠ 943
- ♥ A1043
- ♦ AQ74
- ♣ Q4
- ♠ A
- ♥ K85
- ♦ K9632
- ♣ 7653
- ♠ 107652
- ♥ J962
- ♦ 10
- ♣ J109

LTC
E/W 5 + 9 = 14
N/S 6 + 8 = 14

Possible actions
LA Bid 5H
GA Bid 5H
EW Vul Bid 5H
NS Vul Pass

- ♠ J6
- ♥ KQ2
- ♦ KQ92
- ♣ K1083
- ♠ K1098753
- ♥ 10
- ♦ A10
- ♣ A54
- ♠ AQ
- ♥ J65
- ♦ 864
- ♣ QJ976
- ♠ 42
- ♥ A98743
- ♦ J753
- ♣ 2

COVER the right hand of the page

GAMBLING 3NT (OPENING, RESPONDING, DEFENDING,)

♠ 4
♥ 84
♦ AKQJ10752
♣ 92

THE OPENING BID OF 3NT

This type of hand must not be opened 2♣ Benji or Acol 2♦ to show a strong hand! Both of these openings are reserved for strong hands that conform to the rule of 25. 1♦, 3♦, 4♦ or 5♦ would be possible, but are not recommended.

The opening bid for this hand is 3NT.

The Gambling 3NT is an opening bid that promises a *solid* 7 or 8 card minor suit with nothing outside the long suit. It relies on the dummy hand obtaining the lead with a side suit trick. Declarer can then play off his 8 tricks and make the contract!

THE OPENING LEAD AGAINST THE GAMBLING 3NT

It is therefore critical that defenders do not give the lead away. All the guides about leading to NT contracts have to be abandoned for this particular opening bid. Thoughts of 4th highest leads and top of sequences headed by kings, queens or jacks must be forgotten. With an ace in your hand, even if it is unprotected such as A9765, you must play the ace and retain control of the hand until you see the dummy hand AND you can get a signal from partner telling you what to do next.

The following hand cropped up at Brunton B. C. where south has the classic Gambling 3NT hand.

	♠ QJ5	
	♥ Q972	
	♦ 963	
	♣ Q83	
♠ 8732		♠ AK1096
♥ AK106		♥ J52
♦ 4		♦ 8
♣ A1075	♠ 4	♣ KJ64
	♥ 84	
	♦ AKQJ10752	
	♣ 92	

RESPONDING TO THE 3NT OPENING

Your response to partner's opening of 3NT is dependent on whether you think you can win a trick and then lead to your partner's suit before the opponents can cash lots of tricks in the other suits.

Here, north judged that the hand was too weak to help partner in 3NT. North therefore bid 4♣ which is a kind of weakness takeout. South passes if clubs is the suit or corrects to 4♦.

OVERCALLING AFTER A 3NT OPENING

Overcalling is obviously safer when responder makes a weakness takeout. This was the actual auction where north judged correctly and bid 4♣, but this display of weakness invited east to bid 4♠.

North then went on to make an indisciplined bid of 5♦ which was doubled for -500.

If north passes, east is unaware of partner's strength and *should* pass, although many will risk 4♠

S	W	N	E
3NT	P	4♣	4♠
P	P	5♦	X

At many tables 3NT was passed out and only went off 2, 3 or 4 tricks for a very good N/S score.

S	W	N	E
3NT	P	P	P

DEFENDING AGAINST THE GAMBLING 3NT

As stated earlier the opening lead should be an ace. West has an obvious opening lead of ♥A.

When ♥Q972 appears in dummy, no heart continuation makes any sense. So an attitude signal or a count signal would have no relevance. East must give a *suit preference signal*. ♥J = McKenney, asking for a spade. ♠8 is led to the ♠Q and ♠K.

A heart return to west's ♥K and a 2nd spade through dummy's ♠J5 allows the defence to make five spade tricks, two heart tricks and careful play of the clubs produces four club tricks.

The good news for the brave north's who passed the 3NT opening, is that 3NT -7 is only -350 for N/S. By revealing weakness, and bidding 4♣, E/W found their spade game for -450 to N/S.

HANDS ON DEFENSIVE SIGNALS

SMALL LIE!

♠ Q1086		
♥ 764		
♦ Q952		
♣ AK		
♠ K4	4♠ by	♠ 92
♥ AK93	South	♥ Q82
♦ J73		♦ 1084
♣ J1086		♣ 9752
		♥ J105
		♦ AK
		♣ Q43

♥A lead

East should quickly realise that a true count signal would not help partner here. You want partner to continue, so suggest that you have only two hearts. Play ♥8 then ♥2. IF partner had led from an unprotected ace, this wouldn't work.

ACE KING DOUBLETON

		♠ Q873
		♥ KJ6
		♦ Q108
		♣ KJ3
♠ J104	4♠ by	♠ 6
♥ 8432	South	♥ A95
♦ AK		♦ 976532
♣ 10765		♣ 942
		♥ Q107
		♦ J4
		♣ AQ8

♦K lead

You can show ace/king doubleton by playing them in reverse order. (King first) On the king, east will give a normal count signal, but when the ace is continued, east should give a suit preference signal with the ♦9.

BIG LIE, BUT WHO IS LISTENING?

