# DECLARER PLAY

I know that many of you just enjoy playing the cards

*I know that many of you don't want complicated conventional bids.*

*I know that concentration levels can slip*

**Iknow that memory can let us down**

**I KNOW THAT BRIDGE IS JUST A GAME OF CARDS.**

**I Know that no-one wants undue pressure**

I KNOW THAT OPPONENTS GET ANNOYED WHEN YOU PLAY SLOWLY

**BUT- you're here presumably because you want to improve!**

**So - when dummy goes down you MUST STOP and TRAIN YOURSELF to see the potential for tricks between the two hands.**
**Top tricks first and then look for ways to ESTABLISH extra tricks.**

**Each week I will show you how an experienced bridge declarer would SEE the declarer hand and the dummy hand as a combined force.**
**Your job is to find the appropriate standard bridge technique that gives you the best chance of making your contract - - despite your partner's**



**MISBID!!!**

# PRETEND THAT I AM WATCHING YOU PLAY THESE HANDS !

| | | |
|---|---|---|
| | ♠ 9863<br>♥ AK83<br>♦ 962<br>♣ K3 | |
| ♠ QJ52<br>♥ 54<br>♦ A43<br>♣ J985 | 3NT | ♠ 1074<br>♥ QJ97<br>♦ K87<br>♣ 1064 |
| | ♠ AK<br>♥ 1062<br>♦ QJ105<br>♣ AQ72 | |

**♠2 LEAD**

| S | W | N | E |
|---|---|---|---|
| *1C | P | **1H | P |
| 1NT | P | 3NT | |

South has a balanced hand but more than 14 HCPs. Too strong to open 1NT

*1C is the lowest of two four card suits of the same rank.

**1H is the lowest of two four card suits of the same rank. (Not because it has an ace and king).

1NT = 15/16 HCPs

North knows that opener does NOT have four spades. North can bid 3NT because his 10 and partners 15+ = 25

**♠2 LEAD**

**ESTABLISHING WINNERS.**



**Declarer should see:**
**2 top spade tricks, 2 hearts and 3 clubs.**
**2 extra tricks have to be found!**

**Although 1 extra trick might be made in clubs IF they break 3-3, that is not enough to make the contract. What about diamonds? TWO tricks can be established in diamonds! BUT you would need to give the lead away twice and you have only ONE spade stop!**

**CORRECT PLAY Which brings us back to the opening lead -**
**Confirm by asking your opponents whether their leads to NTs are 4th highest. (Yes declarer IS entitled to ask this question and opponents *should* have such an agreement!)**

**If ♠2 WAS 4th highest, then west has only FOUR spades. You will lose only two spades and ♦A & ♦K.**

**BAD ERROR**. Inexperienced players are terrified of giving the lead away and will immediately cash their top hearts, their top clubs and ♠K before thinking.
As you can see, playing off ♥A & ♥K etc. ***simply establishes winners for your opponents!!!***
***Remember If opponents lead a suit, it will be THEIR best suit. Avoid it like the plague. They're not helping you.***

---

| | | |
|---|---|---|
| | ♠ K2<br>♥ 865<br>♦ J432<br>♣ 7653 | |
| ♠ J1094<br>♥ 943<br>♦ 1087<br>♣ J94 | 3NT | ♠ 753<br>♥ K1072<br>♦ 965<br>♣ AKQ |
| | ♠ AQ86<br>♥ AQJ<br>♦ AKQ<br>♣ 1082 | |

**♠J LEAD**

| S | W | N |
|---|---|---|
| 2NT | P | 3NT |

South has a balanced hand of 22 HCPs. North with 4+ pts and no four card major, bids game in 3NT.

Although on this hand it doesn't affect the result, the 'correct' lead is NOT ♠4 (4th highest).
The best lead is ♠J (top of a sequence of three cards headed by an honour).

