BRIDGE

Unit 6

IMPROVE YOUR DECLARER PLAY

The extra ingredients recently added to your bidding system will need time to soak in! You will get it wrong more times than you get it right, but we hope that at least you are recognising the errors that you make. An important step.

During play you will still feel unsure and are probably still grabbing your aces straight away. In this unit you will be shown some standard ways of playing tenaces, and how it often pays to duck early tricks in order to establish later tricks for your side.

The most important focus of this unit will be on how to PLAN your declarer play. This requires you to switch your perspective from looking only at your own hand, to considering the playing strength of the combined 26 cards.

Retaining communications between the two hands is another important consideration. Additionally you need to recognise whether one of the opponents hands poses a particular threat to your contract, and whether a two way finesse is possible to keep the danger hand off lead.

Be sympathetic to outsiders who keep telling you that "It's only a game of cards."

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ETHICS DURING DUPLICATE BRIDGE

The only real way to improve your game is to play against better players in a club duplicate.
Ethics during play are just as precise as during the auction.
Always *count* your cards. Always *check* your hand with the curtain card, and then replace the curtain card in the board. It is impolite to start bidding before your opponents have done this.

East should wait until declarer has ***played*** either the ace, queen 9 or 4, before taking out the card that they will play.

AQ964

3

10 led

DURING PLAY

Leave the board in the centre of the table.
You can alert partner to a wrongly placed quitted card only, but only before play to the next trick has begun.

Never get your card out until it is your turn to play!

FACIAL EXPRESSIONS/SIGHS & OTHER BODY LANGUAGE

Try not to show any emotional reaction during the play.
Keep a ***'poker face'*** even when partner doesn't play the suit you want.
An expression can either tell the opponents where cards lie, or give them just cause for calling the director for giving unlawful information to your partner. Either way, you lose.
Don't hesitate when you have only one card in the suit led. This is cheating and not part of the game.

As DECLARER always ask for the card you want from dummy.
Never reach for it yourself, (*unless dummy has gone to the toilet, or to buy a pint!*
Do not look at your partner's curtain card, while the hand is being played.

As DEFENDER

Play in tempo by being prepared for what declarer *might* play.
You are now permitted to enquire of partner "Having none?" when they discard or trump a suit that is lead.
This is to prevent a revoke. The wrongly played card becomes a penalty card.
(Penalty cards are left face up and must be played or led at the first legal opportunity)

As DUMMY

The only time you may speak is to try and ***prevent***, declarer, from revoking or playing from the wrong hand. If the error has occurred you must remain silent. You can also inquire - "Having none?"

CLAIMS

As an inexperienced player, it is wise, to play out the hand, no matter how obvious the play may be.
Once a claim is made, play stops and cannot be restarted!

ALL PLAYERS

If a revoke or any other infringement is observed by declarer or either defender, the director should be politely called immediately. Do not attempt to sort out the problem yourself.
At the end of each hand, shuffle the cards before returning them to the board.
Do not look at the opponents' curtain cards.

SCORING

If you are north you must fill in the score on the traveller or operate the 'Bridgemate'.
Scores are on the backs of the specific bidding card.
If you are sitting east/west you MUST check the score carefully, before leaving the table.
Most club scorers penalise both pairs for scoring errors on a board.

INFERENCES

Hesitations

It is completely forbidden and quite unethical to try to fool your opponent, by hesitating before playing a card - when you have no reason to pause. e.g. when you have a singleton. Therefore if an opponent DOES hesitate, it is because s/he HAS something to think about. ***You are entitled to take inferences from any such hesitation.***

Against suit contracts

1. The player who struggles to find an opening lead, or who makes a nondescript lead against a suit contract does not have a holding such as A-K, K-Q, or Q-J of the suit led.

2. The opening leader will not have the ace of the suit led when he leads a small card.

3. The lead of a high card will probably deny holding an honour in that suit. It may be a doubleton, singleton, MUD or 2nd highest of a four card suit.

4. A trump lead suggests that trumps will break evenly

Against NT contracts

1. If the opening leader does not lead the top of a sequence he is unlikely to hold one. Missing honours may be split between both defenders.
2. The lead of a small card will be from longest and strongest suit with one or more non-touching honour cards, but not a sequence of three.
3. The lead of a 2 is likely to be from a four card suit. (4th highest.)
4. The lead of a high card (not an honour card) will be either 2nd highest of a long suit or a MUD lead (middle up down) and will not promise an honour.

If there has been some bidding by the opponents, you can consider that:

1. An overcaller usually has a five card or longer suit.
2. A jump overcaller usually has a six card or longer suit.
3. A takeout doubler is likely to be short in the suit doubled.
4. A takeout doubler is usually showing a four card rather than a five card major.
5. An opening bidder will show the shape of the hand on the rebid.
6. A pre-empter generally has seven cards in his suit and will have shortages elswhere.

Many auctions describe the relative strengths of each of the opposing hands.

An opponent who has;

• opened 1NT has a balanced hand with	12-14
• rebid 1NT has a balanced hand with	15/16
• responded 1NT has	6-9
• responded with a single raise of partner's suit has	6-9
• responded with a jump raise of partner's suit has	10/11ish
• passed his partner's suit bid has	0-5
• pre-empted usually has fewer than	10

PLANNING THE PLAY - COUNTING WINNERS

Making a plan as declarer in a NT contact.

NEVER play to trick 1 before you have looked at the relationship between your hand and dummy.
Work through each suit in turn counting top tricks and noting potential problems.

There may be communications issues. (Getting from one hand to the other)
There may be a suit which is prone to attack by one of the defenders. e.g. K32
There may be unblocking issues, finesses to be taken, suits to be established or hold up plays required.
Make your plan now BEFORE you play to trick 1.

DO NOT MAKE IT UP AS YOU GO ALONG!

Count winners. (winners are top tricks that you can win without giving up the lead).
Look for ways of establishing additional tricks if needed.
Consider the snags and difficulties such as a lack of entries to dummy.
Consider any opposition bidding which might suggest where missing high cards are.
Consider the meaning of the opening lead. Slow your game down!
.
In each of the following examples the contract is 3NT by south.
Count the winners in your hand and dummy in each suit and total the winners.
If you have not enough winners to make your contract (nine tricks) say how many extra tricks you need.
Decide on an appropriate technique to make your contract. Are there any dangers?

♠Q lead

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

How many top tricks?

♠ ..... ♥ ..... ♦ ..... ♣ .....

Extra tricks needed .....

DANGER?

The only danger is that west has 5 spades and the club finesse fails.

SOLUTION

Duck two rounds of spades (Rule of 7)
Then finesse ♣J. into the hand that will be out of spades, unless they break 4-4 where you would lose 3 spades and a club

♦J lead

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

How many top tricks?

♠ ..... ♥ ..... ♦ ..... ♣ .....

Extra tricks needed .....

DANGER?

The only danger is that you cannot reach the five club tricks

SOLUTION

Win with ♦A - NOT ♦K
and immediately unblock ♣AKQ
Get to dummy with ♦K and take all your top tricks.

