



THE PLAY OF THE HAND

Chapter 1 • Getting the Idea

Deal 1

♠ 9 ♥ AKQJ10 ♦ Q953 ♣ 765	♠ 76543 ♥ 32 ♦ 76 ♣ AQ109	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 82 ♥ 9876 ♦ AKJ10 ♣ 432
	N											
W		E										
	S											
	♠ AKQJ10 ♥ 54 ♦ 842 ♣ KJ8											

Okay, it is finally time to play the deal you laid out earlier. The contract is 3♠ by South (i.e. South is declarer). If you are playing with four people, everyone should pick up their hands. On this deal, we are going to suggest that West, the opening leader, leads the ♥A, since it is likely to win the trick. Also, West has all of the high hearts. As you'll see, leading from a sequence of top cards is usually a good idea. North should now put down the dummy.

Before you read on, play out the deal with each side trying to take as many tricks as possible.

South: did you take nine tricks and make your contract? Nine tricks are always available to South in spades, so the defenders shouldn't feel too bad if they could not prevent declarer from making his contract.

Quite likely West will play another heart after his ace wins the first trick, so he will win the second trick too. Seeing that there are no more hearts in dummy, West will probably switch to either a club or a diamond at Trick 3. If West switches to a diamond, East can take two diamond tricks. After this, whatever East leads, declarer can win the trick with either a high card or a trump. Let's say that East leads back a third diamond. Since dummy has no more diamonds, declarer can trump this third round of diamonds in dummy. Now declarer should draw trumps. To do this, he leads a spade from dummy and plays the ace of spades. Since everyone follows to this trick, four trumps are now accounted for; declarer also trumped the third diamond in dummy, so that is five trumps gone. Declarer can see seven more spades between his hand and dummy, for a total of twelve. That means there is still a lurker in one of the defenders' hands. Declarer should play one more high trump. After that, declarer can safely take his club and spade tricks.

Deal 2

♠ K2 ♥ A ♦ QJ765 ♣ AKJ103	♠ 1054 ♥ KQJ75 ♦ 43 ♣ 974	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ AQ6 ♥ 1098 ♦ K1098 ♣ Q82
	N											
W		E										
	S											
	♠ J9873 ♥ 6432 ♦ A2 ♣ 65											

On this deal, you are going to have an opportunity to make a slam! Remember, a slam is when you bid to the six- or seven-level. West is declarer in 6♦ (South doesn't play *all* of the hands!). The opening lead is the ♥K, by North, after which East puts down his hand as dummy. See if you (West) can make the contract.

Play out the deal first and then read on.

First, West wins the ♥A in hand perforce. (It's his only heart!) Declarer has lots of tricks, but he does have to draw trumps. Unfortunately, he doesn't have the ace of trumps, but there is no need to despair — he should lead a trump anyway, playing a high diamond from one of the two hands (any of the king, queen, jack, ten or nine will do, since they are all equals). This will force South to use his ace to win the trick. South will likely return a heart, which

West will ruff. In any case, declarer will be able to win the trick. West will then lead another trump, pulling all of the remaining trumps from the North-South hands. At this point, declarer can cash his club and spade winners and then his good trumps. Making six!

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THE PLAY OF THE HAND

Chapter 2 • Opening the Bidding

Deal 1 — Dealer South

<p>♠ 7</p> <p>♥ KQJ8</p> <p>♦ Q765</p> <p>♣ 10875</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ J1065</p> <p>♥ 5432</p> <p>♦ 43</p> <p>♣ AKQ</p> <p>♠ 98</p> <p>♥ 109</p> <p>♦ KJ1098</p> <p>♣ J943</p> <p>♠ AKQ432</p> <p>♥ A76</p> <p>♦ A2</p> <p>♣ 62</p>
	N										
W		E									
	S										

Look at the South hand and decide whether you would open the bidding. If so, what would you open?

South has enough to open the bidding. He would open with 1♠, his longest suit. Let's make South declarer in 4♠. Play out the deal first and then read on.

What opening lead should West choose? The ♥K. It is the top of an honor sequence. South should win the opening lead in his hand with the ♥A. Next, South should draw trumps. It will take two rounds of spades to eliminate the defenders' trumps. Now it is time to take the top club winners. When declarer cashes the third club, he can throw away a heart or a diamond from his hand. If he does so, he can make eleven tricks.

Deal 2 — Dealer West

<p>♠ A76</p> <p>♥ KJ1075</p> <p>♦ J6</p> <p>♣ A93</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ QJ93</p> <p>♥ 643</p> <p>♦ 543</p> <p>♣ Q82</p> <p>♠ K84</p> <p>♥ Q982</p> <p>♦ KQ10</p> <p>♣ K54</p> <p>♠ 1052</p> <p>♥ A</p> <p>♦ A9872</p> <p>♣ J1076</p>
	N										
W		E									
	S										

This time look at the West hand and decide if West should open the bidding. If so, what should he open? He would open 1♥. West becomes declarer in 4♥. Play out the deal and then read on.

North will probably lead the ♠Q, the top of a broken sequence. This is a very good lead, but West should still make his ten tricks. He should win the opening lead with either the ♠K in dummy or the ♠A in his hand — this time it doesn't matter which. West should now draw trumps. Since he is missing the ♥A, he will have to force it out before doing anything else. (This establishes the rest of the trump suit.) West should play a heart at Trick 2. South will have to win the heart and should lead back a spade. Now West draws trumps and establishes his diamond winners by leading out top diamonds. At this point, if North and South have led spades twice,

when South gets in on the ♦A, he will be able to play a spade winner for his side. In effect, the defense will have established a spade winner by forcing out the ace and king. West will make only ten tricks.





THE PLAY OF THE HAND

Chapter 2 • Continued...

Deal 3 — Dealer North

	♠ AK9862		
	♥ A74		
	♦ 5		
	♣ K103		
♠ 5		♠ 43	
♥ J106		♥ Q982	
♦ AJ982		♦ 10764	
♣ J842		♣ 976	
	♠ QJ107		
	♥ K53		
	♦ KQ3		
	♣ AQ5		

This time, start with the North hand and decide whether you would open the bidding. If so, what you would open? The North hand would open 1♠. North is declarer in 6♠ — yes, a small slam! Play out the hand first and then read on.

East is on lead and, with no really attractive choice, he could choose any suit at all. If East leads a heart, he should lead the ♥2 (bottom of something). If he leads a club or a diamond, he should lead a high one (top of nothing). North should draw trumps and then lead a diamond towards dummy's K-Q. West will win, but later North will be able to throw the heart loser in his hand on dummy's established diamond. North will make twelve tricks.

Deal 4 — Dealer East

	♠ 9862		
	♥ QJ43		
	♦ A64		
	♣ 73		
♠ KQ7		♠ A43	
♥ 1076		♥ 98	
♦ QJ109		♦ 532	
♣ AJ2		♣ KQ1054	
	♠ J105		
	♥ AK52		
	♦ K87		
	♣ 986		

This time start with the East hand. Looking at each hand in turn, decide whether you would open the bidding and if so what you would open.

East and South should both pass, but West has enough to open. He would open 1♦, his longer minor. East becomes declarer in 3♣. Play out the deal first and then read on.