**♠J LEAD**

**ENTRIES & FINESSE**
**As is often the case the fate of this contract depends on what declarer does at trick 1.**

**With superficial thought (or NO thought) declarer may remember the instruction "Play honours from the short hand 1st"**

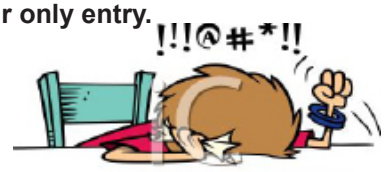
**IF you play ♠K here, your contract will fail.**

**Declarer should see:**
**4 top spade tricks, 1 heart and 3 diamonds.**

**but did declarer SEE the difficulty of reaching the 4th diamond trick?**

**CORRECT PLAY**
**Realise that the only entry to dummy is ♠K. Preserve that entry and win with ♠A. Now unblock ♦A, ♦K, ♦Q. Now use ♠K entry, and cash ♦J. This will be your last time in dummy, so use it to finesse ♥Q.**
**When this holds cash out - *but watch to see if west foolishly threw his last spade on ♦J***

**BAD ERROR winning lead in dummy with the ♠K which is your only entry.**



# ARE YOUR LOSERS GUARDED?

| | | |
|---|---|---|
| | ♠ Q1093<br>♥ A974<br>♦ 62<br>♣ KJ6 | |
| ♠ A87<br>♥ QJ10<br>♦ 10753<br>♣ 932 | 4S | ♠ 2<br>♥ 853<br>♦ A984<br>♣ A10874 |
| | ♠ KJ654<br>♥ K62<br>♦ KQJ<br>♣ Q5 | |

♥Q LEAD

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

North's responding bid shows an 8 loser and/or about 10/11 pts.

It is debatable whether south should bid on to game.

The hand is aceless and a balanced 7 loser with nothing extra.




**FAST LOSERS AND SLOW LOSERS**

**♥Q LEAD**

**You should quickly see that there is a loser in each suit.**
**The good news is that the heart loser is still guarded. (a SLOW loser)**

**Your task is to get rid of that slow loser by establishing a winner before your 2nd guard in the suit is removed.**
**If you choose to set up a winner in diamonds, you have no meaningful card to throw *from the north hand* on the established winner.**
**You need to set up a winner in north on which you can throw your heart loser from south. You should only lose ♠A, ♦A and ♣A**

**CORRECT PLAY**

**Realise that your entry to the clubs is ♥A. Win trick 1 with ♥K**
**Set up a CLUB winner by playing ♣Q at trick 2. YES this means giving the opponents the lead!**
**BUT it establishes a surplus winner, on which you can throw ♥6**
**Only WHEN you have thrown your heart loser, (♥6) can you draw trumps.**

**BAD ERROR winning lead in dummy with the ♥A which is your only entry to the club suit.**

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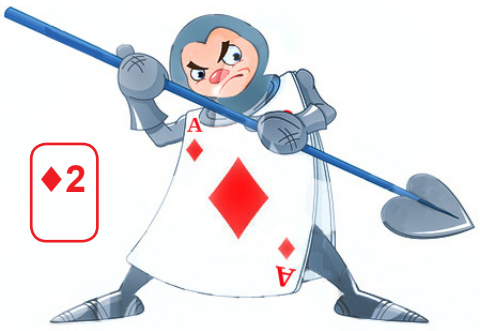
| | | |
|---|---|---|
| | ♠ J1063<br>♥ KQ3<br>♦ 854<br>♣ AJ3 | |
| ♠ A4<br>♥ 109642<br>♦ QJ106<br>♣ 64 | 4S | ♠ K2<br>♥ A87<br>♦ 973<br>♣ 98752 |
| | ♠ Q9875<br>♥ J5<br>♦ AK2<br>♣ KQ10 | |

♦Q LEAD

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

North's responding bid again shows about 10 points with a spade fit.

This time south has a 6 loser with 15 pts. and confidently bids game.




**FAST LOSERS AND SLOW LOSERS**

**♦Q LEAD**

**You should quickly see that you have two FAST trump losers and a FAST heart loser.**
**Unless you do something about it, you will eventually have a diamond loser.**
**Fortunately this is a SLOW loser because it is well guarded by ♦A and ♦K.**
**The opponents have unfortunately removed one stop by their good lead!**
**This means that you can only give the lead away once before your ♦A guard is removed. You cannot lead trumps yet!**