♠ KJ9		
♥ 76		
♦ AQJ10		
♣ AQJ10		
♠ 432	7♠ by	♠ 75
♥ J542	South	♥ 1093
♦ 963		♦ K542
♣ K63		♣ 9742
		♠ AQ1086
		♥ AKQ8
		♦ 87
		♣ 85

♠3 lead

Declarer wins in hand and plays ♥A, ♥K and ruffs a 3rd heart high. Then two more rounds of trumps. On the 3rd trump, east can play the 2♦, signalling clearly that he holds the ♣K, hopefully persuading declarer to take the *diamond* finesse. The club finesse gives declarer 13 tricks.

SWITCH REQUIRED

		♠ AQ75
		♥ 653
		♦ 103
		♣ KQJ8
♠ 863	4♠ by	♠ 9
♥ KJ82	South	♥ A97
♦ 6542		♦ J987
♣ A4		♣ 96532
		♠ KJ1042
		♥ Q104
		♦ AKQ
		♣ 107

♣A lead

East should consider the club holding in dummy to be as bad as a singleton for the defence. A continuation would be futile. East should therefore give a suit preference signal for hearts. (♣9) West must switch to the ♥2 to request a continuation of this suit!

THROW YOUR HONOURS

♠ 98		
♥ K852		
♦ J62		
♣ AQ106		
♠ KQ1075	3NT by	♠ J43
♥ J7	South	♥ Q1063
♦ K73		♦ 95
♣ J95		♣ 8742
		♠ A62
		♥ A94
		♦ AQ1084
		♣ K3

♠K lead

West's lead of a king against a NT contract is an instruction that east must play any honour card he holds. When the ♠J is jettisoned, west can continue the suit. With no honour card, east must give a count signal

HOLD OFF FOR SIGNAL

		♠ KQ1094
		♥ KQ
		♦ 783
		♣ 853
♠ 6	4♠ by	♠ A74
♥ 974	South	♥ J10632
♦ AQJ42		♦ 1095
♣ A642		♣ 109
		♠ J852
		♥ A85
		♦ K6
		♣ KQJ7

♥7 lead

East knows that west has a singleton trump. When declarer plays trumps at trick 2, east must hold off for one round. Now west can signal for a diamond switch. Declarer can ditch two diamonds on ♥A and ♣7 if east plays clubs to trick 3

HANDS ON SUIT PREFERENCE SIGNALLING

A SINGLETON IN DUMMY

♠ KJ73		♠ 8
♥ KJ73		♥ 8654
♦ 4		♦ 9653
♣ KJ73		♣ AQ54
♠ 654	4♠ by South	♠ 8
♥ 92		♥ 8654
♦ AK10872		♦ 9653
♣ 92		♣ AQ54
♦ A lead		♠ AQ1092
		♥ AQ10
		♦ QJ
		♣ 1086

When a singleton diamond appears in dummy, it would be futile to continue diamonds. East must tell west which suit to switch to. A low card, ♦3 requests the lower of the other two suits (excluding trumps). West leads ♣9 (hi lo). East wins with ♣Q, cashes ♣A and returns a 3rd club for west to ruff.

COUNT SIGNAL, THEN SUIT PREFERENCE

♠ KJ73		♠ 8
♥ KJ73		♥ 8654
♦ 64		♦ 953
♣ KJ7		♣ AQ543
♠ 654	4♠ by South	♠ 8
♥ 92		♥ 8654
♦ AK10872		♦ 953
♣ 92		♣ AQ543
♦ A lead		♠ AQ1092
		♥ AQ10
		♦ QJ
		♣ 1086

Similar hand, but now dummy has two diamonds. East gives count at trick 1. (♦3) When the king is played, east has the choice between ♦5 & ♦9. To ask west to play a club at trick 3 east plays the lower of these two cards! 4♠ -2!

HIGH CARD SWITCHES

♠ K74		♠ AJ1062
♥ KQ107		♥ A9
♦ Q874		♦ 1092
♣ 94		♣ 853
♠ 85	3NT by South	♠ AJ1062
♥ 8543		♥ A9
♦ 63		♦ 1092
♣ AJ1062		♣ 853
♠ 8 lead		♠ Q93
		♥ J62
		♦ AKJ5
		♣ KQ7

West leads partner's overcalled suit. 8-4-10-Q Declarer leads to ♥K, won by east, who needs to get partner on lead. Clubs is the chosen suit, but east must be careful to lead ♣8. A high card switch in mid game shows no interest in the suit but asks partner to return the original suit!

LOW CARD SWITCHES

♠ K74		♠ J10962
♥ KQ107		♥ A9
♦ Q874		♦ 1092
♣ 94		♣ K83
♠ 85	3NT by South	♠ J10962
♥ 8543		♥ A9
♦ 63		♦ 1092
♣ AJ1062		♣ K83
♠ 8 lead		♠ AQ3
		♥ J62
		♦ AKJ5
		♣ Q75

Similar to the previous hand and yes it's a poor overall but it has some pre-emptive value. Now when you win the ♥A, your switch is to the ♣3! A low card switch says forget my original suit! **This** suit gives us the best chance to set the contract.

ATTITUDE FROM PARTNER

♠ A652		♠ Q8
♥ 102		♥ A54
♦ 3		♦ AQ10874
♣ KQJ873		♣ A9
♠ 74	4♠ by South	♠ Q8
♥ KJ973		♥ A54
♦ 962		♦ AQ10874
♣ 1042		♣ A9
♦ 6 lead		♠ KJ1093
		♥ Q86
		♦ KJ5
		♣ 65

East opened 1♦ but has been out gunned by spades. After winning with ♦A, east can see 3 tricks for the defence but where is the 4th coming from? He can only play ♥A and hope that partner can signal some encouragement.