South would probably lead the ace of hearts, one of our favourite leads, ace from ace-king. North-South may attempt to cash three rounds of hearts. East will trump the third round of hearts in his hand and then draw trumps. After that, East will force out the ♦A and ♦K to establish two diamond winners. In order to “force out” the ace and king of diamonds, East must lead diamonds twice. After the opponents have won the ace and king of

diamonds, two of the diamonds in the West hand (dummy) will now be high. East will make nine tricks on this deal.

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THE PLAY OF THE HAND

Chapter 3 • More About Bidding

Deal 1 — Dealer South

♠ 76 ♥ QJ96 ♦ 9543 ♣ K74	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q1032 ♥ K87 ♦ Q107 ♣ 532	♠ 98 ♥ 1032 ♦ A862 ♣ A986
	N											
W		E										
	S											
		♠ AKJ54 ♥ A54 ♦ KJ ♣ QJ10										

West	North	East	South
			1♠
pass	2♠	pass	4♠
all pass			

Did you think about opening 1NT on the South hand? With 19 HCP, you are just a little too strong for that bid. With five spades, South opens 1♠. With 7 points and excellent trump support, North can raise spades. Now South knows his partner has at least three-card support and 6-9 points. With a hand worth 20 points, South can bid game, knowing his partner has at least 6 points. West will likely lead the ♥Q, the top of a broken sequence.

South has four losers. He has no spade losers. He has one heart loser after borrowing dummy's king. He has one diamond loser. He also has two club losers, the ace and king. That comes to four, which is one too many — but declarer has a plan. After he forces out the diamond ace with his king, dummy's queen will be good (and dummy's ten as well). He can then discard one of his hearts on dummy's third diamond.

So South draws trumps and then plays a high diamond from his hand. East can win the diamond and play another heart. South wins this trick and plays diamonds, discarding the ♥5 from his hand on the third diamond. After that, South forces out the ♣A and ♣K to set up his tenth trick in clubs.

Deal 2 — Dealer West

♠ AK74 ♥ Q76 ♦ 105 ♣ A763	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q105 ♥ A1093 ♦ KJ82 ♣ 98	♠ J9832 ♥ K8 ♦ A96 ♣ 1052
	N											
W		E										
	S											
		♠ 6 ♥ J542 ♦ Q743 ♣ KQJ4										

West	North	East	South
			pass
1♣	pass	1♠	pass
2♠	all pass		

Although West has a balanced hand, with 13 HCP he is too weak to open 1NT. He opens 1♣, since he cannot open 1♠ with only four spades. His partner, East, is in the 6-9 point range and plans to make one bid; he bids 1♠, since that is his longest suit. This bid is unlimited and forcing (since West does not know how many points East has). Even though West has a minimum opener, he must bid again over responder's new suit bid. He raises to 2♠, which becomes the final contract. South leads the ♣K, the top of a

sequence.

With four spades missing, an even number, we will assume that the suit does not split evenly. Declarer (East) counts one spade loser after borrowing the ♠A and the ♠K from dummy. There is one heart loser, the ♥A. Declarer also has two diamond losers and two club losers. That makes six losers, one too many. However, declarer can trump his third diamond in the West hand to make the contract.

Declarer draws two rounds of trumps, playing the ♠A and then the ♠K, and he does indeed have an unavoidable spade loser. He then plays the ♦A and then allows the opponents to win a diamond trick. When he regains the lead, he trumps a diamond in dummy.

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THE PLAY OF THE HAND

Chapter 3 • Continued...

Deal 3 — Dealer North

♠ 10 9 5 ♥ J 8 4 ♦ A 8 7 6 ♣ A J 9	<table style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ AKQJ2 ♥ A762 ♦ KJ3 ♣ 7
	N										
W		E									
	S										
	♠ 7 6 4 ♥ K 5 ♦ Q 9 5 ♣ 8 6 4 3 2	♠ 8 3 ♥ Q 10 9 3 ♦ 10 4 2 ♣ K Q 10 5									

West	North	East	South
pass	1♠	pass	2♠
	4♠	all pass	

North has a great hand worth 19 or 20 total points. He opens 1♠. South has 6 points, so with three-card support for spades, he raises to 2♠. North can see that his side almost certainly has at least the 26 points needed for game, so he bids 4♠. East will lead the ♣K, top of a broken sequence.

North has four losers: two hearts, a diamond and a club. One too many. Remember, we assume that with an odd number of cards missing in a suit, they will split evenly, so we expect spades to split 3-2 this time. North needs to trump one of his hearts in dummy.

This time he must play hearts before playing off three rounds of trumps to make sure dummy still has a trump to look after that heart loser. For example, North could win the ♥K, play only two rounds of trumps and then play a heart to the ace, followed by trumping a heart with dummy's last spade.

Deal 4 — Dealer East

♠ K 6 5 2 ♥ 10 6 4 3 2 ♦ K 8 7 ♣ 8	<table style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ Q 8 ♥ A 8 ♦ Q J 10 9 ♣ 7 6 5 4 3
	N										
W		E									
	S										
	♠ J 10 9 ♥ 9 7 ♦ 6 5 3 ♣ A J 10 9 2	♠ A 7 4 3 ♥ K Q J 5 ♦ A 4 2 ♣ K Q									

West	North	East	South
1♥	pass	1♦	pass
		4♥	all pass

East has a balanced hand and 19 points — too many to open 1NT. He starts with 1♦ instead. West responds with 1♥, his longest suit, and East raises to 4♥. North should lead the ♦Q, the top of his perfect sequence. Even though he has a great 'poker straight' in clubs, it isn't a useful lead, since none of the clubs are honor cards.

West has four losers, one in each suit. One too many. We can count one spade loser, because we assume that the missing five spades will split 3-2. By the time our fourth spade is played, the

opponents will have none left, and our small spade will actually be a winner. After the ♥A is gone, the hearts will be high, so there is one heart loser. The same is true in clubs. In diamonds, dummy can cover one loser with the ♦K, but there is still one diamond loser. Declarer can get rid of it, however, by establishing a club winner. This time he needs to do it before drawing any trumps. If he were to play a trump after winning the opening lead, North could win and continue diamonds. Declarer would win the second diamond, draw trumps and play a club, but South could win the ♣A and play a diamond winner. Therefore, declarer must play clubs right away to force out the ♣A and set up club winners before the ♦K is gone. The defenders will win the ♣A and lead back a diamond. Declarer must win the ♦A and now play dummy's high club, throwing away a small diamond from his hand. After this, he can draw trumps and eventually establish spades.

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THE PLAY OF THE HAND

Chapter 4 • Responding to Opening Bids With Stronger Hands

Deal 1 — Dealer South

♠ 1076 ♥ QJ9 ♦ 9543 ♣ K74	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q32 ♥ K876 ♦ QJ7 ♣ 532	♠ 98 ♥ 1032 ♦ A1062 ♣ A986
	N											
W		E										
	S											
		♠ AKJ54 ♥ A54 ♦ K8 ♣ QJ10										

West	North	East	South
			1♠
pass	2♠	pass	4♠
all pass			

With five spades, South opens 1♠ (with 18 HCP, he is just a little too strong to open 1NT). With 8 points and three-card trump support, North can raise to 2♠. South knows his partner has at least three spades and 6-9 points, so he can bid game, knowing his side has about 26 points. West will probably lead the ♥Q, the top of a broken sequence.