**CORRECT PLAY**

**IF you have SEEN the problem, the solution is easy.**
**Clubs cannot help because they are 3 - 3, but because there will be a surplus winner in hearts once the ♥A is removed, this is the suit to tackle. Be prepared to give opponents the lead while you still have the ♥K. Lead ♥J (*honour from the short hand*) at trick 2. East wins and as expected returns a diamond. Win ♦K and play ♥K, then ♥Q on which you throw your losing ♦2. ONLY NOW draw trumps!!**

**BAD ERROR Trying to draw trumps first or DREADFUL ERROR Trying to cash your top clubs !!!!!**

# REMEMBER THE 'FINESSE'!

| S | W | N | E |
|---|---|---|---|
| 1D | 1S | X | P |
| 1NT | P | 3NT | |

North's responding double is a 'negative double' and shows 4 of the other major. If N/S did not use this convention, north would have a difficult bid. Remember 2♥ in this auction would promise FIVE hearts.

South's rebid shows 15/16 with a stop in spades. North can comfortably bid game with at least 27 pts. between the two hands.



| | | |
|---|---|---|
| | ♠ QJ3 ♥ AK43 ♦ Q63 ♣ 432 | |
| ♠ A10987 ♥ 1097 ♦ - ♣ KQJ109 | 3NT | ♠ 65 ♥ J652 ♦ J9752 ♣ 87 |
| | ♠ K42 ♥ Q8 ♦ AK1084 ♣ A65 | |

♣K LEAD

**TOP TRICKS & FAST LOSERS**
**♣K LEAD**

**You are slightly shocked, and worried, by the unexpected club lead, but can see three top heart tricks, three top diamonds and ♣A.**
**TWO extra tricks are needed but the lead will remove your only guard in clubs.**
***If you lose the lead, after you take ♣A E/W will cash their established club winners.*The technique you should rely on here is a 'FINESSE', in diamonds.**
**The problem is that you will be finessing into the danger hand. - A BIG RISK!**

**CORRECT PLAY**
**It is unlikely that west has long diamonds as he has shown FIVE spades and has led clubs!**
**Win ♣A and play ♦4 to ♦Q. Although this is "*playing to the honour in the short hand*", that is not why you are playing this way. It is because north has NO tenace in diamonds. South DOES (K-10).**
**You are trying to catch the jack so you must lead TOWARDS the K-10 tenace.**
**When west shows out on the 1st round of diamonds, win ♦Q and return 3♦. Win with the lowest card you need to play and unblock ♥Q. Play ♥8 to ♥A and cash ♥K before finessing diamonds again.**
**IF west had followed suit on your 1st diamond, win ♦Q, play low to ♦A, return to dummy and now finesse!**

**ERROR 'Forgetting' to cash ♥A & ♥K OR playing ♦A before finessing.**

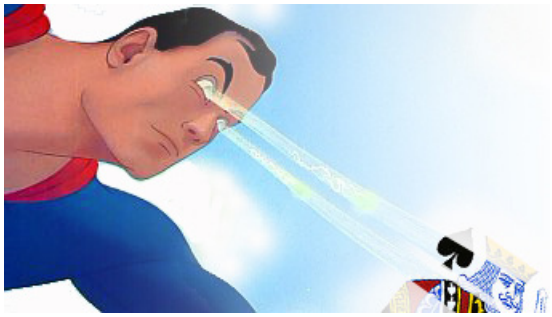
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| W | N | E | S |
|---|---|---|---|
| P | P | P | 1H |
| P | 3H | P | 4H |

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

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

**YOU DON'T NEED X-RAY VISION TO FIND ♠K**



| | | |
|---|---|---|
| | ♠ AQJ10 ♥ Q832 ♦ 975 ♣ 96 | |
| ♠ 9632 ♥ 5 ♦ AKQJ ♣ 7543 | 4H | ♠ K875 ♥ 974 ♦ 1082 ♣ KJ10 |
| | ♠ 4 ♥ AKJ106 ♦ 643 ♣ AQ82 | |

♦A LEAD

**UNDER PRESSURE AT TRICK 4.** **IF YOU CAN COUNT TO 13!**
**♦A LEAD**

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

**CORRECT PLAY**
**The declarer play technique that you should play in the spade suit, is another form of 'FINESSE'.**
**If you had no evidence to go on, you may take a *normal* finesse on this hand - AND LOSE.**
**BUT if you APPLY the knowledge you have, you will use a RUFFING FINESSE in spades.**
**Win ♠A and lead ♠Q. If east plays low, throw ♣2. If east continues to duck, throw ♣8 on ♠J**
**(*If east PLAYS ♠K. - Ruff, draw trumps - ending in Dummy. Throw club losers on ♠J and ♠10*).**