♦J lead

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

How many top tricks?

♠ ..... ♥ ..... ♦ ..... ♣ .....

Extra tricks needed .....

DANGER?

You can only give the lead away once

SOLUTION

Win and immediately establish two spade winners. If opponents duck twice, run for home!

None of these hands are difficult but all hands needs this methodical approach before you play to trick 1.

'ESTABLISHING' TRICKS in NTs

Beginners often make the mistake of *'cashing'* their aces and kings before thinking about where the remaining tricks are coming from.
Experienced bridge players count how many certain winners they have ***off the top*** BEFORE playing to trick 1.
Here you are south in 3NT and the ♣Q is led.
You need nine tricks. The opponents need five to '***set the contract***'.

♣Q lead

	♠ 9652 ♥ K84 ♦ A53 ♣ A92	
	3NT	
	♠ QJ10 ♥ AQ3 ♦ K64 ♣ K863	

Can you recognise three tricks in hearts, two in diamonds and two in clubs?
That is seven tricks in aces and kings. You need two more!
Where will they come from, and when will you play that suit?
Because you can give the lead away twice the extra tricks will come from the ♠9 & ♠10, and you must play the suit immediately while you still have control of the other suits. If you grab your aces and kings first, the opponents, as soon as they get in with the ace of spades, will take their winning queens and jacks, in hearts, diamonds, because you no longer have control of these suits!

Its a race!

to establish your clubs before they establish their spades.

	♠ A3 ♥ AJ5 ♦ A9652 ♣ 754	
♠ J10964 ♥ 1097 ♦ K84 ♣ A8	**3NT**	♠ 872 ♥ Q86 ♦ J1072 ♣ K63
	♠ KQ5 ♥ K43 ♦ Q3 ♣ QJ1092	

This time you can see all four hands.
The bidding should be straight forward to you now.
It was: **1NT** from south (12-14) **3NT** from north (13+ and no major)
West made the standard lead of the ♠J. (Top of sequence)

You can count three spade tricks, two hearts, and one diamond?
You need another three to make your contract!
You must make these extra three tricks from the club suit, by ***establishing*** the ♣10, ♣9 and ♣2 as tricks.
As before, you must do this immediately while you still have good controls in each of the other suits.

So, win with the ♠A and play the ♣4 to ♣Q. This will lose to the ♣A and west will return another spade. (He is trying to establish his spades as winners.) Win the spade return with ♠K and play the ♣J. East will win and play his last spade for his partner.
You will win with the queen and run off your three established club tricks, before cashing your ♥A and ♥K and your ♦A.

Again 3NT by south. ♦Q led.

This time you can see seven certain tricks *'off the top'*. Two spades, one heart, two diamonds and two clubs. The other two will come from clubs.

So how do you play the hand?
If you won the first trick with the ♦A,
and played ♣A ♣K and ♣J you're down! **Why?**
The ♦A is your ONLY entry to dummy outside of the club suit.

SOLUTION|
After winning with the ♦K, you should finesse the ♣J.
Although this loses, your remaining clubs are all winners!

	♠ 972 ♥ Q63 ♦ A7 ♣ AKJ105	
♠ Q103 ♥ 987 ♦ QJ1092 ♣ 87	**3NT**	♠ J84 ♥ KJ10 ♦ 863 ♣ Q963
	♠ AK65 ♥ A542 ♦ K54 ♣ 42	

PLANNING THE PLAY - COUNTING LOSERS

Making a Plan (in a suit contract).

In a suit contract, if your tricks are not 'off the top', count the tricks that you are likely to lose.
If your objective is to make 4♠ and you count four losers, you must find a way to eliminate one of those losers in order to make your contract.

Counting losers

- Start by looking at the combined holding of each suit in turn.
- Focus on declarer's hand, then look to see if if dummy can cover your losers.

Dummy: Q4 Declarer: AK3	No losers. Remember to play your honour from the short hand first. i.e. the queen
Dummy: 8754 Declarer: 32	Declarer has only two low cards in the suit, Dummy has no winners either, count **2 losers** in this suit. Remaining two can be ruffed.
Dummy: KQJ Declarer: 942	Declarer has three losers. Dummy has a sequence of high cards only missing the ace. Together = **1 loser.**
Dummy: J843 Declarer: 10972	Missing the ace, king and queen = **3 losers.**

Counting losers in a deal

♠ K 4 3
♥ A Q 2
♦ 6 4 3 2
♣ J 10 7

♠ Q J 10 8 7 6
♥ 6 3
♦ A K
♣ Q 4 3

The contract is 4♠ so you can only afford three losers. ♦Q lead

Count your losers

Spades:	ace is missing	1 inevitable loser between the two hands.
Hearts:	king is missing	1 potential loser
Diamonds:		0 losers
Clubs:	ace & king missing	2 inevitable losers

The total is ***4 losers*** - one more than you can afford. ***Plan your play!***

Win ♦A and play trumps immediately. (Pretend to finesse ♠J and hope the defender with the ♠A ducks). The only hope for your 10th trick is a successful finesse of ♥Q.

♠ A Q J
♥ A Q 5 4
♦ K J 4
♣ A K 8

♠ 5 4
♥ K J 8 7 3
♦ A 5 2
♣ 9 5 4

The contract is 6♥ You can only afford ***1 loser.*** Lead ♣Q
How many losers do you have?

Spades	king is missing	1 loser between the two hands.
Hearts		0 losers
Diamonds	queen is missing	1 loser
Clubs	queen is missing	1 loser

The total is ***3 losers*** - two more than you can afford. ***Plan your play!***

Win ♣A, get to hand with ♥K, Finesse ♠Q. If it works return to hand and repeat the spade finesse. Throw ♣4 on ♠A. If spade finesse loses you will still throw ♣4 on spade winner, but will need ♦J finesse to work for your twelfth trick.

PLANNING THE PLAY IN SUIT CONTRACTS

Draw trumps!

In a No Trump contract it is usual to count your immediate ***winners.*** In a suit contract IF you do not have enough winners you then count your ***losers.***
Can you recognise that there are **3 *losers*** in this 4♠ game?
Two clubs and one diamond.
You have 10 winners - enough for your contract!
It is usually correct to take out your opponent's trumps before they can ruff tricks that should be rightly yours.

Their small trumps should not be taking tricks which you expect to win with your aces and kings. If you have high cards *outside* the trump suit, and especially if that side suit is long and solid, you should draw trumps as early as possible.