SUIT PREFERENCE IF YOU CAN

♠ Q7		♠ AJ986
♥ Q10		♥ J83
♦ 1054		♦ Q97
♣ QJ10987		♣ 32
♠ K53	INT by South	♠ AJ986
♥ 7654		♥ J83
♦ KJ63		♦ Q97
♣ K5		♣ 32
♦ 3 lead		♠ 1042
		♥ AK92
		♦ A82
		♣ A64

On a diamond lead, declarer will win and play ♣A and another. West can now cash three diamond winners AND on the 4th diamond, east can signal for the spade switch with ♥8. INT -2. On a heart lead E/W have no chance to signal and 10 tricks will be usual!

SIGNALLING COUNT

When either leading, or following suit, with doubletons, play the cards HI-LO.

When giving count signals from THREE, (or five cards), there is a **major difference** between LEADING the suit and FOLLOWING SUIT!

When LEADING from three to an honour e.g. Q7₃, lead the 3 Low from an honour
 When LEADING from three rag cards e.g. 97₃, lead the 7. Middle /Up/Down.

When FOLLOWING SUIT, if partner or declarer leads to a winning card in dummy, play the cards normally. (From the lowest)
 From 97₃ or Q7₃, follow suit with the 3. (whether in 2nd or 4th position.)

♣ A94 ♣ KJ1083 ♣ Q72 ♣ 65	♣J led. Declarer plays 4, east follows with ♣2	♣K led. Declarer plays 4, east follows with ♣2	♣ A94 ♣ 1072 ♣ 653
♣ A84 ♣ Q96 ₃ ♣ K102 ♣ J75	♣3 led Declarer plays 4 Win with ♣K Return ♣10 (hi/lo from 10-2)	♣3 led Declarer plays 4 Win with King. Return ♣2. Low from Hxx	♣ A84 ♣ Q96 ₃ ♣ K1072 ♣ J7

♣ 98 ♣ KQ1063 ♣ J42 ♣ A75	SPECIAL. On the lead of a King against NTs you must throw any honour you hold. Give count if none held	♣ 98 ♣ KQ1063 ♣ 742 ♣ AJ5
------------------------------------	---	------------------------------------

♠ 87 ♥ 732 ♦ 42 ♣ KQJ73 ♣ 92 3NT by south ♣ A54 ♣ 1086	At trick 2 declarer leads ♣10 The count signal that west gives, tells east when to win with the ♣A In the 1st hand ♣9 shows two. Therefore declarer has three!	In this 2nd example west's ♣2 shows three. East can win the 2nd play of clubs and declarer will only make one.	♠ J73 ♥ 732 ♦ 42 ♣ KQJ73 ♣ 982 3NT by south ♣ A54 ♣ 106
---	---	---	--

♠ KQ4 ♥ AK5 ♦ Q53 ♣ QJ73 ♠ 654 ♥ 92 5♣ by south ♦ 94 ♦ AK10872 ♣ K2 ♦ J6	When west leads ♦A, he needs east to give a count signal which will tell him whether he can continue with the ♦K. South should drop the jack with either holding! If east held a singleton, west is on a guess, unless the bidding gave clues.	♠ KQ4 ♥ AK5 ♦ Q53 ♣ QJ73 ♠ 654 ♥ 92 5♣ by south ♦ 9 ♦ AK10872 ♣ K2 ♦ A lead ♦ J64
--	--	--

LAW OF TOTAL TRICKS**Competitive bidding the Law of Total Tricks**

How far should we compete? It is important to make life difficult when opponents appear to have an 8 card fit. Suppose one or both sides have more than 8 trumps? Common sense suggests that each of you would be better off declaring rather than defending. The Law of Total Tricks formalises an idea that many of us use instinctively. very simply, the Law states that if you add together the number of cards each side has in its longest fit you get the total number of tricks the two sides could make in their ideal contracts (assuming best play and defence). The Law doesn't always work exactly but it is a remarkably good predictor. In the great majority of hands it's spot on and it rarely gives a result more than one trick out.

Judging the Fit

It's not too difficult to work out your side's fit. If partner opens a suit, you know it will be at least four cards. If partner raises your suit it will nearly always show four cards; a double raise certainly promises four. An overcall shows five and, at the two level, usually six cards. You can make similar assumptions from the opponents' bidding. The more cards one side has in one suit, the more the other side will have in another. The relationship is quite close; if they have an 8 card fit it's very likely that you have one also, if they have a 9 card fit it is mathematically certain that you have at least an 8 card fit and there's a reasonable chance that you have nine. (Incidentally, a refinement to the Law says that two 8 card fits in the partnership are as good as one nine.)

Implications for Part Score Competition

Your object is never to allow the opponents to play at a comfortable level, whilst not competing so aggressively that you get a worse score than if you had let them get on with it. The table is a guide to the level you can safely compete, considering both points and fit.

Points our side holds	Fit	Safe level to compete
8		2
20		3
10		4
8		2
23		4
10		5
8		4
26		5
10		6

The rule is with both sides having an equal number of points, each can make as many tricks as the total number of cards in their suit. e. g. if both sides have an 8 card fit and 20 points, each side can make 8 tricks. With unequal points you can make an extra trick for about every three points held.

Fit and non fit auctions

Don't feel you must always be involved! Compete vigorously when they have a fit because you must have one too but let them stew when their bidding does not reveal a fit.

