

Deal 1

| | |
|-------------|--------------|
| South Deals | ♠ 8 6 5 3 |
| None Vul | ♥ K 5 4 |
| | ♦ K J 10 8 5 |
| | ♣ Q |
| ♠ K Q J 10 | ♠ A 9 2 |
| ♥ 10 9 | ♥ J 7 3 |
| ♦ 7 4 3 | ♦ A 9 2 |
| ♣ K 10 7 2 | ♣ J 9 6 5 |



| | | | |
|--|---|---|--|
| $\begin{matrix} 9 \\ 9 \end{matrix}$ $\begin{matrix} 10 \\ 12 \end{matrix}$ | $\begin{matrix} \spadesuit 7 4 \\ \heartsuit A Q 8 6 2 \\ \diamondsuit Q 6 \\ \clubsuit A 8 4 3 \end{matrix}$ | $\begin{matrix} \spadesuit \\ \heartsuit \\ \diamondsuit \\ \clubsuit \end{matrix}$ | $\begin{matrix} A 9 2 \\ J 7 3 \\ A 9 2 \\ J 9 6 5 \end{matrix}$ |
|--|---|---|--|

| | | | |
|------|-------|------|-------|
| West | North | East | South |
|------|-------|------|-------|

| | | | |
|------|------|------|------|
| Pass | 3 ♥ | Pass | 4 ♥ |
| Pass | Pass | Pass | Pass |

4 ♥ by South
Lead: ♠ K

Some pretty aggressive bidding gets you to a challenging game. South is to play 4 ♥. West leads the ♠ K, overtaken by East's ♠ A. East returns a ♠ to West'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.

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.

Deal 2

South Deals

None Vul

♠ K 10 8 6

♥ 9 6 3

♦ Q 7 2

♣ J 9 2

♠ Q J 9
 ♥ K Q 10 5 4
 ♦ 9 4
 ♣ 8 6 3

| | | |
|---|---|---|
| | N | |
| W | | E |
| | S | |

♠ 4 3 2
 ♥ A 8 2
 ♦ K J 5
 ♣ Q 10 7 4

8
 6 10
 16

♠ A 7 5
 ♥ J 7
 ♦ A 10 8 6 3
 ♣ A K 5

| West | North | East | South |
|------|-------|------|-------|
| | | | 1 NT |
| Pass | 2 ♦ | Pass | 2 ♥ |
| Pass | 2 NT | Pass | 3 NT |
| Pass | Pass | Pass | |

3 NT by South

Lead: ♠ 6

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

Deal 3

West Deals
None Vul

♠ Q 9 7 2
♥ K 6 4
♦ 10 8 2
♣ Q 6 3

7
18
8

| | | |
|---|---|---|
| | N | |
| W | | E |
| | S | |

♠ 8 6 3
♥ A 8 2
♦ Q J 9
♣ J 10 7 4

♠ A 10 5
♥ 9 7
♦ A K 6 3
♣ A K 9 5

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|---------------|--------------|-------------|--------------|
| Pass | Pass | Pass | 1 ♦ |
| Pass | 1 ♥ | Pass | 2 NT |
| Pass | 3 NT | Pass | Pass |
| Pass | | | |
| 3 NT by South | | | |
| Lead: ♠ 2 | | | |

South is to play 3 NT. 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. 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.

Deal 4
 East Deals
 None Vul
 ♠ 10 9 6
 ♥ Q 10 7 2
 ♦ 9 4 3
 ♣ K Q 8

9
7 9
15

| | | | |
|-------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| Pass | 2 NT | Pass | 3 ♦ |
| Pass | 4 ♦ | Pass | 5 ♦ |
| Pass | Pass | Pass | |

5 ♦ by South
 Lead: ♠ 10

♠ Q J 8 2
 ♥ A 6 3
 ♦ Q 10 8
 ♣ 9 4 3

N ♠ A K 7 5 4 3
 W ♥ J 9 5
 E ♦ —
 S ♣ J 10 7 2

—
 ♥ K 8 4
 ♦ A K J 7 6 5 2
 ♣ A 6 5

3 NT would have been a lot easier, but you didn't get there. South is to play 5 ♦. West 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. West 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 East plays one of his honors ruff in your hand. Play a trump to the ♦T, East showing out. Lead the ♠ Q. East 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 high trump just to be safe. West drops the ♠ 9 on this trick.

Pull West'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 West if you were to make the contract so you played for just that holding.

Deal 5

| | |
|-------------|----------------|
| North Deals | ♠ K 6 4 |
| None Vul | ♥ A 9 3 |
| | ♦ 8 6 |
| | ♣ 9 8 6 4 3 |
| | ♠ 5 3 |
| | ♥ J 7 6 4 |
| | ♦ K J 7 3 2 |
| | ♣ 10 5 |
| | 7 |
| | 5 7 |
| | 21 |
| | ♠ A Q J 10 9 7 |
| | ♥ K 10 5 |
| | ♦ A 5 |
| | ♣ A K |

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

6 ♠ by South
Lead: ♠ 5

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 ♣.

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.

South is to play 6 ♠. West 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 ♣.