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

# SACRIFICE BIDDING — Board 4 from Monday

## WHO IS THE CHICKEN?

| | | |
|---|---|---|
| | ♠ Q 7<br>♥ 6 3<br>♦ K J 9 8 6 4<br>♣ J 10 7 | |
| ♠ K J 6 4 2<br>♥ A 9<br>♦ 3<br>♣ A 8 6 4 2 | 9 loser<br>6/5 loser 7.5 loser<br>4 loser | ♠ A 10 9 8<br>♥ 10 8<br>♦ 10 7<br>♣ K Q 9 5 3 |
| | ♠ 5 3<br>♥ K Q J 7 5 4 2<br>♦ A Q 5 2<br>♣ --- | |

Double dummy, you can see that east can only make 9 tricks in spades if north led ♣J.
This is most unlikely though and 11 tricks should roll in losing only one diamond and one heart.

Those E/Ws who only made 10 tricks in spades may have finessed ♠J, but with 9 trumps between the two hands (*and nothing else to go on*)
the 8 EVER - 9 NEVER rhyme works here.

N/S have a 'good save' on this hand, bidding on to 5♦x for -100 or even 6♦x -2 by north or 6♥x - 2 by south for -300.
Even -3 doubled would only be -500, which is better than the 5♠ making for -650
N/S *should* only lose two spades and ♥A.

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

Despite having only 7 points north *might* overcall with this hand NV, but EAST is a 7 loser with a good fit in partner's opening major suit.
*4♠ is a 'fast arrival' bid with no interest in bidding to slam. E/W 650
On this auction it is difficult to see how N/S would find the heart contract.
***Any east who simply bids 2♠ to show 6-9 points is missing something!?***



OR

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

On this auction, after east's timid 'invitational' bid in spades south has just enough room to bid 4♥. (*Maybe prepared to bid 5♦ if doubled*).
Surely west would bid on to 4♠ and it would be very timid for south to pass 4♠. 5♦ should be bid (*as a sacrifice.*)
E/W should either double the sacrifice bid or bid on to 5♠.

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

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

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

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

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

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

# REMEMBER THE 'DUCK'!

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



North has a difficult bid after west's overcall. Without four hearts, a double seems wrong. 2♦ is too timid so either 3♦ or 2♣ showing 9/10 ish points are perhaps the best options.

| | | |
|---|---|---|
| | **53**<br>**AK4**<br>**K876**<br>**10653** | |
| ♠ **K**QJ109<br>♥ 1075<br>♦ 43<br>♣ Q94 | 3NT | ♠ 864<br>♥ J983<br>♦ A109<br>♣ J87 |
| | ♠ **A72**<br>♥ **Q62**<br>♦ **QJ52**<br>♣ **AK2** | |

**♠K LEAD**

## TOP TRICKS BUT DANGEROUS SPADES
**♠K LEAD**

**You can count 1 spade, 3 hearts, and 2 clubs.**
**3 tricks will come from diamonds but - *you will have to lose the lead to get them***
**You know that west started with 5 or 6 spades**
**(You know that it was FIVE when east plays ♠4 at trick 1.)**

**IF west has ♦A the contract is down whatever you do!**
**IF east has it,**
**and you take the ♠A at trick 1 or trick 2, east will return ♠8 to west's winners.**

## CORRECT PLAY
**Declarer must - hold up - duck - refuse to win the ♠A for TWO rounds and hope that east has ♦A.**

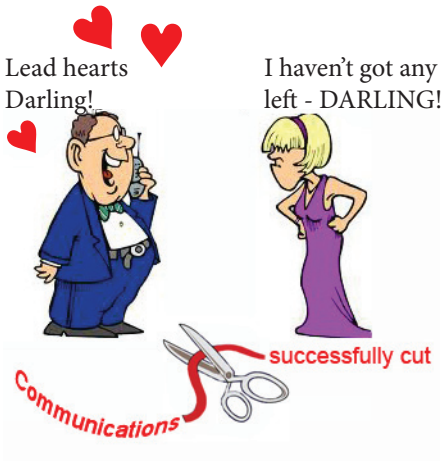
**This is applying the RULE OF SEVEN .**
**(Add the number of cards you have in the embarrasing suit and subtract from 7. (*Here you have 5 spades*)**
**This will cut E/W communications when the suit breaks 5/3**