West East
 1♥ 1♠
 2♣ 2♥
 NO FIT - compete less

West East
 1♥ 2♥
 FIT - compete more

LEADING TRUMPS AGAINST SUIT CONTRACTS

YOU

♠ AQ108
♥ 83
♦ 754
♣ K965

♠ 3
♥ QJ752
♦ K63
♣ J1043

2♦ by
South

♠ 652
♥ K1096
♦ 982
♣ AQ7

♠ KJ974
♥ A2
♦ AQJ10
♣ 82

Lead ♦7

S	N	
1♠	1NT	<i>North is not strong enough to bid 2♥!</i>
2♦	P	<i>After south's 2♦ rebid pass is obvious. (2♥ now would show six hearts.)</i>

CLUE 1.

South has shown five spades and four diamonds. North has passed 2♦ and therefore has *two more diamonds than spades*. Quite possibly 4/2 or, as here - 3/1.

CLUE 2.

You have excellent cards in declarer's 1st suit. Declarer will obviously need to ruff his spade losers.

SOLUTION -

Lead trumps! *and again when in with a spade trick!*
Declarer makes on any other lead.

YOU

♠ 92
♥ K73
♦ AQ92
♣ K1094

♠ AJ53
♥ 1065
♦ 106
♣ AJ52

4♥ by
South

♠ Q876
♥ 94
♦ 87543
♣ 86

♠ K104
♥ AQJ82
♦ KJ
♣ Q73

♥3 lead

S	N	
1♥	1♠	<i>South's 1NT rebid shows a balanced 15/16.</i>
1NT	3♥	<i>North can now force to game with 3♥.</i>
4♥		<i>With a five card heart suit south bids 4♥.</i>

CLUE 1.

You have 12 pts. They have 25 or more. Partner can only hold 0-3 pts. therefore a hi-lo lead of ♠9 looks silly because partner cannot get on lead to give you the ruff.

CLUE 2.

Your honour holdings in diamond and clubs would make a lead from either of these suits very unattractive.

SOLUTION -

Lead trumps. This is your safest option. Let declarer find the honours. If the ♥A is with declarer you will still make your king. If not he would finesse your king anyway.

YOU

♠ 92
♥ K73
♦ AQ92
♣ K1094

♠ AJ53
♥ 1085
♦ 106
♣ AJ52

4♠ by
South

♠ 87
♥ J9642
♦ J754
♣ 86

♠ KQ1064
♥ AQ
♦ K83
♣ Q73

♠9 lead

S	N	
1♠	3♠	<i>North's 3♠ bid shows 10-12 pts. or an eight loser hand.</i>
4♠		

CLUE 1.

You have 12 pts. They have 25 or more. Partner can only hold 0-3 pts. therefore you again have to find a safe lead.

CLUE 2.

Your honour holdings in hearts, diamond and clubs would make a lead from any of these suits very unattractive.

SOLUTION -

Lead trumps. This is your safest option. Let declarer find the honours.

LEADS AGAINST SUIT CONTRACTS 2.

YOU

♠ 754
♥ K9654
♦ A86
♣ 95

♠ J982
♥ Q10
♦ J7
♣ AKJ76

4♠ by south

♠ 106
♥ A832
♦ K952
♣ 842

♠ AKQ3
♥ J7
♦ Q1043
♣ Q103

N	S
1♣	1♠
2♠	4♠

If south bids 1♦ rather than 1♠ then North would play the contract and the lead problem is east's. The solution is similar.

CLUE 1.

N/S have a good spade fit and north has a five card side suit to run. Declarer is likely to draw trumps and throw losers on the long side suit. Partner has 6 or 7 pts.

CLUE 2.

North has only four red cards. The defence has to hope that they break 2/2 and that their winners can be cashed before declarer can discard his losers on the long clubs.

SOLUTION -

An attacking lead which may give a trick away but can also set the contract. Lead ♦A and hope that partner gives an encouraging signal. East signals with ♦9 and west returns a diamond to ♦K. East now cashes ♥A. Here west encourages with ♥9.

If west had played low on ♥A, east would play another diamond hoping that east started with ♦A8 and can ruff higher than ♠J

Lead ♦A

YOU

♠ 92
♥ 973
♦ Q952
♣ 10984

♠ KJ5
♥ 1065
♦ 863
♣ AK52

4♥ by south

♠ AQ873
♥ J4
♦ K74
♣ J63

♠ 1064
♥ AKQ82
♦ AJ10
♣ Q7

S	N
1♥	2♣
1NT	2♥
4♥	

South's 1NT rebid shows a balanced 15/16. North can now bid 2♥ offering south the choice of game

You have 2 pts. N/S have 25+ pts. Partner must have 10ish pts. therefore a hi-lo lead of ♠9 has a reasonable chance of success.

Doubleton leads should not be an automatic choice. Make them only when partner can be expected to hold HCPs.

9♠ lead

YOU

♠ J9652
♥ 8
♦ 973
♣ AQ62

♠ AQ43
♥ KJ42
♦ QJ2
♣ 97

4♥ by south

♠ 107
♥ Q96
♦ A10864
♣ J103

♠ K8
♥ A10753
♦ K5
♣ K854

S	N
1♥	2NT
4♥	

North's 2NT bid shows 13+ pts. and four or more hearts. South's 4♥ shows minimum

CLUE 1.

You have 7 pts. N/S have 25+ pts. Partner should have 7 or 8 pts.

CLUE 2.

N/S have eight or nine trumps. Unless they are solid, partner is likely to have three to an honour. Therefore leading a trump would help declarer to find it

SOLUTION -

Do not lead singleton trumps. Safest lead here would be a MUD lead in diamonds.