♦Q Lead

	♠ A763 ♥ Q98 ♦ AK5 ♣ J65	
♠ 10 ♥ 72 ♦ QJ10874 ♣ AQ42	4♠ by south	♠ J98 ♥ J10643 ♦ 2 ♣ K1098
	♠ KQ542 ♥ AK5 ♦ 963 ♣ 73	

When dummy is faced -

- Do not communicate your feelings to the opposition!
- Count how many top tricks you have in aces and kings etc. working through each suit in turn.
- 5 spades, 3 hearts and 2 diamonds = ten tricks. This should be easy.
  What can go wrong? The contract is *'laydown'*. **As long as you draw trumps immediately.**

Wrong play! Suppose that you decide to take your ♥A, ♥K and ♥Q immediately!
West ruffs the ♥Q and leads a second diamond.
East ruffs and plays a club to west's ♣A .
Another diamond is ruffed by east who then cashes his ♣K
Partner may not be pleased that you have gone two down in an *'ice cold'* contract!
The main purpose of drawing or removing the enemy trumps is to stop this kind of thing happening.

Sometimes you shouldn't take out ALL of the enemy trumps

	♠ K962 ♥ KQ5 ♦ K863 ♣ J4	
♠ A873 ♥ 982 ♦ 5 ♣ AKQ105	4♠	

The general rule, is that if the defenders still hold one trump, and it is the *highest* trump, leave it, and play off top side suit winners until the defender has to use his top trump to ruff.
Otherwise it is two of your trumps for one of theirs!

Trick 1. Win the club lead with the jack . (Honour from the short hand)
Trick 2. Play towards the ace of trumps.
Trick 3. Play towards the king of trumps.

If both defenders follow suit the only remaining trump is the queen. Leave it!
Play ♣4 to the ♣A. and keep playing clubs until the defender ruffs. (Throwing two losing diamonds and a heart)

FAST/SLOW LOSERS

NEW CONCEPT - *FAST LOSERS & SLOW LOSERS.*

Fast losers are tricks that opponent's can win as soon as they get on lead.
Slow losers are tricks that opponents can take *only when they have removed* your guard in that suit.

e.g. West ♥ 975 East ♥ J63 = 3 ***fast*** losers

West ♥ 975 East ♥ A63 = 2 ***slow*** losers.

In the 2nd example your losers are protected by the ace. When opponents 'get in' they cannot cash their two winners. They have to knock out your ace and get in a 2nd time before they can cash their two winners.

In a suit contract, sometimes you have to get rid of a loser before drawing trumps.

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

Contract 4♠ Lead ♥Q How many losers? .....

Fast losers? ..... Slow losers? .....

Do you draw trumps immediately ? .....

Why? .....

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

Contract 4♠ Lead ♥K How many losers? .....

Fast losers? ..... Slow losers? .....

Do you draw trumps immediately ? .....

Why? .....

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

Contract 4♠ Lead ♦K How many losers? .....

Fast losers? ..... Slow losers? .....

Do you draw trumps immediately ? .....

Why? .....

.....

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

Contract 4♠ Lead ♣Q How many losers? .....

Fast losers? ..... Slow losers? .....

Do you draw trumps immediately ? .....

Why? .....

CARD COMBINATIONS FOR DECLARER

Establish tricks in a single suit by forcing out your opponents' high cards.

- Establish tricks early while you still have control of the other suits.
- Do not be afraid to give up the lead.

a) How many tricks do you *expect* to make looking at south's cards and those in dummy?
b) How many times will you have to give the lead away before you can enjoy your winners?

	KQJ10	J1098	K3	K1075
	7642	5432	Q7	QJ4
a.)	.....	.....	.....	.....
b.)	.....	.....	.....	.....

Developing tricks through length : The potential of small cards

When you hold the majority of the cards in a suit, low cards will take tricks when the opponents have run out of the suit. Missing cards usually divide as follows:
even number - unevenly e.g. 3-1, 4-2,
odd number - as evenly as possible e.g. 2-1, 3-2, 4-3
Holding the following cards playing in a NT contract
a) How many certain tricks. b) The maximum number of tricks possible.
c) How the missing cards must divide in order to make the maximum number of tricks.

	AKQ4	AK873	AK32	AK432	AQ432
	542	Q42	7654	876	65
a.)	.....	.....	.....	.....	.....
b.)	.....	.....	.....	.....	.....
c.)	.....	.....	.....	.....	.....

Entries. Once established, can you get to your winners?
How would you play these suits assuming no outside entries to dummy, but plenty of entries to hand?

	KJ1075	AJ932	KJ654	A9832	AQ654
	AQ	Q10	1092	654	K10
Trick1	.....&.....	.....&.....	.....&.....	.....&.....	.....&.....
Trick2	.....&.....	.....&.....	.....&.....	.....&.....	.....&.....

PLAYING TENACES

A tenace is two non-touching honours! e.g. K-J, A-Q, A-10 etc.

A finesse is a strategy to 'capture' honours held by the enemy.
It is achieved by playing ***towards*** your tenace.

In this example if west holds the queen on no worse than a 4-1 break, we can make all five tricks.

AKJ103
Q984 ☐ 7
652

Play the 6 ***towards*** the jack. If it wins return to the south hand in another suit and repeat the finesse.
Which card should west play at trick 1?

When we have honours in both hands it is sometimes less obvious how we should play the suit.
One principle is to ***keep the tenace intact*** by playing off winners in the other hand first. (hands **c** and **d**)

AJ64
a
K875

Play the king then finesse the jack

If west has Qxx you make all four tricks

K1064
b
A875

Play the ace and finesse the 10

Not so obvious but **K 10** is the nearest to a tenace

If west has **Q9**xx, when east drops the jack, you can make all four tricks by running the 8.

Q1052
c
AK64

Play the ace & king then finesse the 10

This will catch Jxxx if held by west

KQ64
d
A1053

Play the king and queen first

If east has Jxxx you make all four tricks

AQJ
W ☐
432

AQ4
W ☐
J32

A42
W ☐
QJ3

Can any of these three layouts produce three tricks?

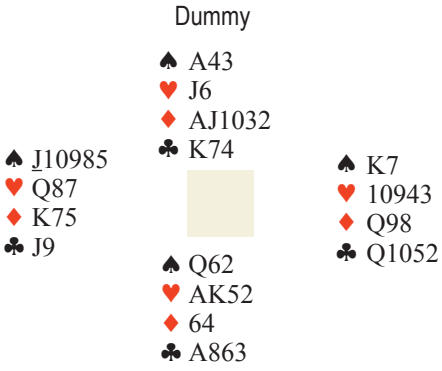
1. IF you can get to south twice and west holds the king.
2. Only if west holds Kx
3. Not possible on normal play

KJ54
W ☐
A32

If you need all four tricks, players will tackle this combination by cashing the ace and then finessing the jack.
This will produce four tricks when west holds Qxx precisely. (only one time in six.)

If you only require three tricks and prefer to keep east off lead,
the correct play is the king, and low to the ace, and then back towards the jack.
It works:
when the outstanding cards break 3-3, when west has Qxxx, and when the east holds Qx.