**ERROR 'Failing to duck twice AND/OR cashing club/heart winners before forcing out ♦A.**

---

| N | E | S | W |
|---|---|---|---|
| 1S | P | 2D? | P |
| 3S | P | 3NT? | |

South has to choose between 1NT (6-9) and 2♦. With a decent 6 card suit, south opts for 2♦ despite poor spade support. North's jump to 3♠ promises 6 spades and 15pts.




| | | |
|---|---|---|
| | ♠ AKJ1065<br>♥ A54<br>♦ 8<br>♣ A98 | |
| ♠ 3<br>♥ Q10732<br>♦ K964<br>♣ 643 | 3NT | ♠ Q984<br>♥ K98<br>♦ Q7<br>♣ QJ105 |
| | ♠ 72<br>♥ J6<br>♦ AJ10532<br>♣ K72 | |

**♥3 LEAD**

## TOP TRICKS BUT A FINESSE IS NEEDED
**♥3 LEAD**

**You can count 2 spades, 1 heart, 1 diamond and 2 clubs.**
**The remainder of the tricks should come from spades AND**
**you have plenty of entries!**

**The problem is that you have only one stop in hearts.**
**If the spade finesse fails (*and you tell me that your finesses always fail,*)**
**can you still make the contract?**

## CORRECT PLAY
**Declarer should recognise that the spade finesse is needed AND that it will be taken into the hand OPPOSITE east who may have led from, four or five hearts. (*If it was only from four, there is no problem!*)**

**Declarer must use the RULE OF SEVEN - hold up - duck - refuse to win the ♥A for TWO rounds and if west started with FIVE hearts, east will not have a heart to play back to west when the spade finesse fails.**

**ERROR Not applying the RULE OF 7 and/or finessing diamonds INTO the hand with all the hearts.**

# REMEMBER THE 'DUCK'!



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

**You lead ♠7 and are delighted to have found partner's ♠A.**

*"Bridge is a great game!"*

| | | |
|---|---|---|
| | ♠ J62<br>♥ KQ84<br>♦ AQ98<br>♣ J3 | |
| YOU<br>♠ K10875<br>♥ 95<br>♦ 10542<br>♣ 98 | 3NT by south | ♠ A43<br>♥ A1063<br>♦ J3<br>♣ Q765 |
| | ♠ Q9<br>♥ J72<br>♦ K76<br>♣ AK1042 | |

East dutifully returns the ♠4 (Highest from 4-3)



**and you win ♠K.**



**It looked so obvious to win and clear the suit, but - - you now realise that bridge offers constant lessons in humility?**



*"but its just a game of cards eh!"*

## WHOOPS!

**You should have ducked the spade return at trick 2, hoping that your partner could get in again to lead another spade! You had NO outside entries to your hand! Your partner did!**

*The thing you should have noticed is - You have no outside entries to your hand. IF you had ace of hearts or even ♣Kx your play would have been perfect*

| | | |
|---|---|---|
| | ♠ A3<br>♥ AJ63<br>♦ J63<br>♣ Q765 | |
| ♠ J84<br>♥ 1072<br>♦ Q7<br>♣ AK1042 | | |

*If partner only had two spades your play would sacrifice a trick, but you should risk that to give yourself the best chance of setting the contract.*

# THAT JAMES BOND MOMENT!

| | | |
|---|---|---|
| | ♠ KQ4<br>♥ AQ72<br>♦ KJ3<br>♣ 1043 | |
| ♠ 1097<br>♥ 3<br>♦ 98765<br>♣ KQ65 | | ♠ 86532<br>♥ 864<br>♦ A<br>♣ A982 |
| | ♠ AJ<br>♥ KJ1095<br>♦ Q1042<br>♣ J7 | |

**STANDARD BIDDING**

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

**Without some method of separating strong raises to game from weak distributional raises to game, you are likely to miss slams.**
**Have you such a method?**

