

Board 1

East Deals

None Vul

♠ T 9 6
♥ Q T 7 2
♦ 9 4 3
♣ K Q 8

♠ Q J 8 2

♥ A 6 3

♦ Q T 8

♣ 9 4 3

	N	
W		E
	S	

♠ A K 7 5 4 3
♥ J 9 5
♦ -
♣ J T 7 2

♠ -
♥ K 8 4
♦ A K J 7 6 5 2
♣ A 6 5

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

5♦ by South

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.

Baker Establishment 19

3NT 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

Board 2

North Deals

None Vul

♠ 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

N
W
E
S

♠ 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

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

6 ♠ by South

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
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 ♣.