1. Contents
2. Your Partner Expects 1.
3. Your Partner Expects 2.
4. Your Partner Expects 3.
5. Your Partner Expects 4.
6. Finding the Queen
7. Communications
8. Bridge Bargains
9. Read the Lead
10. 20 pts & Partner Opens!



YOUR PARTNER EXPECTS - - !!!

When partner's opening lead is a LOW CARD, s/he is telling you that it is a good suit headed by at least one honour card. **You are 3rd to play** against these NT contracts. Partner EXPECTS you, to try to **WIN THE TRICK**.

	♠ A5 ♥ KQ10 ♦ 763 ♣ KQ1095	
♠ 872 ♥ A542 ♦ A1094 ♣ J3		YOU ♠ 10943 ♥ 986 ♦ KJ5 ♣ 642
	♠ KQJ6 ♥ J73 ♦ Q82 ♣ A87	

S	N
1NT	3NT



♦4 LEAD is partner's 4th HIGHEST from a good suit.

Before you play - LOOK at the DUMMY HAND

Notice that dummy has no high cards in partner's suit.
There is NOTHING to guard.
Partner EXPECTS you to play your *HIGHEST CARD trying to win.

When ♦K holds the trick, you have two cards left (♦J, and ♦5)
Partner **EXPECTS** you to return the suit.
(*Unless the dummy hand indicates otherwise.*)
With ♦J, and ♦5, return the ♦J (*following the hi-lo principle.*)

Declarer tries ♦Q, but partner wins ♦A & cashes ♦10 & ♦9
Partner should now cash ♥A to set the contract!

***Remember** if you were lucky enough to hold touching high cards, e.g. KQ, play the lower one.

	♠ Q43 ♥ AQJ ♦ Q854 ♣ K103	
♠ J986 ♥ 1087 ♦ A2 ♣ 8754		YOU ♠A1075 ♥9543 ♦96 ♣A62
	♠K2 ♥K62 ♦KJ1073 ♣QJ9	

S	N
1NT	3NT

♠6 LEAD is 4th HIGHEST from a good suit. *(hmm.)*

Before you play

- LOOK at the DUMMY HAND and THINK ! ! ! ! !

Dummy has ♠Q but you have ♠A. Declarer has only 2 spades
Your immediate thought will be to win ♠A and return the suit.

If you think no further, declarer will make 3NT with
four diamonds, three hearts and **TWO** spades.

	Q43	
K986		A1075
	J2	

	Q43	
KJ86		A1075
	92	

	Q43	
KJ86		A975
	102	



There IS an honour to guard in dummy, so you should PLAY YOUR 2ND HIGHEST CARD IF IT IS A 9 OR HIGHER.

Try to win with ♠10, **KEEPING ♠A TO GUARD DUMMY'S ♠Q.**

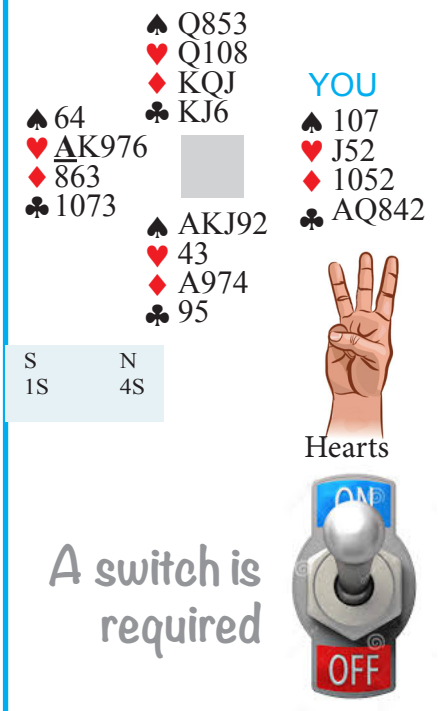
Declarer wins ♠K but needs to establish diamond winners.
Partner wins ♦A and plays ♠J to set the contract.