FOUR VARIATIONS ON THE FINESSE



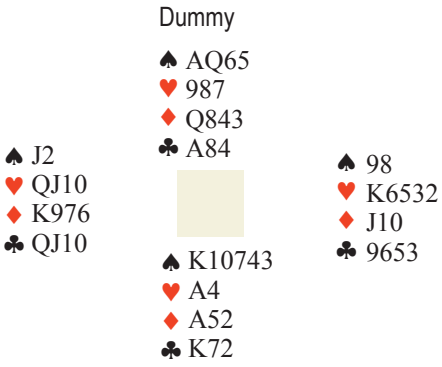
S	W	N	E
1NT	P	3NT	

Lead ♠J

PLAYING FOR 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.



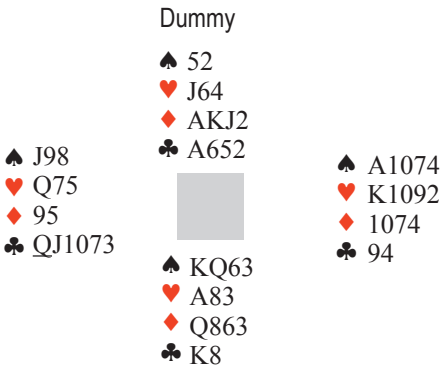
E	S	W	N
P	1♠	P	3♠
P	4♠		

Lead ♥Q
♥J
3rd heart ruffed

ACE & QUEEN IN OPPOSITE HANDS

You have five top spades, one heart, two clubs and one diamond.
One trick needed but there is no further ruffing potential.

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.



S	W	N	E
1NT	P	3NT	

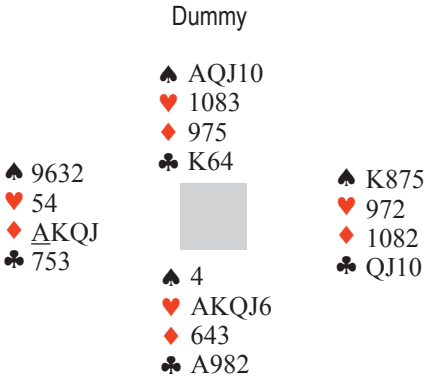
Lead ♣Q

Win with ♣A
(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.
At trick 2, play ♠5 immediately to ♠K.
If it holds, play a diamond to dummy and lead 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!



W	N	E	S
P	P	P	1♥
P	1♠	P	2♣
P	3♥	P	4♥

Lead ♦A
♦K
♦Q

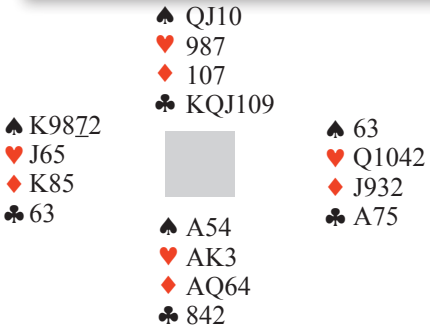
RUFFING FINESSE.

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 ♣K. Throw losing clubs on ♠J & ♠10. If east doesn't cover, throw losing clubs.

SEEING ENTRY PROBLEMS



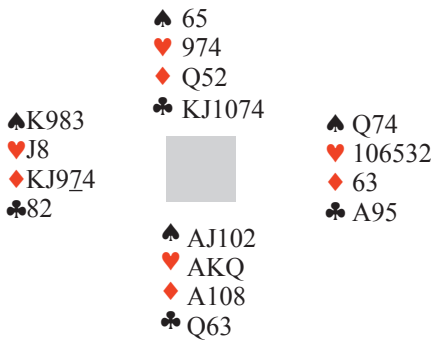
S	W	N	E
1♦	P	2♣	P
3NT			

Lead ♠7
but focus on club suit.

(West defender must give a hi-lo count signal when declarer leads clubs.)

Declarer needs to think!

Your only entry outside of clubs is ♠Q .
Do not win a cheap trick with ♠10!
Win with ♠A and keep playing clubs until the ace is played.
With two ***small*** spades, west cannot stop you getting into dummy!



S	W	N	E
2NT	P	3NT	

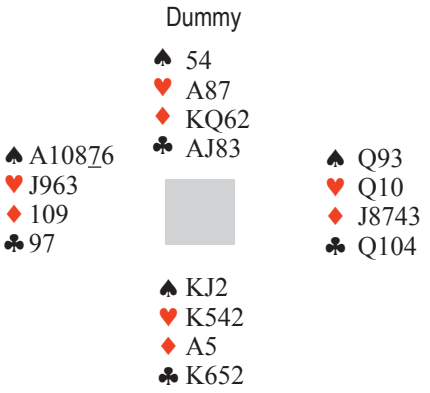
Lead ♦7 ***(4th highest.)***

(Ask RHO "What is your lead style"?) DO NOT ASSUME that it is 4th highest.

(West defender must give a hi-lo count signal when declarer leads clubs.)

Declarer needs to think!
Top tricks = 5 (After the lead = 6)
Clubs is the suit on which you should focus.
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.



S	W	N	E
1NT	P	3NT	

Lead ♠7 ***(4th highest.)***

(Ask RHO "What is your lead style"?) DO NOT ASSUME that it is 4th highest.

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

Declarer & defender need to think!
Recognise immediately that you need to finesse clubs into east.
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.



N	E	S	W
1♠	P	1NT	P
3NT			

Lead ♥3

(Ask RHO "What is your lead style"?) DO NOT ASSUME that it is 4th highest.

Declarer needs to think!

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

RUFFING TO ESTABLISH SIDE SUITS

If your side suit is not ***'solid'***, e.g. ♣AK8765 opposite ♣4 you may have to establish the suit by ruffing.

Here you have seven clubs to the ace king.
The opponents have six!
After drawing two rounds of trumps, play the ♣A, and ♣K and then ruff a small club. If they break 3-3 you are home. They do! When the outstanding trump is a winning trump leave trumps as you will be taking two of your tumps.

Now there are no more clubs, you have winning tricks with your established ♣7, ♣6, and ♣5.

You will only lose one spade, one heart and one diamond.

♠ K962
♥ KQ52
♦ K863
♣ 4

4♠ by south

♠ A875
♥ 98
♦ 5
♣ AK8765

♠ J86543
♥ A4
♦ A53
♣ A6

♠ KQ2
♥ 962
♦ K108
♣ K1095

4♥ by south

♠K lead

♠ A107
♥ 10
♦ Q942
♣ QJ843

♠ 9
♥ KQJ8753
♦ J76
♣ 72

How many losers do you have?
The most realistic way of making this contract is to set up the spade suit.
A side suit does not have to be strong in honours to be useful.
All you need is length and for the missing cards to divide 3-3.

1 West wins ♠K and continues with ♦8
2 Win with the ♦A
3 Ruff ♠4
4 Play ♥K and low to the to the ♥A
5 Ruff the ♠5

Now all you have to do is draw the remaining trump and lead to the ♣A to take three established spade tricks. In all you will make eleven tricks three spades, six hearts and two minor suit aces.

♠ AK32
♥ A9532
♦ A9
♣ 95

♠ 98
♥ QJ107
♦ KJ6
♣ A843

4♠ by south.