♦7 lead

LEADS AGAINST SUIT CONTRACTS 3.

YOU

♠ 75
♥ 1095
♦ J8764
♣ K102

♠ K109
♥ Q84
♦ AQ9
♣ QJ65

4♥ by South

♠ QJ4
♥ AK632
♦ K
♣ 8743

♠ A8632
♥ J7
♦ 10532
♣ A9

S	N
1♥	2♣
3♣	4♥*

When south rebids in clubs it is primarily to show the hand shape of 5/4
*North with this strength and no ruffing potential should simply bid 3NT.

CLUE 1.

N/S have a 5/3 fit in hearts.
Perhaps north is hoping to ruff diamonds!
SOLUTION - This would require a safe trump lead.

CLUE 2.

With only 4 pts. partner could have 9/10 pts. and with the right cards, could give you a ruff

SOLUTION - This would require an attacking doubleton lead of ♠7, - and this is the lead you choose.

Lead ♠7

When dummy is faced, it is possible that you have found a good lead, but when declarer calls for the ♠9 and partner plays the ♠A your hopes are dashed.

YOU
?

♠7 Lead

♠ K109
♥ Q84
♦ AQ9
♣ QJ65

♠ A8632
♥ J7
♦ 10532
♣ A9

PLAN B. (Partner's turn to think!)

East can now see the dummy, and suspects that your lead was from a doubleton. *(The bidding does not suggest that south has four spades!)*

East can also see that if your 3 pts. are the ♦K, declarer can take a successful diamond finesse.

No, the only hope of setting this contract is that you hold the ♣K.

SOLUTION - Partner, east, wins with ♠A, plays ♣A and then ♣9. BINGO! A club ruff sets the contract.

4/4/4/1 HANDS

When this hand was originally played at Cramlington B. C., south actually had a 4/4/4/1 hand and opened 1♥.
When north responded 2♣, south rebid 3♣ and of course north now thinks south is showing 5 hearts and 4 clubs.

As stated earlier, even if this had been 5/4 north should sign off in 3NT because of the inability to ruff.

*The problem would not have arisen if south had opened 1♣.
We still recommend opening minors with 4/4/4/1 hands.*

♠ K109
♥ Q84
♦ AQ9
♣ QJ65

♠ 75
♥ 1095
♦ J8764
♣ K102

4♥ by South

♠ A863
♥ J72
♦ 10532
♣ A9

♠ QJ42
♥ AK63
♦ K
♣ 8743

ON THE LEAD OF A KING AGAINST NT CONTRACTS 1.

In units 8 and 10 we looked at the special circumstances that apply after a king is led to NT contracts. The situations covered in those units consider holdings such as KQJxx and KQ10xx. Here we look at the same principle applied to holdings that are less than obvious.

		<table border="1" style="margin: auto;"> <tr><td>N</td><td>S</td></tr> <tr><td>1♦</td><td>3NT</td></tr> </table>	N	S	1♦	3NT	
N	S						
1♦	3NT						
	♠ 9						
	♥ 52						
YOU	♦ K7432						
	♣ AK1073						
♠ Q743	3NT by South	♠ J8652					
♥ AKJ1096		♥ 87					
♦ J		♦ A86					
♣ J6	♠ AK10	♣ 982					
	♥ Q42						
	♦ Q1095						
	♣ Q52						

On this hand, played at Brunton Bridge Club, there are two things you need to know to get the defence right.

1. Who has the ♥Q?
2. How do the remaining hearts break?

The only lead that will give you this information is ♥K.

On the lead of a king against NT contracts, partner is instructed to:

1. *Throw any honour they have.*
2. *To give count.*

So, when east plays ♥8 on your ♥K it looks like a doubleton, leaving ♥Qxx in declarer's hand. You must therefore SWITCH AT TRICK 2 and declarer can never make this contract. He has only seven top tricks, 2 spades and 5 clubs.

Declarer will at some stage play a diamond and east must rise with the ♦A and return the ♥7

Lead ♥K

		<table border="1" style="margin: auto;"> <tr><td>S</td><td>N</td></tr> <tr><td>1NT</td><td>2C</td></tr> <tr><td>2D</td><td>3NT</td></tr> </table>	S	N	1NT	2C	2D	3NT	
S	N								
1NT	2C								
2D	3NT								
	♠ Q763								
	♥ KQ106								
YOU	♦ AQ7								
	♣ 62								
♠ 102	4♥ by South	♠ J985							
♥ 972		♥ J853							
♦ 965		♦ K84							
♣ AKQ103	♠ AK4	♣ 95							
	♥ A4								
	♦ J1032								
	♣ J874								

Here your club suit looks solid and many players would simply begin with ♣A (top of a sequence)

However the information you require for best defence, is the same as the previous hand.

Who has the ♣J and how do the clubs break?

The lead that will answer your questions is ♣K. When east plays ♣9 from two, west must switch. ♥7 looks safe, but it is the ♦K that east will win, before returning the ♣5. Bidding suggests that south holds four clubs rather than two (*2-5-3-3 is possible.*)

	♠ Q763		
	♥ KQ10		
YOU	♦ AQ72		
	♣ 62		
♠ 102	4♥ by South	♠ J985	
♥ 972		♥ J85	
♦ 965		♦ K84	
♣ AKQ103	♠ AK4	♣ 975	
	♥ A643		
	♦ J103		
	♣ J84		

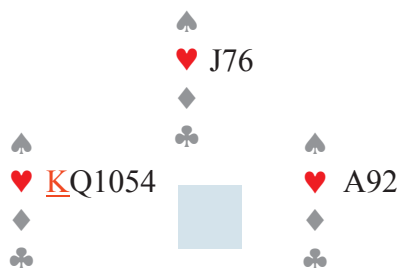
IF east had followed with the ♣5, signalling three clubs, a continuation of ♣A and ♣Q would obviously be correct (knowing that the jack would drop).

