

Board 1

North Deals

None Vul

♠ A 9 2

♥ J 7 3

♦ A 9 2

♣ J 9 6 5

♠ 7 4

♥ A Q 8 6 2

♦ Q 6

♣ A 8 4 3

	N	
W		E
	S	

♠ K Q J T

♥ T 9

♦ 7 4 3

♣ K T 7 2

♠ 8 6 5 3

♥ K 5 4

♦ K J T 8 5

♣ Q

West	North	East	South
	1♥	Pass	3♥
Pass	4♥	All Pass	

4♥ by North

Ruff the third ♠, then play ♦Q, (which they will duck), and another ♦, (which they will probably take). Win whatever they return, pull trumps ending in dummy, and enjoy your 3♦ winners.

Baker Establishment 16

Some pretty aggressive bidding gets you to a challenging game. North is to play 4♥. East leads the ♠K, overtaken by West's ♠A. West returns a ♠ to East's ♠T, and he then plays the ♠Q.

Losers: ♠=2 ♥=0 ♦=1 ♣=3 Total = 6

With 2 tricks already gone you still have 4 losers. You could consider ruffing the 3♣ losers in dummy but that would just create a trump loser even when trumps are splitting 3-2. So it looks like you will have to establish the ♦ suit for discards. You could pull trumps and then play your ♦Q, hoping the defenders will grab their ♦A immediately. But unless they are real novices they will hold it up one round and you'll no longer be able to reach dummy.

The solution is to establish the ♦s before you use up dummy's ♥K.

Board 2

East Deals

N-S Vul

♠ Q J 9

♥ K Q T 5 4

♦ 9 4

♣ 8 6 3

♠ 4 3 2

♥ A 8 2

♦ K J 5

♣ Q T 7 4

	N	
W		E
	S	

♠ A 7 5

♥ J 7

♦ A T 8 6 3

♣ A K 5

♠ K T 8 6

♥ 9 6 3

♦ Q 7 2

♣ J 9 2

West	North	East	South
		1NT	Pass
2♦	Pass	2♥	Pass
2NT	Pass	3NT	All Pass

3 NT by East

the good ♥s.

Baker Establishment 17

West's 3♦ bid was a transfer to ♥s, and his 2NT bid showed exactly 5 ♥s with an invitational strength hand. East is to play 3NT. South leads the ♠6, you play dummy's ♠9 and North contributes the ♠2.

Winners: ♠=2 ♥=0 ♦=1 ♣=2 Total = 5

The math is easy - you need 4 ♥ tricks. And you should be able to manage that by driving out the ♥A. But the defenders will probably hold up one or two rounds when you play on ♥s, so you must have an outside entry to dummy.

The ♠ Q J will provide that entry IF you make sure to win the first trick with your ♠A as an unblocking move. If you don't do so then South will be able to keep you out of the dummy and away from those good ♥s.

But if you win the first trick with the ♠A, then dummy's ♠ Q J will provide a guaranteed entry to

Board 3

West Deals

None Vul

♠ Q 9 7 2
♥ K 6 4
♦ T 8 2
♣ Q 6 3

♠ K J 4
♥ Q J T 5 3
♦ 7 5 4
♣ 8 2

	N	
W		E
	S	

♠ 8 6 3
♥ A 8 2
♦ Q J 9
♣ J T 7 4

♠ A T 5
♥ 9 7
♦ A K 6 3
♣ A K 9 5

West	North	East	South
Pass	Pass	Pass	1♦
Pass	1♥	Pass	2NT
Pass	3NT	All Pass	

3 NT by North

Now when you attack ♥s a defensive holdup won't hurt you because you have TWO ♠ entries, the ♠J by a finesse and the ♠K.

So the ♠ finesse is an odds-on play to get a second dummy entry.

Baker Establishment 18

South is to play 3NT. West leads the ♠2, you play dummy's ♠4 and East plays the ♠8.