Look at three alternative layouts on the left, to see how you can **NEVER gain by playing the ace.**
Playing your 2nd best if it is a 9 or higher can't lose but **can gain.**

Even here, declarer will always make one trick whatever you play.

YOUR PARTNER EXPECTS - - !!!

When partner's opening lead is an ACE, it promises the KING as well. After looking at Dummy and THE CARD THAT **YOU** PLAY partner will continue the suit or switch. Partner is hoping to give you a ruff. If you can, play your two cards HI-LO. e.g. **9**-3
If not, play your cards '**up the line**' from three. e.g. **2**-5-7



Partner's ♥A LEAD - promises ♥K.

Before you play LOOK at the DUMMY HAND

Notice that dummy has **three** cards in partner's suit.
Can you Ruff a 3rd round of this suit? No, then show partner that you have three cards by giving a count signal

When partner sees your ♥2, (*lowest from three*) s/he knows that you cannot ruff.
A continuation would establish ♥Q for declarer so partner will look for a switch. A club switch looks to be the most promising!
You will take ♣A & ♣Q and a heart back to partner's ♥K to set the contract.

Declarer has lost the first 4 tricks before he gets in
IF partner misses your count signal, declarer will throw ♣5 on the third round of hearts - and make the contract!!!



Partner's ♥A LEAD - promises ♥K.

Before you play LOOK at the DUMMY HAND

Notice that dummy has **three** cards in partner's suit.
Can you Ruff a 3rd round of this suit? YES, then show partner that you have only two cards by giving a count signal.

When partner sees your ♥J, (*highest from two*) s/he knows that it must be a singleton or highest from a doubleton.
Partner continues ♥K and you complete the peter (*hi-lo*) with ♥5.
Now a third heart can be ruffed by you! Cash ♣A to set the contract!

Declarer has lost the first 4 tricks before he gets in

IF partner misses your count signal, and switches, declarer will make the contract!!!

YOUR PARTNER EXPECTS - - !!!

When partner leads an honour card they PROMISE the card immediately below it. ♦K lead guarantees ♦Q. ♠10 lead guarantees ♠9. etc. Against NT contracts there will always be a sequence of **three** cards. e.g. **Q**J10 or a near sequence of **Q**J94. (*These are NOT near sequences J987, QJ84 against NTs*) Against suit contracts only **two** touching honours are needed e.g. **K**Q75.

S	N
1NT	3NT

♠ A54
♥ AJ7
♦ K72
♣ QJ109

♠ 10 9862
♥ 652
♦ 1086
♣ AK

YOU
♠ KJ
♥ 9843
♦ J943
♣ 743

♠ Q73
♥ KQ10
♦ AQ5
♣ 8652

Partner's ♠10 LEAD - promises ♠9 and either ♠8 or ♠7.
Partner may have as well, ♠A, ♠K or ♠Q but not the ♠J.
Partner will normally have at least four cards in the suit.

Before you play LOOK at the DUMMY HAND

Notice that dummy has **three** cards in partner's suit including ♠A.

Can your ♠K guard ♠A? Obviously not! So pretend that the ace isn't there and follow the principle we have been exploring. WITH NOTHING TO GUARD - PLAY YOUR HIGHEST CARD!!

When this holds, return your ♠J. You have no reason to switch!

THE RACE IS ON

Who can establish their suit first? Declarer's clubs or defender's spades.



Declarer now has 2 top spades, 3 top hearts, and 3 top diamonds.
Declarer must establish a club trick to make his contract.
So after winning ♠Q he plays a club to the ♣Q.
Partner wins ♣K & leads a 3rd spade, which declarer wins with ♠A.
Now declarer has no spade stop when he plays his ♣J.
Partner wins ♣A and can now cash two more spade tricks.

Where's the QUEEN?