IF east held only one club, cashing ♣AKQ and ♦K would be the best result, even though the contract makes.

Lead ♣K

ON THE LEAD OF A KING AGAINST NT CONTRACTS 2.

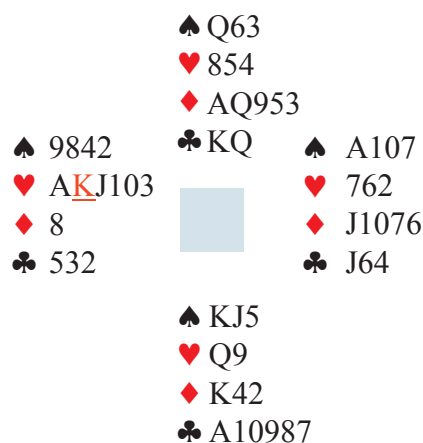
West leads ♥K to 3NT



Things change when the jack appears in dummy.
If east plays the ace, declarer will always win a trick with ♥J.
So, should east encourage, or give count?

West should reason as follows: IF south had the ace, he would surely win the trick knowing that a 2nd trick will be made with the ♥J. He didn't therefore, he hasn't! East should give count and west should continue with a low heart.

West leads ♥K to 3NT

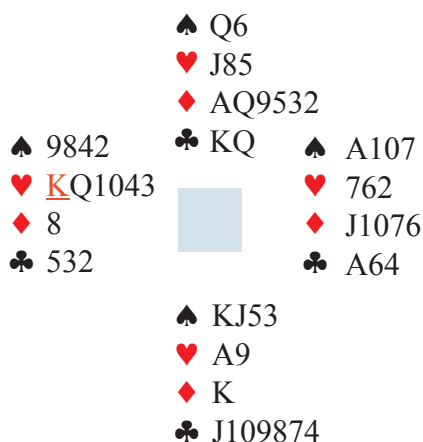


This holding is less orthodox for a king lead, but the information you require is the same,
"Where is the missing heart honour?"
Therefore, west should lead the ♥K!
East doesn't have it and therefore gives count by playing ♥2.
Now it is easy for west to work out that declarer has two hearts and that a continuation of the ace will set the contract.

IF west, your partner, leads the *ace*, how do you play.
Would you play an attitude signal or a count signal?



West leads ♥K to 3NT



Dummy plays ♥5, and east plays ♥2.
South wins with ♥A.
South unblocks ♦K and leads ♣4 to the ♣K.
East wins and returns ♥7. WHAT SHOULD WEST PLAY?

IF west wins with ♥Q and plays a 3rd heart, east, when in with ♠A, will have no heart to return.

East is known to have three hearts from his play at trick 1.
(It also looks as if declarer's ♦K is singleton.)

West should duck the heart return and hope that east can get on lead once more to return his 3rd heart.

SURROUND LEADS

Surround leads are actually SWITCHES in mid game when dummy has revealed a weakish suit. Your cards, on the right of dummy, surround the highest card, and you have a higher honour.

<p>10 6 5</p> <p>8 7 2</p> <p>A Q 3</p>	<p>█</p>	<p>K J 9 4</p>	<p>Try to imagine dummy's 10 is in your hand. (K J <u>10</u> 9 4)</p> <p>What would you lead? Yes the jack.</p> <p>This is the simple principle of surround leads.</p> <p>You have dummy's 10 surrounded and you have a higher honour.</p> <p>By leading the jack declarer only makes ace and queen.</p> <p>Any other lead can be ducked around to the 10, for three tricks!</p>
---	----------	----------------	---

<p><u>10</u> 6 5</p> <p>A 8 7</p> <p>Q 3 2</p>	<p>█</p>	<p>K J 9 4</p>	<p>Imagine you hold K J <u>10</u> 9 4. What would you lead?</p> <p>Lead the jack.</p> <p>Declarer cannot make a trick on this layout.</p> <p>If declarer covers J - Q - A - 5, we now have K-9 over dummy's 10-6 or if declarer ducks J - 2 - 7 - 5, we now have the remaining tricks.</p>
--	----------	----------------	--

Declarer can see that 3NT would have been a better contract, but he is playing in 4♥ which has chances. A trump is led. Declarer draws trumps cashes the four clubs and ♠A, leaving this position.

<p>♠ 7 6</p> <p>♥ A 10 9 3</p> <p>♦ 10 6 4</p> <p>♣ A K 10 8</p>	<p>4♥ by south</p>	<p>♠ K Q 3 2</p> <p>♥ J 4 2</p> <p>♦ K J 9</p> <p>♣ 7 5 4</p>	<p>♠ 7</p> <p>♥ 10</p> <p>♦ 10 6 4</p> <p>♣ -</p> <p>♠ K Q</p> <p>♥</p> <p>♦ K J 9</p> <p>♣</p>
<p>♦ A 8 3 2</p> <p>♠ A 9</p> <p>♥ K Q 8 7</p> <p>♦ Q 7 5</p> <p>♣ Q J 9 6</p>			<p>♦ A 8 3 2</p> <p>♠ 9</p> <p>♥ 8</p> <p>♦ Q 7 5</p> <p>♣ -</p>

Declarer exits with a spade, won by east.