Declarer has four losers: none in spades, one heart loser after borrowing dummy's king, one diamond loser (the ace) and two

club losers, the ace and king. This is one too many, but declarer has a plan. He can discard one of his hearts on dummy's third diamond. He wins the ♥A (he may need the ♥K to get to dummy later), draws trumps and then leads the ♦K, playing his high card from the short hand first. East can win the diamond and return a heart. Declarer wins and plays the queen and jack of diamonds, discarding the ♥5 from his hand. After that, he can force out the ♣A and ♣K to set up his tenth trick.

Deal 2 — Dealer West

♠ KQJ10 ♥ J10876 ♦ J3 ♣ 64	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 74 ♥ K32 ♦ A86 ♣ Q9532	♠ A832 ♥ Q954 ♦ KQ42 ♣ A
	N											
W		E										
	S											
		♠ 965 ♥ A ♦ 10975 ♣ KJ1087										

West	North	East	South
pass	pass	1♦	pass
1♥	pass	3♥	pass
4♥	all pass		

Neither West nor North has enough points to open the bidding and so they both pass. With no four-card major, East opens 1♦. West bids his longest suit first, hearts, even though his spades are much prettier than his hearts. With excellent trump support and 18 points, East raises to 3♥. West has enough extra to bid 4♥.

North leads the ♠7 from his doubleton, hoping to be able to trump a spade later. Declarer wins the spade and counts his losers.

He has two heart losers and a diamond loser. Things are looking very good, but he still needs to make a plan. The only risk in this contract is that the opponents will be able to trump one of declarer's high cards, probably a spade. Declarer leads a trump. If declarer leads a heart from his hand, North must not play the king. Otherwise, he will find that it disappears under his partner's ♥A. South wins and leads a spade back. Declarer wins the spade and plays a second trump, which North wins. Unfortunately, North cannot get his partner in to give him his spade ruff. If only he could pass the diamond ace under the table to his partner! Declarer wins whatever North continues and draws the last trump. At some point, he will give up the ♦A to North and make his contract.

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THE PLAY OF THE HAND

Chapter 4 • Continued...

Deal 3 — Dealer North

♠ 9 ♥ KQ9 ♦ KJ832 ♣ A865	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ AK7632 ♥ A53 ♦ A64 ♣ 2
	N										
W		E									
	S										
		♠ 108 ♥ J8642 ♦ Q7 ♣ J1093									
		♠ QJ54 ♥ 107 ♦ 1095 ♣ KQ74									

West	North	East	South
	1♠	pass	2♠
pass	4♠	all pass	

North opens with his longest suit, 1♠. With 9 points in support of spades and excellent trump support, South raises to 2♠. North has enough extra to bid game. (After reading the next chapter, you will understand this better.)

East leads the ♣J from his perfect sequence. Declarer covers with an honor from dummy and West wins the ♣A. Declarer has a lot of losers: a club, two diamonds and two hearts. Too many by two. One of the diamonds can be discarded on South's club winner and declarer can trump one heart loser in dummy. Notice that it

will do no good to throw a heart on the club winner. Declarer cannot trump diamonds in dummy and he will still have three red-suit losers.

North plays two rounds of trumps ending in dummy and leads his club winner, throwing a diamond. He can then play the ♥A and another heart, allowing the opponents to take their heart winner; later he ruffs a heart in dummy. Eventually, the opponents will take their diamond winner as well. Declarer has lost only three tricks: one diamond, one heart and one club.

Deal 4 — Dealer East

♠ 65 ♥ 108762 ♦ 654 ♣ KQJ	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A872 ♥ 54 ♦ AQ2 ♣ 9543
	N										
W		E									
	S										
		♠ QJ109 ♥ A9 ♦ J10987 ♣ A8									
		♠ K43 ♥ KQJ3 ♦ K3 ♣ 10762									

West	North	East	South
		1♦	pass
1♥	pass	1♠	pass
2♦	all pass		

East opens 1♦, his longest suit. Although West doesn't have much, he has enough to bid 1♥. East rebids 1♠ and West bids 2♦, since he likes diamonds better than spades.

South leads the ♥K, the top of his sequence. Declarer wins the heart with his ♥A. He has six losers: two spades, three diamonds and a heart. One too many, but there is hope, as he can throw his heart loser on dummy's clubs. However, if he tries to play trumps first, the defenders will win, cash their heart winner and defeat the

contract. Declarer must play three rounds of clubs right away to discard his heart loser. He must be careful: if he plays a club to dummy's king first, he will have only one club left in his hand, the ♣A. He will not be able to get to dummy to cash dummy's other club winner. The right order to play the clubs is first the ace, then a small club to dummy's king and queen. Remember to use up high cards from the short side first.

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THE PLAY OF THE HAND

Chapter 5 • Opener's Rebid

Deal 1 — Dealer South

♠ 7 6 ♥ K 9 3 2 ♦ 7 6 4 3 ♣ K Q 10	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 9 3 2 ♥ A Q 5 ♦ J 9 8 ♣ J 5 3	♠ 10 8 ♥ J 10 8 7 ♦ A 5 ♣ A 9 8 7 6
	N											
W		E										
	S											
	♠ A K Q 5 4 ♥ 6 4 ♦ K Q 10 2 ♣ 4 2											

West	North	East	South
			1♠
pass	2♠	pass	3♠
pass	4♠	all pass	

South opens the bidding with 1♠, and North, with excellent trump support, raises to 2♠. With an intermediate hand, South can make game if North has a maximum, so South asks North by bidding 3♠. Today South is lucky and his partner goes on to 4♠.

West leads the ♣K, the top of a broken sequence. East and West will probably try to take three rounds of clubs, but declarer will trump the third round. He needs to take ten tricks. He has already lost two clubs. There are no spade losers and exactly one diamond

loser. He can borrow the ♥A from North, but still has another heart loser. That makes four losers, one too many. However, if West has the ♥K, then declarer can finesse the ♥Q and make his heart loser disappear. First, he should draw the opponents' trumps. Then he can give up the ♦A and establish his diamond winners. Later, he will lead a heart from his hand towards the ♥A-Q. If West plays low (as expected), declarer will put in the queen (with his fingers crossed). On this deal, the queen will win the trick and South will make 4♠.

Deal 2 — Dealer West

♠ 7 6 4 ♥ A Q J 10 5 ♦ Q J 10 ♣ K 8	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A K Q ♥ 8 6 ♦ 9 8 5 2 ♣ 10 5 3 2	♠ 10 8 3 ♥ 7 3 2 ♦ A K 4 3 ♣ A Q 7
	N											
W		E										
	S											
	♠ J 9 5 2 ♥ K 9 4 ♦ 7 6 ♣ J 9 6 4											

West	North	East	South
1♥	pass	2♦	pass
2♥	pass	4♥	all pass

With a five-card heart suit, West opens 1♥. Although he is balanced, he is too weak to open 1NT. East has a game-going hand with 13 points and shows his partner his diamond suit. West rebids 2♥, lacking the spade stopper for a 2NT bid. East now knows exactly what to do and bids the game in hearts.