S	N
1NT	2C
2NT	3NT

♠ AK43
♥ 76
♦ AQJ8
♣ Q107

♠ J9
♥ AJ1082
♦ 73
♣ J953

YOU
♠ 10852
♥ K54
♦ 1096
♣ 842



Partner's ♥J LEAD - promises ♥10 and either ♥9 or ♥8.
Partner may also have, ♥A, or ♥K but not the ♥Q.
Partner will normally have at least a 4 card suit.

Before you play LOOK at the DUMMY HAND

Notice that dummy only has **two** small cards in partner's suit.

There is nothing to guard. WITH NOTHING TO GUARD - PLAY YOUR HIGHEST CARD! You know that declarer has ♥Q

When this holds, return your ♥5. (Hi-lo from two cards.)

Without effort, your side have taken the first five tricks to set the contract.
IF declarer held the ♥A and ♥Q your ♥K is ALWAYS trapped.

SLOW YOUR GAME DOWN - NOTICE WHAT'S BEING PLAYED

YOUR PARTNER EXPECTS you to make simple contracts

	♠ 5432 ♥ K7 ♦ QJ ♣ A6543	
♠ KQJ108 ♥ 654 ♦ 105 ♣ KJ2		♠ 96 ♥ J1098 ♦ 98764 ♣ Q10
	♠ A7 ♥ AQ32 ♦ AK32 ♣ 987 YOU	

S	N
1H	2C
2NT	3NT

LEAD ♠K

As long as you notice that the hearts and diamonds need to be played carefully, there are ALWAYS 9 top tricks.

Win ♠A and play to ♥K.
UNBLOCK ♦Q and ♦J
before leading back to ♥A.



DON'T FALL ASLEEP IN LAY DOWN CONTRACTS!

OF COURSE YOU CAN MAKE THE CONTRACT!

	♠ KJ6 ♥ AK1093 ♦ AK ♣ AKQ	
♠ 987 ♥ 54 ♦ 108742 ♣ 764		♠ 5432 ♥ J876 ♦ 653 ♣ 53
	♠ AQ10 ♥ Q2 ♦ QJ9 ♣ J10982 YOU	

S	N
1NT	7NT

LEAD ♠8



Although the hearts don't break, you have **14 top tricks.**

Win ♠J
Cash ♦A and ♦K
Cash ♣A, ♣K and ♣Q.
Lead ♥3 to ♥Q

SCAREY, BUT OPPONENTS CANNOT HARM ME

	♠ 732 ♥ AKQJ ♦ J3 ♣ 10985	
♠ 65 ♥ 1065 ♦ K976 ♣ KQJ4		♠ J1098 ♥ 932 ♦ A1085 ♣ 76
	♠ AKQ4 ♥ 874 ♦ Q42 ♣ A32 YOU	

S	N
1S	2C
2NT	3NT

LEAD ♣K

Don't simply cash your spades or hearts!
Realise that you only need to establish 1 trick!

Win ♣K and return ♣2 to ♣10. It loses.
IF west switches to diamonds,
♦6 - ♦3 - ♦A - ♦2
♦5 - ♦4 - ♦K - ♦J
♦Q has become your 9th trick!
Anything else win and play a 3rd club!
This will ESTABLISH ♣10 as a winner!
NOTE that you will need the heart entries to get to your ESTABLISHED ♣10



HOW CAN I GET INTO DUMMY?

	♠ 832 ♥ 5 ♦ J65432 ♣ J107	
♠ QJ1095 ♥ AQJ96 ♦ 7 ♣ 64		♠ 64 ♥ 8743 ♦ 1098 ♣ Q985
	♠ AK7 ♥ K102 ♦ AKQ ♣ AK32 YOU	

W	E
2C	2D
3NT	P

LEAD ♠Q

for three extra diamond tricks!

Win ♠A
Unblock ♦A, ♦K and ♦Q.

Lead to ♣J losing to ♣Q

Win the spade return.
and lead your 2nd small club.

BRIDGE IS AN EASY GAME!