♥Q lead

♠ 76
♥ 84
♦ Q10742
♣ QJ107

♠ QJ1054
♥ K6
♦ 853
♣ K62

Normally declarer gains nothing by ruffing in the hand with long trumps but to do so is called ***dummy reversal.*** On this hand it is used to establish a winning heart trick.

1. Win with ♥K,
2. Play ♥6 to ♥A,
3. Ruff the ♥3 high (using ♠Q)
4. Play ♠4, to ♠A and then ♠K
5. ♥5 ruffed

Did you notice that you were ruffing in the hand that had long trumps?
It is usually only the short hand that is making extra tricks by ruffing.

It is worth noting that when there are six cards missing, as in these two examples, they are more likely to break 4-2 rather than 3-3. (48% to 36%)

CROSS RUFFING

Although it is usually correct to draw trumps, there are certain hands where it would be quite wrong to immediately take out trumps. When you lead trumps, dummy must obviously follow suit, and therefore you use up two trumps every time they are led.

Cross ruffing.

This means that you will ruff (or trump) losing tricks in both hands before leading trumps.
You are in fact making your trump tricks separately.

4♥ by south.
Lead ♦K

	♠ 7 ♥ A1076 ♦ AJ952 ♣ 842
♠ A1083 ♥ KQJ92 ♦ 8 ♣ K73	

You need ten tricks. You can only lose three!

If you were to draw trumps immediately, in perhaps three rounds, you would have losers in clubs, diamonds and spades.

Trick 1.	Win with the ♦A.
Trick 2.	Play the ♦2 and ruff with the ♥2.
Trick 3.	Play ♠A.
Trick 4.	Ruff the ♠3with the ♥6.
Trick 5.	Ruff the ♦5 with the ♥9.
Trick 6.	Ruff the ♠8 with the ♥10*
Trick 7.	Ruff the ♦9 with the ♥J
Trick 8.	Ruff the ♠10 with ♥A
Tricks 9. & 10	After trying the doomed ♣K finesse, your last two tricks will be the king and queen of trumps.

NOTE. * If east started with only two spades, he could over-ruff your ♥7 with the ♥8.

Cash your outside winners first.

6♥ by south. Lead ♠K

	♠ A863 ♥ KJ105 ♦ A865 ♣ 3	
♠ KQ ♥ 7432 ♦ 109 ♣ KJ1065		♠ J109742 ♥ 8 ♦ QJ74 ♣ 94
	♠ 5 ♥ AQ96 ♦ K32 ♣ AQ872	

You need twelve tricks. You can only lose one!

You have four sure tricks outside the trump suit.
(♦A, ♦K, ♠A and ♣A)

You need to make all of your eight trump tricks separately therefore DO NOT LEAD TRUMPS.

Whenever you are about to embark on a cross ruff, you should cash your outside winners first.

On this hand if you fail to cash your ♦A & ♦K the contract will fail because west will discard a diamond on the 3rd round of spades. Unable to draw trumps south will later see one of his vital diamond winners ruffed.

RECOGNISING THE DANGER HAND

When dummy goes down in NT contracts you should stop to consider the dangers to your contract.

♠ 432
♥ 653
♦ 842
♣ KJ32

♠ K5
♥ AKQ
♦ AKQ5
♣ A1094

3NT by S. after west had opened 3♠.
Lead ♥5
In this hand you can count eight top tricks. A finesse in clubs, (even if it fails), will give you your nine tricks. So what is the danger?

Think about the spades!

♠ 432

♠ AQJ10986 ♠ 7

♠ K5

Can you see the danger now?

If east gets on lead, she will lead the ♠7 and whether you play the king or the 5, you will lose six spade tricks. **3 down!**

But if west is on lead, you are safe because, although west can take the ♠A, your king stops them from taking any more.

Finesse clubs into west, the ***safe*** hand.
Play low to the ♣K and then run the ♣J.
If this lost, your king would be safe as long as west is on lead.

It would be *completely wrong* to simply play off your ♣A and ♣K in case east had ♣Qxx.

♠ 43
♥ AK86
♦ K92
♣ AJ94

♠ KJ2
♥ 43
♦ A43
♣ K10532

3NT by south Lead ♠10.
(Top of internal sequence.)
East correctly plays the queen and you win with the king.
Now you have only ♠ J2.
So which is the ***danger hand***?
Who has the ♠A?
The spade suit is your problem again .
Which hand must you keep 'off lead'?

Look at the spades again!

♠ 43

♠ A10987 ♠Q65

♠ KJ2

After the spade lead and winning with ♠K, you have only the ♠J2
West must have the ♠A because east *would* have played it. (3rd hand high.)

So, if east gets on lead, he will lead the ♠6 through your ♠J2 and west will take four spade tricks. Therefore you must run your ♣J into the *west* hand.

Even if this loses to the ♣Q, west cannot run his spade tricks.

On both of these hands you have what is called a ***two way finesse*** for the ♣Q.
This term simply means that you can finesse into *either* hand.

♠ 43
♥ AK65
♦ AKQ
♣ AJ86

♠ KJ2
♥ 432
♦ 432
♣ K432

♠ 43

♠ A10987 ♠ Q65

♠ KJ2

Yes of course if west is an 'expert', s/he will duck the ♠K if there are no other entries to the west hand hand.

If you can ***only*** finesse into the danger hand, east, you must duck the ♠Q.

On the return of the suit, play your ♠K which *hopefully* will be captured by ♠A.
Your ♠J will win the 3rd round of the suit.

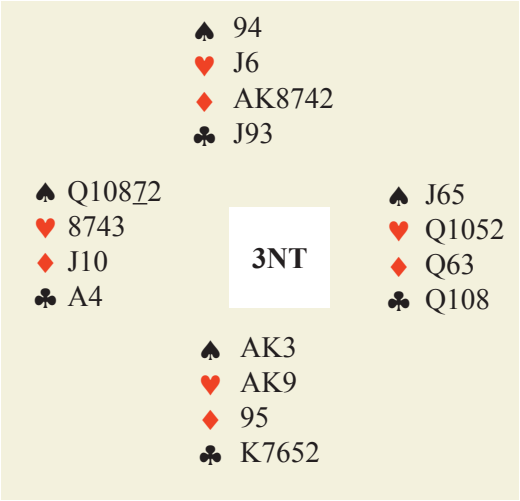
Now when east gets on lead, he will not have a spade left to return to west's hand.

DUCKING AS DECLARER

A difficult lesson to learn, is that you sometimes have to lose tricks in order to establish winners.
In these situations, you must give up those tricks early in the play, while you still have control.

S	W	N	E
1♣	Pass	1♦	Pass
2NT	Pass	3NT	

Lead ♠7 (4th highest)



Count your certain tricks.
Two spades
Two hearts
Two diamonds
That is only six and you need nine.
Where will the remaining three tricks come from?