North finds the wonderful lead of the ♠A. He will probably be very happy to take the first three spade tricks. Declarer counts his losers and finds that, after losing the first three spades, he is solid in every other suit except hearts. The opponents hold the king of

hearts. His best hope is that the heart finesse will work. Notice that this time he has to take the heart finesse twice to avoid losing a heart trick. Let's say that North plays a diamond after cashing the three spades. Declarer wins in dummy and immediately takes the heart finesse. When that works, he returns to dummy with one of his winners in clubs or diamonds to take the heart finesse again. Finally, he can draw the last trump and claim his contract.

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THE PLAY OF THE HAND

Chapter 5 • Continued...

Deal 3 — Dealer North

♠ K 9 2 ♥ 10 9 ♦ K Q J ♣ 10 8 7 6 3	♠ A 7 6 ♥ Q 8 4 3 2 ♦ A 5 3 ♣ A 2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 5 4 3 ♥ A 7 ♦ 10 6 4 2 ♣ Q J 9
	N											
W		E										
	S											
	♠ Q J 10 ♥ K J 6 5 ♦ 9 8 7 ♣ K 5 4											

West	North	East	South
	1♥	pass	3♥
pass	4♥	all pass	

North opens 1♥. With 10 points and four trumps, South bids 3♥. North's hand is worth upgrading after South supports him, and so he bids game.

East will probably lead the ♣Q from his broken sequence. Declarer wins the first trick and counts his losers. He has one spade loser, one heart loser and two diamond losers: one too many. Fortunately, he has a plan. He can take the spade finesse and avoid a spade loser. First, he needs to get the kiddies off the street — he doesn't want any of his side winners ruffed. He leads a heart; East

wins and plays another club. Declarer wins this, draws the last trumps ending in dummy and takes the spade finesse. This position is a little different — this time he leads the ♠Q from dummy. It works! If West plays the ♠K on the ♠Q, then declarer plays the ♠A. After that, dummy's ♠J and ♠10 will be high. If West doesn't play the ♠K, then declarer plays low from his own hand as well and the ♠Q will win the trick. Remember, this type of finesse works because declarer owns all of the neighbors of that spade queen in the combined hands.

Deal 4 — Dealer East

♠ 6 5 4 ♥ A Q 3 2 ♦ Q 5 4 3 2 ♣ 2	♠ J 10 ♥ J 7 5 4 ♦ A 7 ♣ A K 7 6 5	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A Q 3 2 ♥ 9 8 ♦ K J 10 9 6 ♣ Q 3
	N											
W		E										
	S											
	♠ K 9 8 7 ♥ K 10 6 ♦ 8 ♣ J 10 9 8 4											

West	North	East	South
		1♦	pass
1♥	pass	1♠	pass
3♦	all pass		

East opens 1♦ and West bids his four-card major instead of raising diamonds right away. When East rebids 1♠, West shows his diamond support and 10-12 points by jumping to 3♦. East has a minimum hand and passes.

South leads the ♣J, the top of his sequence. Declarer has a lot of losers: three potential spade losers, a heart loser, a diamond loser and two club losers. All of this adds up to seven: three too many. However, declarer has a plan. He will draw trumps. Even if trumps

are 3-0, there will still be two left in dummy, so eventually declarer can trump his second club and his fourth spade in dummy. At this point, he will still have one loser too many. His plan is to take finesses in both hearts and spades. If either finesse works, declarer will make his contract; if both work, he will make an overtrick.

The play goes this way: North wins the club and switches to the ♠J. Declarer finesses the ♠Q and it loses to the ♠K. South continues a spade, won by declarer with the ace. Declarer forces out the ♦A. After he gets the lead back, he draws the last trump and then takes the heart finesse. Happiness! The heart finesse works. Later, declarer will trump his club loser and one spade loser in dummy.





THE PLAY OF THE HAND

Chapter 6 • Notrump Bidding

Deal 1 — Dealer South

♠ 10 9 5 3 ♥ Q J 3 2 ♦ 6 5 4 ♣ 5 4	♠ A Q 8 ♥ K 7 6 ♦ K J 9 3 ♣ A 3 2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 6 ♥ 10 5 4 ♦ A 2 ♣ Q J 10 9 8 ♠ K 4 2 ♥ A 9 8 ♦ Q 10 8 7 ♣ K 7 6
	N											
W		E										
	S											

West	North	East	South
			pass
pass	1NT	pass	3NT
all pass			

South doesn't have quite enough to open the bidding, so he passes. North opens 1NT. South is captain. He knows that his side has at least 27 points, since partner must have a minimum of 15 to open 1NT. With a balanced hand, South can place the contract in 3NT.

East leads clubs, his longest suit. Since he has a perfect sequence, he leads the top of the sequence, the ♣Q. Declarer stops to count his sure winners. He has three spade winners, two heart winners and two club winners. That makes seven. Once the ♦A is gone, he will have three diamond winners. Diamonds is the project suit. Declarer wins the opening club lead and goes right after diamonds. It is imperative to play your project suit before touching any other suits. At some point, East will win the ♦A. Declarer can win the return and take his tricks. He will make ten tricks: three diamonds in addition to his seven sure winners.

Deal 2 — Dealer West

♠ AKQ ♥ A 2 ♦ 10 9 8 ♣ K J 10 6 5	♠ 10 4 2 ♥ K Q 8 7 6 ♦ A 3 2 ♣ 9 8	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 7 6 3 ♥ 5 4 3 ♦ K Q J 7 ♣ A Q 3 ♠ J 9 8 5 ♥ J 10 9 ♦ 6 5 4 ♣ 7 4 2
	N											
W		E										
	S											

West	North	East	South
1NT	pass	3NT	all pass

West opens 1NT. With a balanced hand and 12 points, East, the captain, can place the contract in 3NT.

North leads the ♥7, the fourth highest from his longest suit. Declarer counts his sure winners: he has five clubs, three spades and a heart. Nine winners! Enough for his contract. He can hold up on the heart for one round, but after that, he should take all nine of his winners. Yes, diamonds is a great project suit, but with nine tricks already, you don't need it. If you play diamonds before taking your nine tricks, the opponents can take five tricks, four hearts and a diamond to defeat the contract. It would be a shame

to go down in a game contract when you have all the tricks you need!

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THE PLAY OF THE HAND

Chapter 6 • Continued...

Deal 3 — Dealer North

♠ 74 ♥ 652 ♦ QJ10 ♣ K10872	♠ AQ3 ♥ K84 ♦ K6542 ♣ 96	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 9865 ♥ A97 ♦ 873 ♣ QJ4
	N											
W		E										
	S											
	♠ KJ102 ♥ QJ103 ♦ A9 ♣ A53											

West	North	East	South
pass	pass 3NT	pass all pass	1NT

South has a perfect 1NT opening bid with 15 HCP and a balanced hand. With 11 HCP, North knows that his side has at least 26 points, enough for game. Looking at a balanced hand and no five-card major, North just bids 3NT.

West should lead the ♣7, his fourth-highest club. It is a better lead than the ♦Q, since clubs are much more likely to be the longest suit for the defense. West's goal is to set up his long club suit. Declarer counts his sure tricks. He has seven of them: four spades, two diamonds and a club. He can establish the extra three tricks by

setting up his heart suit. If he plays hearts, the opponents will have to take the ♥A eventually and his remaining hearts will be winners. So hearts makes an excellent project suit. The danger is that the defenders will take five tricks: a heart and four clubs. By holding up the ♣A twice, declarer can reduce the risk. He wins the third round of clubs and immediately starts on his project suit. As it happens, East wins the ♥A and has no clubs to return. Declarer can win the next trick in whatever suit East plays now and make ten tricks.