The only lead from east to set the contract is the surround lead of ♦J!

<p>♠ 954</p> <p>♥ KQ4</p> <p>♦ AQ10</p> <p>♣ Q732</p>	<p>3NT by south</p>	<p>♠ Q108</p> <p>♥ 1096532</p> <p>♦ 963</p> <p>♣ A</p>	<p>♠ KQJ4</p> <p>♥ QJ8</p> <p>♦ Q3</p> <p>♣ 10732</p>
<p>♠ AJ32</p> <p>♥ 87</p> <p>♦ J4</p> <p>♣ 109865</p> <p>♠ K76</p> <p>♥ AJ</p> <p>♦ K8752</p> <p>♣ KJ4</p>			<p>♠ 863</p> <p>♥ 6432</p> <p>♦ J87</p> <p>♣ K85</p> <p>♠ A1097</p> <p>♥ K7</p> <p>♦ AK54</p> <p>♣ Q64</p>

East, when in with ♣A, switches to ♠10

East, when in with ♥A, switches to ♣J

CARELESS DISCARDS

Although you have been given lots of advice on how to signal to partner, there are times when;

- Partner does not need a signal.
- You should give a false signal.
- You cannot afford to discard from a worthless suit.

Two Hands from an NEBA Inter Club Match

♠ AKJ75 ♥ J53 ♦ 864 ♣ KJ	3NT by South	♠ Q9 ♥ 842 ♦ J103 ♣ 98653
♠ 1032 ♥ AK1097 ♦ 52 ♣ A102		
♠ 864 ♥ Q6 ♦ AKQ97 ♣ Q74		

Against 3NT you lead 10♥ and declarer wins with ♥Q
 ♦A is led to trick two and you start a hi-lo count with ♦5
 ♦K is played at trick 2. You complete the peter with ♦2.

Trick 3 is where you are likely to get careless.

OK you have the ♣A. Do you need to signal this to partner?
 Of course not!
 If partner gets in, he will return a *heart* and the contract is set.

How will partner get in?
 Declarer has five diamond tricks one heart and two top spades.
 If declarer has ♠Q he will make 11 tricks.
 If not, will declarer finesse ♠J?

SO, What will you discard on the ♦Q? The spades are useless aren't they, or perhaps a club?
 You are going to hang on to the hearts aren't you? OK ♠2 can go, *and* it shows ♣A.

Well, you may be suprised to learn that declarer noticed your ♠2, as well as partner and guess what. He asked himself this question. *If west had ♠Q, would he throw a spade?* Of course not!
 South is now *sure* that ♠Q is in the west hand, and the only way to play the spade suit is ace and king. Your careless discard has told declarer how to make his contract.
 Throw two clubs and a heart. Now it looks like you are guarding the ♠Q and declarer will finesse!

N S
 1♦ 3NT

♠ AJ105 ♥ K ♦ J1072 ♣ AQ96	3NT by South	♠ Q73 ♥ 9643 ♦ K983 ♣ 43
♠ 862 ♥ QJ1052 ♦ 5 ♣ K1052		
♠ K94 ♥ A87 ♦ AQ64 ♣ J87		

Against 3NT you lead Q♥ and dummy wins with ♥K.
 ♦J is covered with DK and south wins with ♦A.
 ♦4 is returned to dummy's ♦10!

What does west discard?

As on the previous hand, if west discards from the worthless spade suit declarer can easily work out where the ♠Q is.

He will play ♠5 and finesse the ♠9 and not lose a spade trick. Without this careless discard declarer is likely to finesse ♠J, giving east a trick.

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

NOTES

- 1♦ is the preferred opening bid on 4-4-4-1 hands.
- Although you should not normally cover touching honours, with the ♦9 and ♦8 it is safe to do so.
- Declarer can make 13 tricks on the lie of the cards. 4 spades, 2 hearts, 3 diamonds and 4 clubs.

FINDING A SAFE EXIT

♠ 1032
 ♥ KQ105
 ♦ KJ9
 ♣ A87

 ♠ 7
 ♥ J63
 ♦ 7543
 ♣ 106532

 ♠ A85
 ♥ A972
 ♦ AQ102
 ♣ J9

 ♠ KQJ964
 ♥ 84
 ♦ 86
 ♣ KQ4

4S by South

West fails to find the diamond lead which would set the contract immediately

EVENTUALLY North must decline the HK and play low when declarer leads H10 from table.

END PLAYED. - NO SAFE EXIT

An opening lead is likely to give a trick away because declarer is last to play. Similarly, and particularly when declarer is on your right, if you switch to a new suit you will usually give a trick away.

West gets off to a good start by leading trumps. Any club lead would GIVE declarer the contract.

Two Hands from Cramlington

♠ J109864
 ♥ J103
 ♦ Q54
 ♣ 8

 ♠ K5
 ♥ 82
 ♦ A103
 ♣ AJ10965

 ♠ Q73
 ♥ 65
 ♦ KJ9876
 ♣ Q4

 ♠ A2
 ♥ AKQ974
 ♦ 2
 ♣ K732

4H by South

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

DANGER HAND - EXIT CARDS

Brunton 09-07

♠ A5
♥ A106
♦ 1042
♣ AQ875

♠ Q73
♥ 832
♦ AQ973
♣ J4

♠ J102
♥ J754
♦ 86
♣ K1062

♠ K9864
♥ KQ9
♠ KJ5
♣ 93

3NT by South

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

Top tricks = 7

West leads ♦7 - ♦2 - ♦8 - ♦J

East is the danger hand because of your now exposed ♦K5. You have two 5/2 suits. Which one do you use?