Winners: ♠=3 ♥=0 ♦=2 ♣=2 Total = 7

Needing just two more winners it looks straightforward to establish dummy's ♥ suit. Suppose you win the ♠T and play the ♥9. If the defenders win this trick you are home free. You win their ♠ return with your ♠A, then continue ♥s to drive out their last stopper while you still have the ♠K as a dummy entry.

This won't work against good defenders, who will hold up on the first ♥ trick and win the second. Then when they continue ♠s you won't have another ♥ to return to dummy, so while you can use the ♠K as an entry to establish the ♥s you will never get back to use the good ones.

Instead you should win the first trick with your ♠A.

Board 4

South Deals

Both Vul

♠ -

♥ K 8 4

♦ A K J 7 6 5 2

♣ A 6 5

♠ T 9 6

♥ Q T 7 2

♦ 9 4 3

♣ K Q 8

	N	
W		E
	S	

 ♠ Q J 8 2
 ♥ A 6 3
 ♦ Q T 8
 ♣ 9 4 3

 ♠ A K 7 5 4 3
 ♥ J 9 5
 ♦ -
 ♣ J T 7 2

West	North	East	South
			2♠
Dbl	Pass	2NT	Pass
3♦	Pass	4♦	Pass
5♦	All Pass		

5♦ by West

Back to dummy with the ♦Q and ruff the ♠2 with a high trump just to be safe. North drops the ♠9 on this trick.

Pull North's last trump and enter dummy with the ♥A and FINALLY discard a loser on the now established ♠8.

Here you needed ♠ T 9 x to be with North if you were to make the contract so you played for just that holding.

Baker Establishment 19

3NT would have been a lot easier, but you didn't get there. West is to play 5♦. North leads the ♠T.

Losers: ♠=0 ♥=1 ♦=0 ♣=2 Total = 3

The good news is that you only have one loser to get rid of. The bad news is that there doesn't seem to be a good place to put it.

Unlikely as it seems, your best candidate for establishment is dummy's ♠8. North is marked with 3 ♠s, and having led the ♠T there is a good chance that he also has the ♠9. If so you can ruff it out.

Cover the ♠T with dummy's ♠J, and when South plays one of his honors ruff in your hand. Play a trump to the ♦T, South showing out. Lead the ♠Q. South will be forced to play his other high honor, (if he doesn't you would discard a loser), and you ruff again.

Back to dummy with the ♦Q and ruff the ♠2 with a

Board 5

South Deals

N-S Vul

♠ 8 2
♥ Q 8 2
♦ Q T 9 4
♣ Q J 7 2

♠ A Q J T 9 7

♥ K T 5

♦ A 5

♣ A K

	N	
W		E
	S	

♠ 5 3

♥ J 7 6 4

♦ K J 7 3 2

♣ T 5

♠ K 6 4
♥ A 9 3
♦ 8 6
♣ 9 8 6 4 3

West	North	East	South
			Pass
Pass	2♣	Pass	2NT
Pass	3♠	Pass	4♠
Pass	4NT	Pass	5♦
Pass	6♠	All Pass	

6 ♠ by North

You ruff in your hand, play a trump to dummy's ♠K and ruff the ♣8, establishing the ♣9 while you still have the ♥ entry.

This was a combination of Suit Establishment and End-play. The lesson on Eliminations contains a lot more of this type of hand.

Baker Establishment 20
North is to play 6♠. East leads the ♠5.

Losers: ♠=0 ♥=1 ♦=1 ♣=0 Total = 2

First pull trumps with the ♠A and ♠Q, both defenders following. Next you must establish dummy's ♣ suit to get rid of one of your losers. If the suit splits 3-3 that will be easy since you have two dummy entries, one to get there to ruff the third ♣ and the other to get there to enjoy playing the winners. But ♣s will probably split 4-2 so the two entries won't be enough. Here's how to make the defenders help you establish the suit.

After pulling trumps, play the ♣ A K, then ♦ A. Next exit with a small ♦.

to see the position.

The defender who won the ♦ trick has a problem. If he plays another ♦ you will get a ruff-sluff, and if he plays a ♥ you will play for the ♥Q and ♥J to be in different hands. So he will probably play a ♣.