FINDING QUEENS BY REMEMBERING THE AUCTION

	♠ 842 ♥ QJ10 ♦ KJ72 ♣ A32		
♠ 765 ♥ 8652 ♦ 85 ♣ 10876		♠ QJ1092 ♥ A93 ♦ Q64 ♣ QJ	
	♠ AK ♥ K74 ♦ A1093 ♣ K954 YOU		

E	S	W	N
1S	1NT	P	3NT

LEAD ♠6



YOU have 2 spades, 2 diamonds & 2 clubs.

After winning ♠A, lead a heart,
to immediately **establish** two heart winners!
East wins ♥A and plays another spade.
Now with no more spade stops, you cannot let the opponents in again and you still have to find ♦Q

Which way will you finesse?

Who could afford to OPEN the bidding?



♦ KJ72

♦ ? ♦ ?

♦ A1093

Which way will you finesse?
Is it simply a guess?

REMEMBER THIS CLUE
N/S have 28 HCPs and
east opened !!
West cannot have ♦Q

Who couldn't afford to open the bidding?



	♠ A93 ♥ 764 ♦ K742 ♣ AJ5	
♠ 1084 ♥ AKQJ ♦ 95 ♣ 7432		♠ 7652 ♥ 53 ♦ J1086 ♣ Q98
	♠ KQJ ♥ 10982 ♦ AQ3 ♣ K106 YOU	

W	N	E	S (You)
PASS	Pass	Pass	1H
Pass	2D	Pass	2NT
Pass	3NT		

YOU have 3 spades, 3 diamonds & 2 clubs.
Only one extra trick needed.

Unfortunately west leads ♥A.
Then continues with ♥K, ♥Q and ♥J.

You have lost the first four tricks!!

West now leads a spade.
You must find ♣Q for your ninth trick!

♣ AJ5

♣ ? ♣ ?

♣ K106

You must find ♣Q for your ninth trick!

Is it simply a guess? or are there CLUES?

CLUE West has shown up with 10 HCPs.

As long as YOU remember, that in the auction west ***originally passed***, you will realise that he ***cannot have*** ♣Q because that would give him 12 HCPs and he would have opened the bidding.

COMMUNICATIONS - DECLARER & DUMMY

Dummy		You
♠ 752		♠
♥ 63		♥
♦ 965		♦
♣ AK7653		♣ 82

As declarer you have been advised that sometimes you should duck early tricks when communications are a problem. On the above hand, opponents have 5 clubs including queen, jack and 10. You WILL lose one trick but if you play ace and king first you will not be able to get to the established winners.

If you play ♣2 to ♣3 - FIRST - it will obviously lose, but when you regain the lead you still have ♣8 to play towards your ace and king.

If the enemy clubs break 3/2, your ace and king will remove the remaining clubs and you will make FIVE club tricks.

Well, ducking tricks that you *could* win works equally well for defenders.



IF YOU CUT THEIR COMMUNICATIONS

South opened 2NT and north raised to 3NT
Partner, west, leads ♥2. Declarer wins with the ♥J.

Declarer, south, leads ♣6 to the ♣K and partner plays ♣2
Do you win this trick and why?
IF you duck, declarer continues with the ♣Q from dummy.

Do you win this trick and why?

Dummy
♠ 752
♥ 63
♦ 965
♣ KQJ108

♠ 962
♥ 875
♦ K872
♣ A73

South opened 2NT and north raised to 3NT
Partner leads ♥2. Declarer wins with the ♥J.

Declarer, south, leads ♣6 to ♣K and partner plays ♣9
Do you win this trick and why?
IF you duck, declarer continues with the ♣Q from dummy.

Do you win this trick and why?

Dummy
♠ 752
♥ 63
♦ 965
♣ KQJ108

♠ 962
♥ 875
♦ K872
♣ A73

On both hands, declarer is trying to get into the dummy hand to enjoy FOUR winning clubs.
As you can see, declarer has no outside entry to the dummy hand in spades, hearts or diamonds.
Therefore, if you duck his early attempts to get you to play your ace too early, you will cut him off from dummy.
Of course it would be helpful to know exactly how many clubs declarer has?