Spades because a club finesse will put east (DH) on lead. ♠4 to ♠K and if east plays a low card, let west win the trick. When east plays ♠J, south must win and hope that west has the queen. Thankfully, west has the ♠Q, panics and cashes ♦A, giving declarer 10 tricks instead of 9.

West of course can set the contract. HOW?

East's first spade was the ♠2. A clear count signal showing three. When east then plays ♠J it is obvious she also has the ♠10. In order to get east on lead west must throw the ♠Q on declarer's ♠K. Now east wins ♠10 and leads ♦6

♠ 9
♥ AQ962
♦ A104
♣ Q965

♠ Q43
♥ K875
♦ QJ98
♣ A8

♠ 1085
♥ J103
♦ K632
♣ K73

♠ AKJ762
♥ 4
♦ 75
♣ J1042

3NT by South

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

Brunton 09-07

Hmm! We need some help from our friends. ♦Q lead. Win ♦A. Then ♠9 to ♠A. Finesse ♥Q and throw ♦7 on ♥A. Ruff ♦4. Then play ♠K.

After 6 tricks, this is the position

♠
♥ 96
♦ 10
♣ Q965

♠ Q
♥ K8
♦ J9
♣ A8

♠ 10
♥ J
♦ K3
♣ K73

♠ J76
♥
♦
♣ J1042

3NT by South

Now play ♠6. (Hoping they break 3/3) They do, and west is on lead with ♠Q.

Now west panics and kindly switches to ♣A!!!! This is exactly what declarer needed.

IF west exits safely with ♥8, south has to ruff and lead a club. West wins and plays ♥K. South ruffs but is now out of trumps. When south leads another club, east wins and plays ♦3. A final diamond sets the contract by two tricks!

EXIT CARDS FOR DEFENDERS

Cramlington 08 07

♠ 1032		♠ A85
♥ KQ105		♥ A972
♦ KJ9		♦ AQ102
♣ A87		♣ J9
♠ 7	3NT by	
♥ J63	South	
♦ 7543		
♣ 106532		
♠ KQJ964		
♥ 84		
♦ 86		
♣ KQ4		

S	W	N	E
1S*	P	2C**	p/x
2S	P	4S	

West leads ♣5

* Despite the missing control, this is too strong to open 2S

** This is the classic shape where no alternative bid is possible. It is natural and should NOT be alerted.

East has four potential tricks.

West fails to find the killing diamond lead.

South wins with ♣K and plays trumps.

East, desperate for SAFE EXIT CARDS, takes the 2nd spade and returns his final spade.

Declarer now eliminates clubs ending in hand.

He now leads ♥8 to the ♥K - *Decision time for east.*

With NO safe exit card, east must Duck!

And duck again when a low heart is played from dummy.

IF south has ♥J declarer would not have eliminated clubs.

When in with ♥J, west leads a diamond to set the contract.

DISCOVERY PLAY

POINT COUNTING

E	S	W	N
Pass	1♠	Pass	3♠
Pass	4♠		

LEAD - ♥J

	♠ J10876		
	♥ 5		
	♦ K842		
	♣ KJ3		
♠ 9		♠ 43	
♥ J10972		♥ KQ6	
♦ QJ5		♦ A1063	
♣ A1087		♣ Q642	
	♠ AKQ52		
	♥ A843		
	♦ 97		
	♣ 95		

After counting where your losers may be, and needing to finesse for your last trick, it is often wise to find out who has got what, before going for the crucial play.

Adventurous bidding using the LTC, gets you to a reasonable game contract.

You have four potential losers, two clubs and two diamonds. If the ♣A is in west's hand you're O.K.

If not, you have to guess the clubs correctly. OR DO YOU?

Win the ♥A and ruff a heart immediately. The ♥Q drops! Lead a trump to the ace.

Try a diamond to the king, which loses to east's ♦A. East returns a safe trump which you win with the king. Ruff another heart, and notice that east drops the ♥K.

Now YOU KNOW where the A♣ is don't you?

Think back to the bidding.

East passed originally, and yet he has played ♥K and ♥Q and ♦A.

That is 9 HCPs.

He cannot have the ♣A so play low to the KING OF CLUBS!

W	N	E	S
1NT	X	P	3NT

N/S Vul. LEAD - ♥A

	♠ A1092		
	♥ Q84		
	♦ AQ9		
	♣ KJ2		
♠ KQ		♠ 8532	
♥ AKJ10		♥ 652	
♦ 7642		♦ 1098	
♣ 987		♣ Q65	
	♠ J74		
	♥ 973		
	♦ KJ2		
	♣ A1043		

West leads A♥ and continues with K♥ and the J♥.

We can count 1 spade trick, 1 heart, 3 diamonds and 2 clubs.

The extra tricks will come from spades and/or clubs. As the club finesse can be taken either way, it might be policy to find out where west's remaining points are, by tackling the spade suit first.

You must lose one spade trick.

East cannot have both spade honours.

Lead a low spade and capture west's Q♠ with the ace.

Now low to the jack, and west wins with the king.

SO, west started with A♥, K♥ & J♥ AND the K♠ & Q♠

That is 13 HCPs.

West opened 1NT (12-14).

THEREFORE, west shouldn't have the Q♣ because that would mean that he started with 15 pts.