Deal 4 — Dealer East

♠ 98 ♥ A76 ♦ K10872 ♣ QJ4	♠ A732 ♥ Q1032 ♦ AJ5 ♣ 95	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K6 ♥ KJ4 ♦ Q43 ♣ AK1032
	N											
W		E										
	S											
	♠ QJ1054 ♥ 985 ♦ 96 ♣ 876											

West	North	East	South
3NT	all pass	1NT	pass

East opens 1NT. West has 10 points and an extra point for the fifth diamond, for a total of 11. We need only 25 HCP to make 3NT, so West bids game.

South leads the ♠Q. Spades are his best suit and he leads the top of his perfect sequence. North wins the ♠A and continues spades, declarer's ♠K winning. Declarer has eight sure tricks: five clubs, two hearts and a spade. Diamonds look attractive as a project suit, but do you see the problem? If you let the opponents gain the lead with the ♦A, they will cash three more spade winners,

making a total of five tricks for the defense. Too many. You need to make your ninth trick without giving up the lead. The best chance to do that is to lead a heart to the ♥A and then finesse the ♥J. If the ♥Q is held by North, then declarer will make his ♥J, which will be his ninth trick. The bridge gods are kind on this deal and declarer can score up his game.

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THE PLAY OF THE HAND

Chapter 7 • Improving Notrump Auctions

Deal 1 — Dealer South

♠ J1098 ♥ J432 ♦ Q96 ♣ J7	♠ 532 ♥ 98 ♦ AK432 ♣ A82	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q64 ♥ Q1076 ♦ J10 ♣ Q1063
	N											
W		E										
	S											
	♠ AK7 ♥ AK5 ♦ 875 ♣ K954											

West	North	East	South
pass	3NT	all pass	1NT

South opens 1NT with his balanced 17 HCP. North has 11 points, enough for game. With no major suit, North raises 1NT to 3NT. West decides to lead a spade, his longest suit: he leads the ♠J, top of the sequence.

Declarer stops to count his winners. He has eight top winners: two spades, two hearts, two diamonds and two clubs. Diamonds look most promising as the project suit. If diamonds break evenly (3-2), three rounds of diamonds will use up all of the defense's cards in the suit and the extra diamonds in dummy will be winners.

At Trick 2, declarer plays a low diamond from each hand, allowing the defense to win their diamond trick. (This is the correct technique, so it's good to get into the habit; however, on this deal, it will work just as well if declarer plays his top two diamonds first.) When declarer regains the lead, he will then play the ♦A and ♦K. On this deal, the diamonds break 3-2, so dummy's fourth and fifth diamonds are winners and declarer will take ten tricks.

Deal 2 — Dealer West

♠ A63 ♥ 95 ♦ K642 ♣ AKQ6	♠ KJ872 ♥ 7432 ♦ QJ3 ♣ 9	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 54 ♥ KQJ108 ♦ A85 ♣ 432
	N											
W		E										
	S											
	♠ Q109 ♥ A6 ♦ 1097 ♣ J10875											

West	North	East	South
1NT	pass	2♦	pass
2♥	pass	3NT	all pass

West opens 1NT. With five hearts, East bids 2♦ (Jacoby Transfer) and West dutifully bids 2♥. With enough for game, East bids 3NT to give West a choice between 3NT and 4♥. With only two hearts, West passes 3NT. North leads the ♠7 (fourth highest).

Declarer holds up the ♠A until the third round. He has six winners: one in spades, two in diamonds and three in clubs. He does not count the fourth club, since most of the time the clubs will not split evenly with six missing. Hearts looks like an excellent project suit. If declarer can force out the ♥A, he will have four extra

tricks. He hopes that the defense will not be able to take five tricks first. If North started with five spades, declarer will have to hope he does not have the ♥A as well. Declarer starts on hearts immediately. South has the ♥A, so all is well and declarer makes ten tricks.

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THE PLAY OF THE HAND

Chapter 7 • Continued...

Deal 3 — Dealer North

♠ 10 9 8 ♥ Q 10 8 4 ♦ K 2 ♣ J 10 6 5	♠ AQ32 ♥ K 5 ♦ AQ76 ♣ Q98	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 7 6 5 ♥ A J 9 7 6 ♦ J 10 3 ♣ 3 ♠ K 4 ♥ 3 2 ♦ 9 8 5 4 ♣ A K 7 4 2
	N											
W		E										
	S											

West	North	East	South
	1NT	pass	3NT
all pass			

North opens 1NT. With 10 HCP, South has enough to raise directly to 3NT. East leads the ♥7, his fourth-highest heart.

Declarer has to win the ♥K and then stops to count his winners. He has three spades, one heart, one diamond and at least three clubs. An odd number of clubs is missing. Most of the time they will divide more or less evenly (3-2) and declarer will have five club winners. He tests this theory immediately by playing three rounds of clubs, ending in the dummy. On this deal, declarer is unlucky and the clubs are not 3-2. However, he still has one string

left to his bow. He takes the diamond finesse. This will work only half of the time, but it's better than nothing. On this layout, the diamond finesse works and declarer makes his contract.

Often we try to look for more than one chance to make our contract. If one line doesn't work, another might. This deal is a good example. Notice that in order to make the most of your chances, you have to try clubs first. If you take the diamond finesse first and it loses, you will go down right away without ever getting to see if the clubs would have behaved.

Deal 4 — Dealer East

♠ 10 7 6 2 ♥ 4 2 ♦ Q 6 ♣ A Q 9 7 6	♠ J 8 4 ♥ A J 7 ♦ A 9 7 2 ♣ 10 5 3	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A Q 5 ♥ K 10 3 ♦ K 8 5 ♣ K 8 4 2 ♠ K 9 3 ♥ Q 9 8 6 5 ♦ J 10 4 3 ♣ J
	N											
W		E										
	S											

West	North	East	South
		1NT	pass
2♣	pass	2♦	pass
2NT	all pass		

With a balanced 15 HCP, East opens the bidding with 1NT. West uses Stayman to see if his partner has four spades and East responds 2♦, showing no four-card major. With a hand worth 9 points, West has enough to invite to game and bids 2NT. East passes with a minimum. South will probably lead the ♥6, fourth highest from his longest suit.

North wins the ♥A and continues with a heart. Declarer should hold up the ♥K (although it won't hurt on this particular deal to win the second heart) and win the third round of hearts. (When you make your plan, you should always assume that the lead is coming from a five-card suit.) Declarer counts seven winners: one spade, one heart and (probably) five clubs. He needs one more winner. He could take the spade finesse or he could force out the ♦A, setting up a diamond winner. Which is safest? Giving up the diamond is completely safe, as the defense can take at most four hearts and the diamond ace. Taking the finesse works only 50% of the time. On this deal, the finesse would lose and South would win the ♠K. The defense would prevail by taking four hearts, a spade and a diamond.

