

**Deal 1**

North Deals  
None Vul

♠ 10 8 6 5  
♥ K 9 4 3  
♦ 7 4  
♣ 8 7 4

8  
3 6  
23

West	North	East	South
	2 ♣	Pass	3 ♣
Pass	4 NT	Pass	5 ♦
Pass	5 NT	Pass	6 ♦
Pass	6 NT	Pass	Pass
Pass			
6 NT by North			
Lead: ♦ 10			

♠ 9 2  
♥ 8 5  
♦ K 6 5 2  
♣ A J 10 3 2

♠ K J 7 3  
♥ Q 7 6 2  
♦ 10 9 3  
♣ 9 5

♠ A Q 4  
♥ A J 10  
♦ A Q J 8  
♣ K Q 6



You are South and it is your bid. Decide what you would say, then on BID.

With 9 points you have enough strength to make a positive response. And with a good 5-card suit you respond 3 ♣.

Partner says 4 NT.

Partner's 4 NT bid is clearly Blackwood. With one Ace you answer 5 ♦.

Partner says 5 NT.

Partner's 5 NT bid guarantees that your side has all the Aces, and asks for your Kings. With one King you answer 6 ♦.

Partner says 6 NT and you pass.

North would play 6 NT.

South plays 6 NT. West leads the ♦ T.

Winner count: ♠ 1 : ♥ 1 : ♦ 4 : ♣ 5 : Total = 11

You need just one more winner. If the ♠ K is with East then a simple finesse will provide it. This would not be a terrible plan - you can expect it to succeed 50% of the time. Of course that means you will go down the other 50% of the time.

The double finesse in ♥s is better. If East holds EITHER the ♥ K OR the ♥ Q you will succeed. This raises your chances to 75%.

So win the opening lead with dummy's ♦ K. Play the ♥ 5, finessing your ♥ T. West will probably win this with either ♥ K or ♥ Q. No matter. Win West's probable ♦ return and take 5 ♣ tricks, discarding your 2 ♠ losers. Lead dummy's ♥ 7 and finesse the ♥ J. When this wins the rest of the tricks are yours.

The choice between a single finesse and a double finesse is one that you will face many times. So remember that the double finesse works 75% of the time.

**Deal 2**

East Deals  
None Vul

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

8  
19 5  
8

West

5 ♣

5 ♣ by East

Lead: ♦ A

♠ A Q 10  
♥ J 10 9 5 2  
♦ J 9 4 3  
♣ 5



♠ J 9 5 2  
♥ K 8 7 3  
♦ A 7 5 2  
♣ 6

North

Pass

East

1 ♣

Pass

South

Pass

Pass

♠ 8 3  
♥ 6 4  
♦ 10 6  
♣ K Q 10 8 7 3 2

You are West and it is your bid. Decide what you would say, then on BID.

This is NOT a simple choice.

Partner may have a hand where 3 NT is a laydown. Or he may have a hand where 3 NT is a godown.

Science isn't going to help you so you guess that 5 ♣ probably has a good chance.

East would play 5 ♣.

West plays 5 ♣. North leads ♦ A, then ♦ 2.

Losers: ♠ 2 : ♥ 1 : ♦ 1 : ♣ 0 : Total = 4

MAYBE South will have the ♠ A and the ♥ K. But maybe not. You do have an extra ♦ trick so you need to determine the best use you can make of that.

First pull trumps. It takes one round. Play your other ♦ winner and discard one of dummy's ♠s. This protects you from losing more than one ♠. Enter dummy with a trump and lead the last ♠. Assume South has the ♠ A. If he goes up with it you will be able to dump dummy's ♥ loser on your ♠ K. If he plays low you put on your ♠ K and you no longer have a ♠ loser.

If it turns out North has the ♠ A then your ♠ play didn't work. In that case you would enter dummy again and try the ♥ finesse. This plan is a winner if South holds EITHER the ♥ K or the ♠ A.

With correct play you succeed when South holds the ♠ A, but also if he holds the ♥ K.

The key play was dumping the ♠ on your ♦ K rather than a ♥.