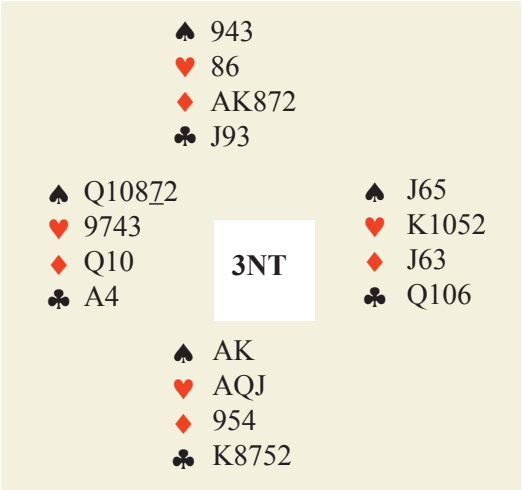
The diamond suit seems to be your only chance, but if you play the ♦A &♦K, the ♦Q will win the next trick and you can no longer get back to dummy to enjoy the last three diamonds.

Answer - The opponents have five diamonds.
Providing they break 3/2 you will lose only one diamond.
It is vital that you lose that diamond *first!*

Win with the ♠A.
Then play ♦5 from your hand, and the ♦2 from dummy.
(All of the other three suits are safely stopped by your combined high cards.)
When you regain the lead play your ♦9 to the ♦A.
When you play the ♦K it will take out E/W 's last diamond and you can enjoy the anguish of your opponents as you make the three little diamonds and your contract.

TIMING - Sometimes, two techniques are needed.

On this slightly altered hand you would again need to give up a diamond but you also have to finesse hearts



Win with the ♠A.
Then play ♦5 to ♦A
Play ♥8 and finesse the ♥Q (which holds).
You will lose a diamond before they are established, so lose it now. Play ♦4 to ♦7 in dummy.

Win the spade return with ♠K.

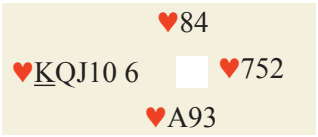
Now play to ♦5 the ♦K and run your diamond winners.
Finally, finesse the ♥J.

Your ♥A is the ninth trick.

RULE OF SEVEN 1.

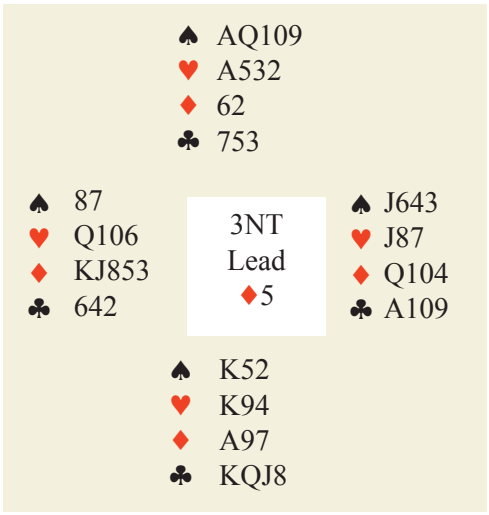
Occasionally, you will find yourself in a 3NT game contract where you have only one stop in the enemy suit. At such times defenders with five card suits are a nuisance because, once they have forced out your stop, they will often win another four tricks in that suit.

Your best way of dealing with this problem is to cut their communications.
In this example, after the obvious ♥K lead, if you were to win with the ace immediately the suit would be returned as soon as either defender got the lead.



But if you ducked the king, and ducked the queen, taking the 3rd round, the east hand will have no hearts to return if he gets on lead. If west has no immediate entry, she will never make her last two heart tricks.
Simply add the number of cards in your hand and in dummy, then deduct from seven.

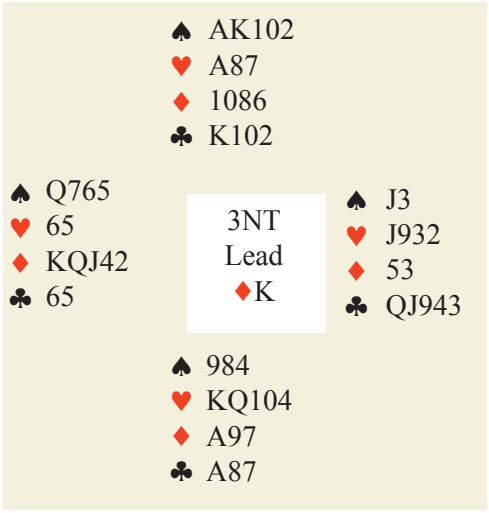
In the example above Axx + xx = 5 cards in the embarassing suit, 7 - 5 = 2.
Therefore, duck twice. (With six cards in their suit you only need to hold up once.)



Two diamonds in dummy and three in your hand
2+3 = 5. 7-5 = 2.

Hold up your ♦A for two rounds and
if east has the ♣A your home!

If west has it ---
be philosophical, you played correctly.



Three diamonds in dummy, and three in your hand. 3+3 = 6. 7 - 6 = 1

You only need to hold up your ace for one round to cut east's communications from the long suit.

If west started with only four diamonds,
you don't mind losing three diamonds and a spade.

Finesse the ♠9.
When it loses to the jack, east returns a club.
Win with the ♣A, and run the ♠8.

The Rule of 7 tells you how many times to duck.

RULE OF SEVEN 2.

South is in **3NT** and the lead is ♥5 (4th highest.) You duck, and east plays ♥Q
Plan your play after east returns another heart.

How many top tricks do you have?	
When will you play the ace of hearts?	
Which suit will provide the extra tricks you need?	
Which is the danger hand?	
How will you tackle the diamond suit?	

♠ A75
♥ A86
♦ AJ953
♣ K7

♠ K842
♥ 43
♦ K104
♣ A863

Exception

The rule of 7, of course, is not a rule at all.
It is a guide, and it should not stop you from thinking.
Here is a hand where the rule of seven is not enough.
It cuts communications if the suit breaks 5-2.
If the suit divides 4-3, you will lose three diamonds and you must lose two clubs, before you have set up the rest of the club suit.

The contract is 3NT. West leads the ♦3. (4th highest.) East plays the ♦Q.

Plan your play by answering the following questions

♠ K3
♥ A32
♦ 854
♣ AJ973

♠ AQ8
♥ KJ54
♦ A72
♣ 1065

1.) How many top tricks do you have?	
2.) Is the lead from four or five?	
3.) How many times do you duck?	
4.) Which suit will provide the extra tricks you need?	
5.) Which is the danger hand?	

West has only **four** diamonds and east has **three**.
You may have to give TWO club tricks away before establishing that suit.
You will make a double finesse into east and unless you have ducked **TWO** rounds of diamonds before running the ♣10, east will win and return his last diamond to west giving E/W three diamond tricks.
By ducking twice, east *may* make two clubs to go with the defence's two diamond tricks, but your contract is safe as long as west cannot get on lead to make his 3rd diamond trick.
When the 1st finesse loses, win the return but do not simply cash ♣A. You must finesse again with ♣J.
IF
West plays either ♣K or ♣Q on your ♣10, win with ♣A. Defence can take three diamonds and a club.