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THE PLAY OF THE HAND

Chapter 8 • Competing in the Bidding

Deal 1 — Dealer South

♠ 6 ♥ AKJ873 ♦ Q65 ♣ A75	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 953 ♥ 95 ♦ J9742 ♣ J86 ♠ J872 ♥ Q102 ♦ A83 ♣ K93 ♠ AKQ104 ♥ 64 ♦ K10 ♣ Q1042
	N										
W		E									
	S										

West	North	East	South
			1♠
2♥	pass	3♥	pass
4♥	all pass		

South opens the bidding with 1♠. West has 16 points and a good six-card suit, so he overcalls 2♥. With only 3 points, North passes. East has 10 points and three-card support, so he raises hearts one level. West has enough extra to bid game now. North leads the ♠9 (top of nothing) in his partner's suit.

South wins the first spade and continues with a second top spade. Declarer ruffs and counts his losers: one spade, no hearts, two diamonds and a club — one too many. His best chance is to try to set

up his diamond queen as a trick. He hopes that South has the diamond king. First, declarer plays off two top hearts to remove the opponents' trumps. Then he plays the ♦A and leads the ♦3 towards the ♦Q. He expects South to have the ♦K most of the time (South opened the bidding, so he clearly has most of the missing high cards). As he hoped, South has the ♦K and declarer makes his contract.

Deal 2 — Dealer West

♠ A3 ♥ QJ1065 ♦ K542 ♣ K2	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ KQ5 ♥ AK92 ♦ AJ10 ♣ 976 ♠ 42 ♥ 87 ♦ 9863 ♣ QJ853 ♠ J109876 ♥ 43 ♦ Q7 ♣ A104
	N										
W		E									
	S										

West	North	East	South
1♥	1NT	pass	2♥
pass	2♠	pass	3♠
pass	4♠	all pass	

West opens the bidding with 1♥. North has 17 HCP, a balanced hand and a robust heart stopper, so he bids 1NT. East passes. South wants to play in spades. He has 7 HCP and a six-card suit and wants to invite to game. His first job is to get his partner, the notrump bidder, on play. He uses a Jacoby Transfer and bids 2♥. North bids 2♠. Now South does his second job — he lets North know he has invitational values by bidding 3♠. North has a maximum and bids 4♠.

East leads the ♥8, top of nothing in his partner's suit. West plays the ♥10 and declarer wins the ♥A. Now he counts his losers. This time, dummy is the long trump hand, so it works better to count losers from that hand's point of view. (This often happens after a transfer.) From South's point of view, there are two club losers, as well as a spade and a diamond. This is one too many. Fortunately, declarer can finesse against the diamond king and possibly avoid a loser in that suit. He may also be able to throw a loser on a diamond winner.

Declarer starts out by drawing his opponents' trumps — he leads the ♠K West wins and has many choices. Let's say West returns a heart. Declarer wins and plays another high trump. This removes all of the opponents' trumps. Now he ruffs a heart in dummy and is ready for his diamond finesse. Declarer should start by leading the ♦Q (always lead the honor to a finesse if your side has the next-door neighbors.) West plays the ♦K and declarer wins the ace. If West played a low card, then declarer would also follow low and the ♦Q would win the trick. Declarer can later throw a club loser away on a high diamond and will make eleven tricks.

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THE PLAY OF THE HAND

Chapter 8 • Continued...

Deal 3 — Dealer North

♠ KJ8432 ♥ J7 ♦ 104 ♣ A63	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A5 ♥ A5 ♦ AK9765 ♣ 1042	♠ Q109 ♥ KQ1098 ♦ J2 ♣ KJ9
	N											
W		E										
	S											
		♠ 76 ♥ 6432 ♦ Q83 ♣ Q875										

West	North	East	South
	1♦	1♥	pass
1♠	pass	2♠	pass
3♠	all pass		

North has 15 HCP, but he does not have a balanced hand, so he opens 1♦. East overcalls 1♥ and South passes. West has 11 points, but no heart support; instead, he introduces his fine spade suit. The 1♠ bid is forcing, so West will get a chance to show his values later. With three-card support for spades, East bids 2♠. This does not show any extra points, as he is forced to bid when West bids a new suit. West makes a try for game, but East passes with his minimum hand.

North leads the ♦A and continues with the ♦K, which also takes a trick. At this point, let's suppose that North plays the ♠A and another spade, declarer winning in dummy. (If this does not happen, declarer will play spades early in the deal himself.) Declarer has already lost three tricks. He has two more possible losers, a heart and a club — one too many. However, he has a completely safe way to make nine tricks. Do you see it? He can now play hearts. After North takes the ♥A, declarer can enter dummy with a club and play winning hearts, discarding his club loser. He does not need to take the club finesse at all!

Deal 4 — Dealer East

♠ 73 ♥ Q1087543 ♦ 109 ♣ 63	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 64 ♥ A9 ♦ A854 ♣ J10972	♠ J10982 ♥ 2 ♦ Q76 ♣ AKQ8
	N											
W		E										
	S											
		♠ AKQ5 ♥ KJ6 ♦ KJ32 ♣ 54										

West	North	East	South
		1♠	1NT
pass	2NT	pass	3NT
all pass			

East opens 1♠. South has 17 HCP and spades very well stopped, so he bids 1NT. North invites to game with 2NT and South accepts.

West leads the ♠7, top of nothing in his partner's suit. Declarer counts his winners. He has seven winners: three in spades, two in hearts, two in diamonds and none in clubs. The most promising project suit is diamonds. He gets right to work on this suit. He cashes the ♦A and then finesses the ♦J. When that wins, he sees that the suit has divided 3-2 as he had hoped. He has four diamond

tricks to bring his total to nine. If the diamond finesse had lost, he would have taken the heart finesse later. One of the finesses is bound to work, since East must have almost all of the high cards, because he opened the bidding.

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THE PLAY OF THE HAND

Chapter 9 • The Takeout Double

Deal 1 — Dealer South

♠ KQJ96 ♥ QJ3 ♦ K7 ♣ 752	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 752 ♥ 109765 ♦ 42 ♣ KQ6	♠ 104 ♥ 842 ♦ A653 ♣ AJ43
	N											
W		E										
	S											
		♠ A83 ♥ AK ♦ QJ1098 ♣ 1098										

West	North	East	South
			1♦
1♠	pass	1NT	all pass

South opens the bidding with 1♦. He does not have quite enough to open 1NT. West has an opening bid and some support for the unbid suits; however, with a good five-card major, he should overcall 1♠ rather than make a takeout double. North passes. East does not have three-card spade support, but he does have a diamond stopper and a balanced hand — he bids 1NT. Since East can have at most 11 points, West knows his side does not have enough for game and he passes.

South leads the ♦Q, the top of a sequence from his longest suit.

East has three top winners: the ♦A, the ♦K and the ♣A. Spades looks like a good project suit. If he can knock out the ♠A he can set up four spade winners — enough to make his contract. But notrump is a race. He has diamonds stopped twice so the defense will not be able to set up their diamond tricks before declarer can establish his spade tricks. There is a danger, however. Dummy has only one sure entry, the ♦K. It is important for declarer to preserve this entry until after spades are established.

Declarer therefore should win the first diamond in his hand with the ♦A, preserving dummy's entry. He now plays spades until South takes the ♠A. South should hold up twice to make things as hard as possible, but he must eventually win the ♠A. South will continue diamonds but declarer wins with dummy's ♦K and takes his seven tricks.