**Deal 3**

South Deals  
None Vul

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

6  
10 9  
15

♠ K 8 6 4  
♥ 10 5 2  
♦ K 8  
♣ 10 6 4 3



♠ A 5  
♥ A K Q 7 6 4  
♦ Q 7 3  
♣ 8 5

♠ Q J 10 7  
♥ J 9 3  
♦ A J 4  
♣ 9 7 2

West	North	East	South
			1 ♥
Pass	2 ♥	Pass	3 ♦
Pass	4 ♥	Pass	Pass
Pass			
4 ♥ by South			
Lead: ♣ A			

You are South and it is your bid. Decide what you would say, then on BID.

You have a straightforward 1 ♥ opening bid.

Partner responds 2 ♥.

With 17 points and two doubletons you are on the borderline between passing and bidding game. If partner has the top of his 6-10 points you want to be in game, if he is at the bottom you don't.

A reasonable bid would be 3 ♥, inviting partner to bid game with a maximum.

A better bid is 3 ♦, a Help Suit Game Try. This says the same thing, bid game with a maximum, but also says "Use your ♦ holding to help you decide."

That was just what North needed. He only had 7 points but decided the ♦ help was worth an extra point or two.

South plays 4 ♥. West leads the ♣ A, ♣ K, ♣ Q.

Losers: ♠ 0 : ♥ 0 : ♦ 2 : ♣ 2 : Total = 4

You must eliminate one ♦ loser, that means ruffing it in dummy. You would like to pull trumps first but you cannot chance pulling two rounds because if they don't split 2-2 you would have to leave one out until after you had ruffed the ♦. The problem would then be that the defender who took the ♦ A might lead the third trump, preventing your ruff.

So first you must drive out the ♦ A. After you ruff the ♣ you play a ♦ to dummy's ♦ K. East takes the ♦ A and leads a trump. You win in your hand, pull one more trump, then play ♦ Q, ♦ 7, ruffing in dummy. Back to your hand with the ♠ A, pull the last trump and claim.

And you couldn't get the ♦ ruff until after you had forced out the ♦ A.

**Deal 4**

North Deals  
None Vul

♠ K 7 6 2  
♥ A 7 6 3  
♦ A 5  
♣ 9 6 2

12  
11 15  
2

West

2 ♠

Pass

4 ♠ by West

Lead: ♥ K

♠ 8 5  
♥ K Q J 10 9 2  
♦ Q J 4  
♣ Q J



♠ Q 10 9  
♥ 8 5  
♦ 10 9 8 6  
♣ 10 8 5 4

North

1 ♥

Pass

Pass

East

Dbl

4 ♠

South

Pass

Pass

♠ A J 4 3  
♥ 4  
♦ K 7 3 2  
♣ A K 7 3

You are West and it is your bid. Decide what you would say, then on BID.

When responding to partner's Takeout Double:- with 0-8 points you bid cheaply- with 9-11 points you jump in a suit- with 12 or more points you cue-bid their suit

You have 11 so you jump to 2 ♠. Partner bids 4 ♠ and you pass.

West plays 4 ♠. North leads the ♥ K.

Losers: ♠ 1 : ♥ 3? : ♦ 0 : ♣ 1 : Total = 5?

The loser count is somewhat misleading because obviously you can ruff some ♥s in dummy.

Sometimes it is better to count winners, even though it is a suit contract. Winners: ♠ 2 : ♥ 1 : ♦ 2 : ♣ 2 : Total = 7

Thinking like this makes it clear that you must win 3 of your 4 small trumps. The best way to do this is to win the ♥ A and pull 2 rounds of trumps

with ♠ A and ♠ K, spurning the finesse. Trumps split 3-2, so leave the master trump out and cash your other high card winners. Then start cross-ruffing, ♥s in dummy and ♦s in your hand. The defender with the master trump is welcome to ruff with it whenever he wants - it won't stop you from coming to T tricks.

If you tried that South would have won his ♠ Q, then played another ♠. That would leave both you and dummy with only one trump each and you would have come up a trick short. You can afford to pull just two rounds of trumps, then must cross-ruff with your remaining four.