8 EVER, 9 NEVER

When you are ***finessing for a queen*** there is a saying, ***'Eight ever - Nine never'***
In percentage terms it offers you the best chance of finding the queen.

If, with dummy, you hold eight cards in a suit, the defenders have five between them.
These are most likely to break 3 - 2. (68%) and the queen is more likely to be in the hand that holds three (40% against 20%)! Therefore the best chance of finding the queen is on the 50% finesse.

Alternatively if you hold nine cards in the suit, the defenders have only four between them.
Now the odds slightly favour the queen being with one other card, and you should simply play the ace and king hoping to drop the queen.

A x x x

K J x x

IF you only need three tricks from this holding the safety play is - king 1st, low to the ace and then back to the jack.

A x x x x

K J x x

With only eight cards play the ace and ***finesse*** the jack.

With nine cards play the ace and lead towards the king /jack tenace. If east follows low, play the king

Obviously this does not work every time, but unless you have safer plays available, or clues from the bidding or play, up to the point that you are going to try and find the queen, follow this simple rule.
It will work more times than not, and the rest of the room will play the suit this way.

Here is an example where you would play it, and one where you would ***not*** play it!

3NT by south

West leads ♥3.
Taken by east with ♥K.
East returns another heart.

♠ Q5
♥ A4
♦ AKJ632
♣ 872

♠ A842
♥ Q6
♦ 1074
♣ AQJ3

Why Not?

3NT by south

West leads ♥3.
Taken by east with ♥K.
East returns another heart.

♠ Q5
♥ A4
♦ AKJ632
♣ 872

♠ A842
♥ Q65
♦ 1074
♣ AQ3

In the 1st hand, you cannot afford to give the lead away so play ♦A and ♦K from the top
The odds are ***just*** in your favour to pull in six diamonds, and three aces.

In the second hand, you *don't need* six diamonds, so you would make a ***safety play.***
If the ***8 ever 9 never*** fails, you will only make two diamonds because you have no other entry to the north hand.
Play ♦A in case ♦Q drops singleton, then lead low to the ♦10.

Do not play this, or any of these 'rules', blindly. Plan the play of the whole hand.

PLAN THE PLAY QUIZ

1. Plan the play in NT contracts.

3NT by east on the ♦K lead
How many top tricks?
How many times do you hold up your ♦A?
When on lead with ♦A which card do you play?
If this holds, what now?

Dummy	Declarer
♠ AKQ3	♠ 95
♥ A86	♥ KQ9
♦ 82	♦ A63
♣ J764	♣ KQ1052

2. Plan the play in suit contracts.

4♠ by east on the ♦K lead

How many losers in ♠ ..... ♥ ..... ♦ ..... ♣ .....

When do you draw trumps? .....

♠ AKQ3	♠ J975
♥ J865	♥ KQ9
♦ J2	♦ A63
♣ J76	♣ KQ10

4♠ by east on the ♦K lead
Why do you not draw trumps here? .....

.....

♠ KQ832	♠ J975
♥ J865	♥ KQ
♦ J72	♦ A63
♣ 5	♣ AKQ10

6♠ by east on a diamond lead
If all trumps were drawn you are likely to lose a club trick to QJxx. How can you avoid this loser?

.....

♠ AK103	♠ QJ75
♥ Q8652	♥ KJ
♦ J72	♦ A
♣ 5	♣ AK10764

3. Attempt to win tricks when opponents have higher cards

How would you play to make four tricks in this suit?

.....

♠973	♠ AJ1065

How would play this suit for two tricks?

.....

♠Q75	♠ A432

How would you protect your tenace?

.....

♠Q1075	♠ AK32

4. Use avoidance play after recognising the danger hand

4♥ by east on the ♦K lead.
What is special about the club finesse position?

.....
Would you finesse into the north or south hand?

.....

♠ K32	♠ 97
♥ AQ86	♥ K10732
♦ J72	♦ Q
♣ K107	♣ AJ982

5. Foresee communication problems

3NT by east on the ♥2 lead -♥J - ♥Q - ♥K
Would you duck a club into the north or south hand?

.....
CLUE - Look at your spade holding!
Which hand can do serious damage to your spades?

♠ K3	♠ 864
♥ AJ103	♥ K4
♦ AJ75	♦ Q92
♣ K102	♣ A9764

DUPLICATE SCORING EXPLAINED

Playing in a duplicate bridge club situation, your score for every board is recorded on a travelling score sheet called simply **'The Traveller.'** which is folded and tucked into the board or wallet.

North always complete the scores sheet. (+620 for E/W is therefore *recorded* as a -620 for N/S.)
The E/W pair **must** check and agree the score before moving to the next table.

Your score of +620, -50, +120, etc. on each board, is compared with the score of all the other pairs sitting in the same direction as you. ***(NOT your opponents at the table.)***

The normal form of scoring in the duplicate bridge club environment is through **Matchpoints.**
In Matchpointed scoring you get **2** for every pair you beat, and **1** for every pair with whom you draw.

With 8 tables you are playing against 7 other pairs. Your maximum for each board is therefore 14.
(With 10 tables, you would compete against 9 other pairs, and a top score for each board would be 18).

Your score on each board is added together and the result is divided by the number of boards played.
This gives an overall average for each board and that average is expressed as a percentage.

In this sample score sheet there are 8 tables in play.

Board

N/S	E/W	Vuln.	Contract	By	Tricks	+	-	**N/S** Matchpoints	**E/W** Matchpoints	
1	9	N/S	3NT	N	9	600		8	6	
2	10	N/S	4H	S	10	620		10	4	
3	11	N/S	3H	N	10	170		4	10	
4	12	N/S	3S	E	7	100		2	12	
5	13	N/S	4H	S	11	650		14	0	Best score for N/S
6	14	N/S	5H	N	10		100	0	14	Best score for E/W
7	15	N/S	3NT	N	10	630		12	2	
8	16	N/S	4Sx	E	7	500		6	8	

N/S pair 1 scored +600. This was better than the scores for N/S 3, 4, 6 and 8. They therefore score 8
N/S pair 2 scored +620. This was better than the scores for N/S 1, 3, 4, 6 and 8. They therefore score 10

N/S pair 1	bid and made their game but only get a slightly above average result
E/W pair 12	were two down in 3S but score 12/14 matchpoints. (a 2nd top)
N/S pair 6	had a difficult decision, because E/W bid to 4S when N/V. Double or bid 5H? - Wrong!
E/W pair 16	shows that you can sacrifice over a safe vulnerable game.

Even going three off doubled for -500 is better than opponents making a safe vulnerable game for 620.

REVISION QUIZ

1. A K Q 3 2 / J 5 — Which card **must** you play first, from the south hand ? ..... **Unblocking**

2. A K J 10 2 / 7 5 — Which card should you play? ..... to the ? ..... **Finessing**

What would you lead to 3NT ? The bidding was 1NT - 3NT

Leads

3. ♠ A2 ♥ QJ1054 ♦ 964 ♣ J85 — .....