Deal 2 — Dealer West

♠ 1096 ♥ J2 ♦ AKJ73 ♣ KJ6	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K82 ♥ AQ5 ♦ Q1042 ♣ A93	♠ QJ53 ♥ 643 ♦ 5 ♣ 108542
	N											
W		E										
	S											
		♠ A74 ♥ K10987 ♦ 986 ♣ Q7										

West	North	East	South
1♦	1NT	pass	2♦ ¹
pass	2♥	pass	2NT
pass	3♥	all pass	

1. Transfer to hearts.

West opens 1♦. With a balanced 15 count and a good diamond stopper, North overcalls 1NT. East passes. South bids exactly as he would have if North had opened 1NT — he transfers to hearts. North bids 2♥. Now, with a balanced hand, South invites to game by bidding 2NT. With three-card support, North prefers to play in hearts, but he does not have enough points to bid game.

East leads the ♦5, his partner's suit. West plays the top two diamonds and leads a third one. It is important that declarer play the ♦10 on this trick, not the ♦Q. Since East has no more, declarer knows the ♦10 will be the high diamond on the trick. East ruffs, but the ♦Q is preserved to take a later trick. Declarer will win whatever East leads back now and draw trumps. He will score five hearts, two spades, the ♣A and that precious ♦Q for nine tricks.

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THE PLAY OF THE HAND

Chapter 9 • Continued...

Deal 3 — Dealer North

<p>♠ A 10 8 6</p> <p>♥ A 9 3</p> <p>♦ A K</p> <p>♣ K J 3 2</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ J 9 7 5 3</p> <p>♥ 7 6</p> <p>♦ 5 4</p> <p>♣ 10 9 8 7</p>
	N										
W		E									
	S										
<p>♠ Q 4</p> <p>♥ Q J 10 8 4</p> <p>♦ Q J 9</p> <p>♣ A Q 6</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ K 2</p> <p>♥ K 5 2</p> <p>♦ 10 8 7 6 3 2</p> <p>♣ 5 4</p>
	N										
W		E									
	S										

West	North	East	South
			1♥
dbl	pass	2♦	pass
2NT	pass	3NT	all pass

South opens 1♥ and West doubles (West is too strong to overcall 1NT). North passes and East makes a minimum bid of 2♦. West now bids 2NT, showing at least 18 HCP. With 6 HCP and a six-card suit, East can bid 3NT.

North leads the ♥7, top of nothing in his partner's suit. Declarer must win the ♥A in hand to preserve the ♥K as an entry to dummy for the diamond suit. He counts his winners. He has six winners: two in spades, two in hearts and two in diamonds. Diamonds is the obvious project suit. He plays the ♦A and ♦K,

counting the opponents' diamonds. When everyone follows suit twice, he uses his spade entry to get to dummy to play another diamond. South wins and continues hearts. However, declarer is now able to win this heart in dummy and take his remaining diamond winners. After that, he can cash his ♠A as well. He takes five diamonds, two spades and two hearts to make his contract.

Deal 4 — Dealer East

<p>♠ 10 5 4 3 2</p> <p>♥ 7 6 2</p> <p>♦ Q 10 4</p> <p>♣ J 7</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ K Q J</p> <p>♥ A 5 4</p> <p>♦ 9 8 7 6</p> <p>♣ 5 4 3</p>
	N										
W		E									
	S										
<p>♠ 7</p> <p>♥ K Q J 9 8</p> <p>♦ A 5 2</p> <p>♣ K 8 6 2</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ A 9 8 6</p> <p>♥ 10 3</p> <p>♦ K J 3</p> <p>♣ A Q 10 9</p>
	N										
W		E									
	S										

West	North	East	South
		1♣	1♥
pass	2♥	pass	3♥
all pass			

East opens 1♣ and South overcalls 1♥. With 10 points and three-card support, North raises South to 2♥. South has enough to want to be in game if his partner has a maximum; however, North has a minimum hand and so passes.

West leads the ♣J, the top of a doubleton in his partner's suit. East wins the ♣A and continues clubs, declarer's ♣K winning (if East switches to a diamond instead, declarer wins with the ♦A). Declarer has six losers: one spade, two diamonds and three clubs.

He can throw two losers on the spades, but he has to be careful of his entries. His only entry to the good spades in dummy is the ♥A. He should therefore draw no more than two rounds of trumps, leaving the ♥A in dummy, before playing spades. East will win, but the defense has set up tricks in only one of the minors; declarer's losers in the other minor can now go on the spades, with the ♥A a vital entry.

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THE PLAY OF THE HAND

Chapter 10 • The Big Hand

Deal 1 — Dealer South

♠ 3 ♥ 9873 ♦ KQ1093 ♣ KJ7	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 1054 ♥ J52 ♦ 2 ♣ Q85432 ♠ 762 ♥ Q104 ♦ 7654 ♣ A109 ♠ AKQJ98 ♥ AK6 ♦ AJ8 ♣ 6
	N										
W		E									
	S										

West	North	East	South
			2♣
pass	2♦	pass	2♠
pass	4♠	all pass	

With 24 points and a good six-card suit, South opens the bidding with 2♣. North responds 2♦, waiting. When South shows his spade suit, North simply raises to game with his weak hand. West starts off with the ♦K, top of a broken sequence, and South wins with the ♦A in his hand.

Declarer has four losers: a heart, two diamonds and a club. If he draws all of the trumps right away, he will have no way to make the contract. Instead, he trumps a diamond in dummy

immediately, reducing his losers to three. Actually, declarer can now make an overtrick by playing a trump (or a heart) to his hand and then ruffing his last diamond in the dummy. After crossing back to his hand with a heart, he finally draws the opponents' trumps.

Deal 2 — Dealer West

♠ AKQJ ♥ QJ104 ♦ QJ5 ♣ A2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 987542 ♥ 92 ♦ 43 ♣ KQJ ♠ 103 ♥ K876 ♦ K8762 ♣ 54 ♠ 6 ♥ A53 ♦ A109 ♣ 1098763
	N										
W		E									
	S										

West	North	East	South
2NT	pass	3♣	pass
3♥	pass	4♥	all pass

With a balanced 20 HCP, West opens 2NT. With 6 HCP, East has enough for game, so he uses Stayman to find out if West has four hearts. When West shows his hearts, East raises to game.

North leads the ♣K, the top of his sequence. Declarer counts his losers: he has a heart loser, a diamond loser and a club, perfect. He also notices that by immediately playing his top spades, he can discard his club loser. However, it would be a mistake to do so at this point. It is true that if the spades break 4-3, declarer will be able to discard the club loser from dummy, but the risk is too great. In

fact, on this deal, declarer will fail in his contract if he follows this plan. South will ruff the second spade and the defense will be able to take a club and the two red aces for down one. Instead, declarer should immediately set out to draw trumps. He should lead high trumps until South wins the ♥A. When declarer regains the lead, he draws any remaining trumps and finally leads a high diamond, forcing out the ♦A.

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THE PLAY OF THE HAND

Chapter 10 • Continued...

Deal 3 — Dealer North

♠ 1073 ♥ J543 ♦ J9 ♣ 10987	♠ KJ82 ♥ AKQ ♦ 763 ♣ AKJ	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 65 ♥ 10872 ♦ AKQ10 ♣ Q62
	N											
W		E										
	S											
	♠ AQ94 ♥ 96 ♦ 8542 ♣ 543											

West	North	East	South
	2NT	pass	3♣
pass	3♠	pass	4♠
all pass			

With 21 HCP and a balanced hand, North opens the bidding with 2NT. South uses Stayman to check for spades and raises North's 3♠ response to game.