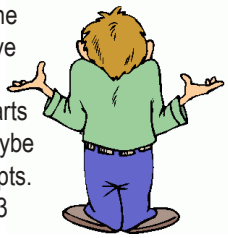
**BIDDING USING JACOBY 2NT**

| S | W | N | E |
|---|---|---|---|
| 1H | P | *2NT | P |
| 4H | P | P | P |

***2NT = A fit with 12+ pts. (Game force).**
**4H = No slam interest**

## West chooses a lead.

West has to lead blind, apart from the auction - which gave little away. Maybe dummy has 4+ hearts & 13 ish pts. or maybe 6 hearts and 9 ish pts. Partner may have 3 trumps!?



*DUMMY*

?

*WEST*

♠ 1097
♥ 3
♦ 98765
♣ KQ65

**PLAN**
Possible leads are:

| | |
|---|---|
| ♠10 | (Top of a near sequence) |
| ♥3 | (Singleton trump is not good!) |
| ♦? | (Not ♦9) |
| ♣K | (To establish a certain trick) |




"Oh dear,
did my partner have a doubleton club
- - - or a singleton ♦A"?

## Declarer counts losers and forms a plan.



Declarer can count three losers.
Two clubs and one diamond.
This should be easy!?!

*DUMMY*

♠ KQ4
♥ AQ72
♦ KJ3
♣ 1043

♣K
LEAD

♠ AJ
♥ KJ1095
♦ Q1042
♣ J7

*DECLARER*

**PLAN**
I can afford to ruff the third club **HIGH**.
I have the top trumps so I can draw trumps after the club ruff, & concede ♦A
I will throw ♣J at trick 1 to make it harder.
If west switches, I may even get the ♣7 thrown away on my surplus heart winner!




## East READS the lead and forms a plan.

East can see THREE defensive tricks.
♣K, ♣A and ♦A.
Can we find a fourth trick?

Partner led the ♣K - so MUST have ♣Q!!!




*DUMMY*

♠ KQ4
♥ AQ72
♦ KJ3
♣ 1043

*EAST*

♠ 86532
♥ 864
♦ A
♣ A982

At trick 1
east was hesitant, unsure of the defence.
**Then - - he had a flash of genius!!**

**PLAN**
Could I get a diamond ruff?
What if I overtake ♣K with my ace.
Cash ♦A and play back to partner's ♣Q.
WOW!
**Surely he will SEE the reason for my play.**



**NOW he is James Bond**, steely eyed and certain how to set this contract!
**Heaven help west if he doesn't follow east's cunning plan.**

Whatever west does, east has now a huge personal problem.
Can he control his anger and frustration if west gets it wrong?
If west gets it right, can he avoid acting like an arrogant, smug, self opinionated prima donna? Ah, bridge - Just a sociable game of cards eh?

# SOMEWHERE AT THE BACK OF MY MIND, I REMEMBER - -!

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

**STANDARD BIDDING**

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

***Unable to bid 2♥ (which would show FIVE hearts) the correct bid with this 3-4-3-3 shape is 2♣**




## West chooses a lead.

West has to find a lead, expecting dummy have clubs and three trumps.

*DUMMY*

*WEST*
♠ 73
♥ 108654
♦ 9862
♣ AK



Possible leads are:

| | |
|---|---|
| ♠7 | (Trump lead is safe.) |
| ♥? | (No clear reason to lead hearts) |
| ♦? | (or diamonds) |
| ♣A | (Always a good lead - BUT - - ). |

Whenever you have an ace/king, lead the ace.Leading an ace, promises the king! BUT - -west remembered that with ONLY ace/king you should lead them "the wrong way round" king - ace.

## Declarer counts losers and forms a plan.

After the ♣K lead the only danger seems to be a ruff, but east did not overtake ♣K, so we should be OK.

*DUMMY*
♠ KQ4
♥ AQ72
♦ KJ3
♣ J43

♣K lead

♠ AJ10865
♥ KJ
♦ Q4
♣ Q87
*DECLARER*

**PLAN** -
Declarer can count three losers. (Two clubs and a diamond).
Draw trumps & hopefully throw a club on a winning heart.
When west continues with ♣A, I am now very worried and can only hope that east doesn't know what to do next.