In each of these hands ***partner*** CAN tell you how many clubs declarer holds.

In hand 1, partner's ♣2 shows three cards in the suit. Therefore ***declarer*** started with only TWO clubs.
In hand 2, partner's ♣9 is the start of a Hi Lo peter showing only two. So ***declarer*** started with THREE clubs.
YOU REALLY SHOULD USE THESE COUNT SIGNALS *whenever you are not playing to win the trick.*

THE FINESSE

We all like a bargain!







So learn how to win tricks cheaply

Don't always pay full price for your tricks

♦Q LEAD

	♠ Q32 ♥ AQ6 ♦ 762 ♣ AK84
3NT	
♠ A85 ♥ 1073 ♦ AK54 ♣ QJ2	
YOU	



As declarer you *might* be able to win a trick by playing the ♥Q instead of the ace. Lead towards ♥AQ and if west plays low, offer only ♥Q You win when ♥K is in the west hand.

IF you simply pay full price *by playing* ♥A, you will NEVER make this contract.

NO FINESSE NEEDED HERE

If you can afford the contract, (*when you have all the tricks you need 'off the top'*), don't risk losing the contract by being greedy.

♠ AQ ♥ 765 ♦ Q73 ♣ K10542	On this hand you can count 9 tricks.
3NT	1 spade, 3 diamonds and 5 clubs. AND - - - there is a serious risk of opponents switching to a heart IF you take a losing spade finesse.
♠ 432 ♥ J98 ♦ AK2 ♣ AQ83	
YOU	

A DOUBLE FINESSE NEEDED HERE

On this hand you are missing TWO top diamonds and you have only 8 top tricks. so you DO need to find a bargain!!

♠ 76 ♥ K76 ♦ AJ109 ♣ KQ52	Whenever bridge players are missing two top honours in a suit they need, they will mentally place one honour in east and one in west. (This is called laying for SPLIT HONOURS). Use clubs to get into the west hand and play low to ♦J. **This is expected to lose!** Return to west and lead towards ♦10. **It will work 7 times out of 10.**
3NT	
♠ A43 ♥ A98 ♦ 432 ♣ AJ103	

A REAL BARGAIN !!!

Read the Lead



	♠ A104 ♥ QJ952 ♦ Q74 ♣ 109	
♠ QJ932 ♥ 876 ♦ J3 ♣ K43		♠ 75 ♥ 1043 ♦ A1098 ♣ A765
	♠ K86 ♥ AK ♦ K652 ♣ QJ82 YOU	

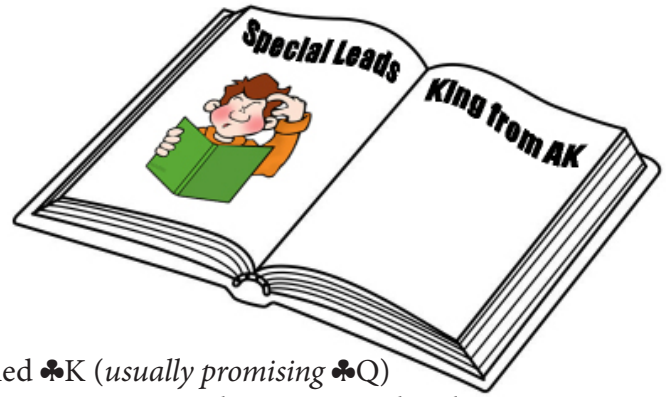
S	W	N	E
1C	P	1H	P
1NT	P	3H	P
3NT			

LEAD ♠Q

If any half decent opponent leads an honour card in an unbid suit, they are guaranteeing that they hold the card immediately underneath the card led. Although this is obviously intended to help his partner, declarer should notice - and trust - this signal too.

On this hand , knowing that ♠J is in west's hand, declarer should win with ♠A, unblock ace and king of hearts and then finesse ♠10.
(With TWO stops in spades declarer might try for 10 tricks by leading to ♣10. A diamond swith by opponents would usually give you 10 as well.)