4. ♠ 862 ♥ K3 ♦ K9752 ♣ J82 — .....

5. ♠ AK ♥ Q10864 ♦ 843 ♣ J74 — .....

6. ♠ A8 ♥ QJ96 ♦ J76 ♣ Q853 — .....

Card reading

You are playing in 3NT. West leads the 4♠ (4th highest)

♠ Q 9 7 6 / ♠ A 8 5

7. Which card do you play from dummy and why? .....
8. Who has the ♠K? .....
9. How many tricks can you make from this suit? .....
10. If east plays the ♠2 how many spades does west have? .....

Scoring

How many points would you score for playing the following **N.V.** contracts?

11. 4♥ bid & made. .....
12. 4♥ bid and nine tricks are made. .....
13. 3NT bid & made with an overtrick. .....
14. 2♥ bid and made. .....
15. 2♥ bid & made + two overtricks .....
16. 1NT with two overtricks. .....

Terminology

17. What is a 'finesse'? .....
18. What is a 'tenace'? .....
19. What is a 'jump shift '? .....

In discussion what is:

20. Ace piece? .....
21. Ace to three? .....
22. A bare king? .....
23. King stiff? .....
24. Two rags? .....
25. Jack to four? .....

Play

26. As ***defender*** which card would you play from A K Q if partner led the suit? .....
27. As ***defender*** which card would you play to win with Q J 10 9 if partner led the 2? .....
28. As ***declarer*** which card would you play from A K in your hand, if opponents led the suit? .....

You are declarer in 3NT. You win the opening lead with the ♠A.

29. Which card do you play next? .....
30. Which card do you play from dummy? .....

Declarer	Dummy
♠ AK32	♠ 5
♥ AQ9	♥ 732
♦ 85	♦ AK9762
♣ AK32	♣ 864

ANSWERS TO QUIZ PAGES

ANSWERS TO REVISION QUIZ ON PAGE 20 .

1. You have 7 top tricks
   Twice. (Rule of 7 to cut opponents communications)
   C2 to CJ
   C7 to CK

2. ♠ 0 ♥ 1 ♦ 1 ♣ 1.
   Immediately

   ♠ 1 ♥ 1 ♦2 ♣ 0.
   You have 2 fast diamonds losers if you surrender the lead to ♠A
   Win ♦A and play ♣A. Throw ♦7 on ♣K and throw ♦J on ♣Q

   Cash ♣A. With top trumps, ruff ♣4 with ♠A and ♣6 with ♠K.
   This requires trumps to break 3/2.

3. Run ♠9 (*which will lose*) Regain lead and finesse ♠J

   Cash ♠A and lead low to ♠Q

   Cash ♠A and ♠K first.

4. You have a 'two way finesse' in clubs. (You can finesse either way).

   Finesse into the north hand to protect your ♠K. (♣8 to ♣7)5.
   Duck a club into the north hand. North cannot damage your ♠K

ANSWERS TO REVISION QUIZ ON PAGE 22

1. ♠J
2. 7 to J
3. ♥Q
4. ♦5
5. ♥6
6. ♥Q
7. ♠6 East has no card higher than S4
8. West
9. Three
10. Five
11. 420
12. -50
13. 430
14. 110
15. 170
16. 150
17. An attempt to win a trick with a card that might be beaten by opponents.
18. two non-touching honours
19. a jump bid in a new suit.
20. Ax
21. Axx
22. K
23. K
24. xx
25. Jxxx
26 Queen
27. 9
28. K
29. ♦8
30. ♦2

DECLARER PLAY REMINDERS

♠ 84 ♥ 843 ♦ AKJ43 ♣ 843	3NT	♠ A652 ♥ AK52 ♦ Q5 ♣ A52

♥Q LEAD

UNBLOCKING

COUNT TOP TRICKS
1 spade, 2 hearts, 1 club, AND 5 diamonds
if you play the ***honour from the short hand 1st.***

WIN ♥A and lead ♦**Q**
Then ♦5 to ♦A
As long as diamonds break 3-3 or 4-2 your top cards will exhaust the opponents diamonds.

♠ 84 ♥ 843 ♦ AKJ43 ♣ 843	3NT	♠ AKQ2 ♥ AK5 ♦ 65 ♣ A652

♥Q LEAD

FINESSING

COUNT TOP TRICKS
3 spades, 2 hearts, 1 club, AND 2 diamonds.
You are 1 trick short of the 9 you need!

WIN ♥ and lead ♦6 to ♦J, hoping ♦Q is with south
If this loses, diamonds may still break 3-3

♠ 84 ♥ 84 ♦ AK7643 ♣ 843	3NT	♠ AK52 ♥ AK52 ♦ 52 ♣ A52

♥Q LEAD

DUCKING EARLY

COUNT TOP TRICKS
2 spades, 2 hearts, 1 club, and 2 diamonds
You are 2 tricks short of the 9 you need!
WIN ♥A and lead ♦**2 to ♦3.**
You must lose a diamond however you play.
Lose it while you have another to get back in.

♠ 84 ♥ 843 ♦ KJ743 ♣ 843	3NT	♠ AK52 ♥ AK5 ♦ Q105 ♣ A52

♥Q LEAD

ESTABLISHING WINNERS

COUNT TOP TRICKS
2 spades, 2 hearts, 1 club, and 0 diamonds yet!
4 tricks short of the 9 you need!
WIN ♥A and lead ♦**Q to ♦3 (Then ♦10 if ducked)**
A defender could stop you getting to dummy if she refuses to win ♦A until the 3rd diamond lead.

♠ AK84 ♥ 8 ♦ AKJ93 ♣ K43	6♦	♠ 52 ♥ A652 ♦ Q105 ♣ A652

♥Q LEAD

RUFFING IN THE SHORT HAND

COUNT TOP TRICKS
2 spades, 1 heart, 2 clubs, & 5 diamonds
2 tricks short of the 12 you need!
WIN ♥A and lead ♠**2 to ♠A.**
Cash ♠K and ruff ♠4 with ♦10
♣2 to ♣K and ruff ♠8 with ♦Q
NOTE There is NO advantage if you ruff hearts in the long hand. This way you still have the 5 diamond tricks PLUS the two ruffs.

♠ KQ8 ♥ K8 ♦ AK743 ♣ 843	6NT	♠ 542 ♥ A652 ♦ QJ5 ♣ AKQ

♥Q LEAD

LEADING TOWARDS HONOURS

COUNT TOP TRICKS
0 spades, 2 heart, 3 clubs, & 5 diamonds
2 tricks short of the 12 you need!
WIN ♥A and lead ♠**2 to ♠K.**
If it holds get back to east with ♣3 to ♣A
Lead towards ♠Q.
If south holds ♠A your slam makes. If north holds ♠A you don't. If you simply lead ♠K, it doesn't matter where the ace is - You lose!

DONOTSIMPLYPLAYOFFYOURWINNINGACESANDKINGS