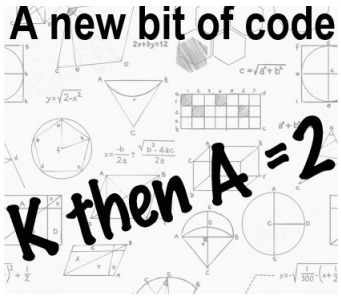
## East READS the lead but puzzles about the continuation.

*DUMMY*
♠ KQ4
♥ AQ72
♦ KJ3
♣ J43

♠ 92
♥ 93
♦ A1075
♣ 109652

PLAN -
At trick 1. I tell partner that I started with an ODD number of clubs.
BUT when west continues with ♣A, I remember that he must only have the ace and the king. **He wants a ruff !!!**

On the ♣A I will tell partner that the entry to my hand is in the lower ranked of the two other suits, diamonds I do this by playing the ***lowest*** club I have. **Will he notice?**




After the king lead, east will think that you have the queen and will give a normal count signal. BUT when you follow with the ace partner should recognise that you started with ONLY ace/king.



I WASN'T EXPECTING THAT!!!

DID THEY KNOW
WHAT THEY WERE DOING?




Brilliant Darling!!
Should we enter the Gold Cup?

# UNFORTUNATELY!

**Bridge is likely to provide you with more Mr. Bean moments than James bond moments.**

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

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

***Lead*** ♥3

## YOUR FIRST MR BEAN MOMENT!

There are only 4 top tricks. FIVE extra tricks have to be found



"No problem!
I will establish my club suit by playing the honour from the short hand first!"

"♥3 is Probably from the queen so I will try to win with ♥J

Oh dear! East has ♥Q.
No problem I will win with ♥K".
Now low to ♣K - but -- the ♣A doesn't appear!!!
This east west pair must be rubbish!"
Oh*! - - - ? *^!

**AND THEN THE REALISATION OF YOUR MBM.**

***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 can no longer make your contract!

| | | |
|---|---|---|
| | ♠ K73<br>♥ AJ98<br>♦ AJ64<br>♣ A5 | |
| ♠ A10854<br>♥ 7653<br>♦ 1095<br>♣ 4 | | ♠ Q92<br>♥ KQ<br>♦ Q82<br>♣ J9873 |
| | ♠ J6<br>♥ 1042<br>♦ K73<br>♣ KQ1062 | |

***Lead*** ♠5

| N | E | S | W |
|---|---|---|---|
| 1H | P | 1NT* | P |
| 2NT | P | 3NT | |

With 9 HCPs & 3 cards in partner's suit, 2♣ would be preferable.
1NT may be passed.

Brunton 2011

## GOOD LEAD - BUT CAN YOU GET TO YOUR WINNERS?

LEAD - Against NTs, the standard 4th highest ♠5 works well.

| | W | N | E | S | |
|---|---|---|---|---|---|
| Trick 1 | ♠5 - | ♠3 - | ♠Q - | ♠6. | W |
| Trick 2 | East returns | | ♠9 - | ♠J | ♠A |

IF west wins ♠A and plays a 3rd spade, he will have two additional spade winners.

**EXCELLENT!** **BUT HOW WILL HE GET TO THEM?**

West has no entry to his hand!
When declarer finesses, partner, east, wins the ♥Q but he has **no more spades**!!!

West, Mr Bean, removed his partner's last spade when he won trick 2 to play back a 3rd spade.

## YOUR SECOND MR BEAN MOMENT!



**SIMPLE SOLUTION - DO NOT win ♠A at trick 2!**
**DUCK! Now when east wins ♥Q**
**he can lead his last spade to your ace.**
**NOTE - It would be suicidal for declarer to play ♠K at trick 1!**