Remember this one?



	♠ KJ65 ♥ KJ5 ♦ 76 ♣ QJ64	
♠ 9 ♥ Q6432 ♦ 108543 ♣ AK		♠ 742 ♥ 98 ♦ AQJ9 ♣ 10972
	♠ AQ1083 ♥ A107 ♦ K2 ♣ 853	

S	W	N	E
1S	P	4S	P

LEAD ♣K
FOLLOWED BY ♣A

On this hand, west led ♣K (*usually promising* ♣Q)
but ♣Q is in dummy!!? West then continued with ♣A.
This unusual way to play an ace-king combination shows **AK doubleton.**

On ♣K lead,
east played ♣9 (start of count signal) - Then, on ♣A east played ♣2.
This could have been from 9-2 doubleton, but if east held FOUR clubs it would be a signal to switch to the lower of the other two suits (*hearts & diamonds*).

So, at trick 3, west then led ♦8. BINGO! east wins ♦A.
East can now return club for west to ruff with his ♠9.
This 4th defensive trick sets the contract!

RESPONDING WITH A 20 COUNT

How do you OPEN a 4-4-4-1 ?

We suggest that you NEVER open a major suit with a 4-4-4-1 hand. Why?

Because with this shape of hand your rebid is always going to be misleading.

When you rebid another suit, partner will think that you have 5 of your first suit and may shoot you to 4♥/♠ with three card support.

Always open 1♦ unless the singleton is diamonds (when you should open 1♣)

	♠ 95 ♥ J74 ♦ KJ1065 ♣ 982	
♠ KJ42 ♥ AK96 ♦ 9 ♣ Q1053		♠ AQ106 ♥ Q8 ♦ A87 ♣ AKJ7
	♠ 873 ♥ 10532 ♦ Q432 ♣ 64	

Bidding 4-4-4-1 hands has ALWAYS been a hot topic of disagreement and when the EBU magazine arrived today, I read an article which disagreed with the above guidance. It suggested that the best opening on west's hand is 1♥

I've got to show my points !?*!?

YES! 1♠ shows 6-20 pts. which is why, any change of suit is 100% FORCING . Partner cannot pass!!



Should I JUMP SHIFT?

NO!!! A jump shift does show 17+ pts. but it also shows a **solid 6 card suit**. On this hand **you do not yet know where the final contract will be.** SO do not take up your own bidding space and do not lie about the shape of your hand. 2♠ shows no faith in your partner

FIVE AUCTIONS FROM MONDAY'S DUPLICATE

W		E
1H	-	2NT
3NT		

Not our choice of opening. 2NT shows 11/12 pts and no four card major. The bid is NOT forcing and **could be passed**.

W		E
1H	-	4NT
5D	-	6H

A leap in the dark with no fit. Playing in a slam on a 4-2 fit!*?!

W		E
1C	-	3NT

Another leap - against all basic bidding wisdom.

W		E
1H	-	1S
2C	-	6C

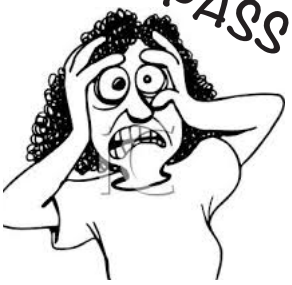
The 2C rebid was based on the thought that a 2S bid would be a reverse.

A BETTER AUCTION

W		E
1C	-	1S
2S	-	4NT
5D	-	5NT
6H	-	6S

A couple of pairs bid close to this suggested sequence

I'm terrified that partner will PASS



Then change your partner!!!
Or sit down with them, away from the table and DISCUSS your system!
It IS a partnership game!



I suspect that this final sequence is more complex than many of you would be interested in, but when opener agrees spades on his rebid, all other bids are cue bids showing 1st round controls then 2nd round controls in the suit bid.

W		E
1C	-	1S
2S	-	3C
3H	-	3S
4D	-	5C
5H	-	7S