East leads the ♦A and continues with the ♦K and ♦Q as declarer follows. Declarer wins whatever the defense returns at Trick 4. Declarer, who has already lost three tricks and cannot afford another loser, also has a potential club loser. He has no need to try the club finesse, however, since he can throw the club loser

in dummy on a high heart and then ruff a club. Since he plans to ruff only one club, he should draw trumps first. Declarer therefore starts off with three rounds of trumps and then plays his top hearts. After throwing a club from dummy, he trumps the ♣J and makes his contract.

Deal 4 — Dealer East

♠ 64 ♥ 732 ♦ 103 ♣ A97654	♠ J873 ♥ A5 ♦ 98762 ♣ Q2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A2 ♥ KQJ1098 ♦ AKQ ♣ KJ
	N											
W		E										
	S											
	♠ KQ1095 ♥ 64 ♦ J54 ♣ 1083											

West	North	East	South
		2♣	pass
2♦	pass	2♥	pass
3♥	pass	4NT	pass
5♦	pass	6♥	all pass

East opens 2♣ with 25 points and a good six-card suit. West bids 2♦ and East rebids 2♥, showing his excellent heart suit. When West raises hearts, East can see that slam is possible if his partner can provide just a little bit of help. East uses Blackwood to find out if West has any aces. When West shows him one ace, he bids the small slam. South leads the ♠K, top of his sequence.

Declarer wins the ♠A. He has two losers, a spade and a trump. He can discard a spade from dummy by playing his top diamonds, but he must do this right away. If he lets North have the ♥A first, then North will be able to play another spade to South's ♠Q.

Declarer therefore plays three rounds of diamonds right away, throwing a spade from dummy. He can then trump a spade in dummy and only now does he lead a trump, forcing out North's ♥A. Declarer wins the return and draws trumps, making his slam.





THE PLAY OF THE HAND

Chapter 11 • Preemptive Bidding

Deal 1 — Dealer South

♠ 98 ♥ 8 ♦ J9643 ♣ AQ1076	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A62 ♥ AQJ5 ♦ A87 ♣ 432 ♠ 7 ♥ K109764 ♦ K102 ♣ KJ9 ♠ KQJ10543 ♥ 32 ♦ Q5 ♣ 85
	N										
W		E									
	S										

Neither side vulnerable.

West	North	East	South
pass	4♠	all pass	3♠

With an excellent seven-card suit, South opens 3♠. His hand satisfies the Rule of 2 and 3 not vulnerable. West passes and North has enough to raise to 4♠ with a reasonable expectation of making the contract. West leads his singleton heart.

Declarer counts his losers. He has two club losers, a diamond loser and a heart loser. One too many. He could finesse in hearts and hope that West has the ♥K. Even if it loses, he will be able to throw his diamond loser away on the ♥J. There is one problem

with this plan. If West has led a singleton heart, East will win the king and return a heart for West to trump. The defense can take two top clubs and then East can lead a third heart for West to trump — down two.

Declarer must resist the temptation of the heart finesse and instead win the ♥A at Trick 1. He can then draw trumps and give up a heart to East's ♥K. After that, he can throw a diamond on the ♥J and make his contract. This line of play gives up the chance of an overtrick if West has led from the ♥K, but more importantly, it guarantees making the contract.

Deal 2 — Dealer West

♠ KQ1054 ♥ 8542 ♦ 82 ♣ AK	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 98 ♥ 76 ♦ KQJ9765 ♣ 105 ♠ J3 ♥ AKQJ3 ♦ 43 ♣ Q632 ♠ A762 ♥ 109 ♦ A10 ♣ J9874
	N										
W		E									
	S										

East-West vulnerable.

West	North	East	South
1♠	3♦	3♥	pass
4♥	all pass		

West opens the bidding with 1♠. North has a good seven-card suit and six tricks — enough for a preemptive jump overcall at the three-level at this vulnerability. Next, with a full opening bid, East can introduce his good heart suit. This bid is forcing. With four trumps for his partner, West raises to 4♥. North's bid helps South to find the best lead of the ♦A. North 'smiles' by playing the ♦9 and South continues with another diamond.

Declarer counts his losers. He has the two diamond losers and the ♠A to lose as well. His plan is to lead trumps as soon as possible and then force out the ♠A to set up his spade winners. If North plays a third round of diamonds at Trick 3, declarer has to be careful to trump it with a high heart. North is almost certain to have seven diamonds and declarer cannot afford to have South overruff the third diamond with the ♥10 or the ♥9.

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THE PLAY OF THE HAND

Chapter 11 • Continued...

Deal 3 — Dealer North

♠ AQJ52 ♥ J87 ♦ 1074 ♣ 97	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 98 ♥ AQ10654 ♦ K3 ♣ 1052	♠ K10764 ♥ 9 ♦ 986 ♣ AK86
	N											
W		E										
	S											
		♠ 3 ♥ K32 ♦ AQJ52 ♣ QJ43										

Both vulnerable.

West	North	East	South
	2♥	pass	2NT
pass	3♦	pass	4♥
all pass			

North opens with a weak two-bid in hearts. East passes and South considers whether he has enough to raise North to game in hearts. Feeling unsure, he decides to find out more by bidding 2NT. When North shows the ♦K, South likes the prospects a lot better and bids 4♥.

East starts off with the ♣A and when West plays the encouraging ♣9, he continues with two more rounds of clubs, West

trumping. West will cash the ♠A and defeat the contract.

Even though the contract did not make, South did not make a mistake by bidding 4♥. First, 4♥ has just three top losers (without the ruff) and will make a lot of the time. Second, as it turns out, East-West can make nine tricks in spades, so even if North-South go down one, it is better than letting East-West play and make 3♠.

The defense did very well here by selecting the right lead and using an attitude signal to find the club ruff.

Deal 4 — Dealer East

♠ AK953 ♥ Q62 ♦ A1054 ♣ 2	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 ♥ AJ105 ♦ J982 ♣ AKQ10	♠ Q10642 ♥ 3 ♦ K63 ♣ J753
	N											
W		E										
	S											
		♠ J7 ♥ K9874 ♦ Q7 ♣ 9864										

Neither vulnerable.

West	North	East	South
1♠	dbl	pass	pass
		4♠	all pass

After East and South both pass, West opens the hand 1♠. North has an excellent hand with support for all of the unbid suits and makes a takeout double. With five-card trump support for his partner, East leaps all the way to 4♠, a preemptive game raise. South just doesn't have enough to bid 5♥.

North starts off with the ♣A and South discourages with the ♣4. North may choose to play the ♣K next anyway, since he has the

♣Q as well, making it a fairly safe continuation. Declarer will trump the ♣K. Now he stops to count his losers. He has three heart losers, two diamond losers and a club loser. He can trump two heart losers in dummy. If trumps divide 2-1, he will also have enough trumps in dummy for his diamond loser if diamonds don't break. Declarer starts off with the ♠A and when the trumps split, he is sure of his contract. He draws the remaining trump and eventually ruffs one diamond loser and two heart losers in dummy.

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