**TIP - Ducking doesn't only apply to declarer!**

# A HANDFUL OF BEANS *(Useful reminders)*

| | | | |
|---|---|---|---|
| ♠ 74<br>♥ A654<br>♦ KJ3<br>♣ AQ62 | | | |
| ♠ -<br>♥ KQJ107<br>♦ 1075<br>♣ 98754 | | | ♠ KQJ1062<br>♥ 32<br>♦ Q982<br>♣ 10 |
| | ♠ A9853<br>♥ 98<br>♦ A64<br>♣ KJ3 | | |

| N | E | S | W |
|---|---|---|---|
| 1C | 1S | X | 2H |
| P | 2S | P | P |



**NORTH'S 1♣ opening is NOT recommended.**

**EAST'S overcall is good!** *Unless you play weak jump overcalls.*

**SOUTH'S X is quite wrong,** *unless N/S have a special agreement. In normal bridge, it is a NEGATIVE DOUBLE for TAKEOUT.* The meaning can vary slightly depending on partnership agreements. Commonly these options are:

1. 6+ pts. Responding values but no clear bid available.
2. 6+ pts. Holding 4 of the other major.
3. 6+ pts. Holding both of the other suits.
4. 9+ pts. We have the balance of points partner! This last option gives NO indication of shape

ALL of these options will suggest that south is short in the overcalled suit ***and that north should bid on.***
*IF you have a special partnership aggreement that this double is for penalties, it must be alerted, because doubling a suit overcall for penalties is NOT NORMAL!*

On the actual south holding, there were two options. (*assuming north's opening had been correct.*)
1. 2NT to show 11 ish pts. AND a good stop in the enemy suit.
2. PASS. IF you trust partner to either make a REOPENING DOUBLE or to at least bid something.

On the auction so far, **WEST** should not bid for two reasons.
1. South's takeout double WILL be taken out by north!
2. You are simply bidding/digging a bigger hole for yourselves. Never try to rescue partner!

Similarly **EAST** should not bid on after west HAS bid. (*Unless, rarely, E/W are looking for game*).



***Recommended auction***

| N | E | S | W |
|---|---|---|---|
| 1NT | 2S | X | P |
| P | P | | |

| | | |
|---|---|---|
| ♠ 74<br>♥ A654<br>♦ KJ3<br>♣ AQ62 | | |
| ♠ -<br>♥ KQJ107<br>♦ 1075<br>♣ 98754 | | ♠ KQJ1062<br>♥ 32<br>♦ Q982<br>♣ 10 |
| | ♠ A9853<br>♥ 98<br>♦ A64<br>♣ KJ3 | |

**NORTH'S** 1NT has no concern about the doubleton heart. North is 12-14 pts. and balanced.
**EAST'S** 2S shows five, but has SIX good spades. An overcall of 2♠ looks fairly standard.
**SOUTH** has three possible bids!
1. **PASS** (A little timid with 11 pts. and a stop, but without the overcall, south would have transferred and partner could be playing in spades on a mis-fit. Maybe best out of it?
2. **2NT** Showing 11/12 pts. and a good stop.
3. **X** If E/W are vulnerable and you think that 2♠ by east can't make - AND you trust partner to pass!

**NOTE** **When partner, has opened 1NT, s/he has said *everything* in one bid! Therefore this X is a PENALTY DOUBLE, *not* a Takeout double.**

(Remember that a double of 1♣/1♦/1♥/1♠ is for Takeout, but a double of 1NT is always for Penalties).

| | | |
|---|---|---|
| | ♠ 872<br>♥ Q63<br>♦ AKJ109<br>♣ A7 | |
| ♠ Q103<br>♥ 987<br>♦ 85<br>♣ QJ1092 | | ♠ J84<br>♥ KJ10<br>♦ Q763<br>♣ 863 |
| | ♠ AK65<br>♥ A542<br>♦ 42<br>♣ K54 | |

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

**FINESSE**
**♣Q LEAD**
**7 TOP TRICKS**

**You will need ♣A as your entry to the established diamonds.**

**At trick 1 win in hand with ♣K.**

**Finesse ♦J Although it loses it establishes four winning diamonds. The key to get you into dummy is ♣A**




**Can you get into dummy?**






**- to reach your diamond winners**

| | | |
|---|---|---|
| | A4<br>AK32<br>A943<br>KJ7 | |
| Q93<br>Q76<br>QJ1085<br>82 | 5 | K8652<br>J108<br>72<br>A43 |
| | J107<br>954<br>K6<br>Q10986 | |

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

**DQ LEAD**

**Win DA Lead KC to knock out CA to establish winners Defenders can defeat 3NT by holding up the CA if the DK entry had been taken at trick 1**

