

Deal 1

South Deals

None Vul

♠ 7 5	♥ K 6 4	♦ K Q 7 4	♣ J 9 8 6
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♠ K J 9 6 4	♥ J 7 3	♦ 10 5 2	♣ 5 2
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9	A 8 2
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5	10 8 2
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9	A 3
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17	♣ K Q 10 4
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West

North

East

South

1 NT

Pass 2 NT

Pass Pass

3 NT by South

Lead: ♠ 6



♠ Q 10 3	♥ Q 9 5
♦ J 9 8 6	♣ A 7 3

♠ A 8 2	♥ A 10 8 2
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♦ A 3	♣ K Q 10 4
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Partner's 2 NT bid invites you to bid game if you have a maximum hand. Your 17 points is certainly a maximum so you bid 3 NT.

Will you take your ♠ A immediately? or at trick 2? or trick 3?

You need 3 more tricks, and they must come from ♠s. So you must drive out the ♠ A. The problem is that when the defenders win the ♠ A they may also take 4 ♠ tricks.

While you cannot guarantee the contract you can at least give yourself a better chance by holding up your ♠ A on the first trick, and also on East's ♠ continuation. You win the third ♠ with your ♠ A.

Now you drive out the ♠ A. There are four possibilities: West may win the ♠ A and cash two more ♠s, down 1. West may win the ♠ A and cash just one ♠s, you make it. East may win the ♠ A and have a fourth ♠ to lead, you make it. East may win the ♠ A and be out of ♠s, you make it.

If you win the first or second ♠ trick you will fail.

When you attack ♠s, East will win the ♠ A and play a ♠.

Holding up twice can never hurt, and in this case it is the only way to make the contract.

Deal 2

South Deals	♠ 10 5
None Vul	♥ A Q 6 2
	♦ A Q 4
	♣ A J 7 4

♠ A Q 3	♠ K 7
♥ K 7 5 3	♥ J 10 9 8
♦ 10 8	♦ J 9 7 2
♣ K 10 6 2	♣ Q 9 5

N
W E
S

17	♠ J 9 8 6 4 2
12 7	♥ 4
4	♦ K 6 5 3
	♣ 8 3

West	North	East	South
			1 NT
Pass	2 ♥	Pass	2 ♠
Pass	Pass	Pass	

2 ♠ by South
Lead: ♣ 2

In the pre-transfer days you would have bid 2 ♠ with this hand and partner would have passed. Now you make partner bid the ♠s first by saying 2 ♥. Partner dutifully replies 2 ♠. What do you say?

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You say pass.

The contract would be 2 ♠ played by South.

To make North the declarer ROTATE.

North plays 2 ♠. East leads the ♣ 2. West plays the ♣ Q which you take with your ♣ A.

Count losers in the long-trump hand, (dummy this time).

You can make the contract if you just force out their big trumps. But there is another tempting possibility. You could enter dummy with the ♦ K and play the ♥ 4, finessing West for the ♥ K. If the finesse is successful you could then discard dummy's ♣ loser on the ♥ A.

Should you or shouldn't you?

The reward for this play would be an overtrick. The price of failure would be going down in a cold contract. So obviously, at rubber bridge, you would be foolish to take such a risk. Playing Duplicate though, you might consider it. But let's say you decide to play safe.

Win the ♣ A and play a trump. As soon as you get in play another trump. The defenders will no doubt take their ♣ winner when they get in. West will no doubt win one of those high trump tricks, and he MAY lead a ♥ when he gets in. There you will be, trying to decide again whether to finesse . . .

As you see, the ♥ K is in the wrong place this time, but might be right the next time.

Usually you should not risk your contract for the sake of an overtrick.

Deal 3

South Deals
None Vul

♠ Q 10 8 7 3	♦ A 9 8 5	♥ 6 4 2	♣ K 8 2
♦ 9 5	♦ J 10 7 3	♦ A 6 4	
♣ Q 9 5	♣ J 6 3	♣ K 6 5	

9	♦ KQ
4 10	♦ KQ 8 2
17	♣ A 10 7 4

West	North	East	South
			1 NT
Pass	2 ♣	Pass	2 ♦
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	

3 NT by South
Lead: ♣ 7



Partner's 2 ♣ is Stayman convention. With no 4-card Major suit your response is 2 ♦. Partner now bids 2 NT. What do you say?

Partner's 2 ♣ is Stayman convention. With no 4-card Major suit your response is 2 ♦. Partner now bids 2 NT. What do you say?

The 2 NT bid is invitational, asking you to bid game with a maximum, pass with a minimum. You have 17 points so you bid 3 NT.

You put on dummy's ♣ J, but East wins the ♣ A then continues with the ♣ 9. Do you play your ♣ K now?

You need 3 more tricks, and they must come from ♦s. So you must drive out the ♦ A. The problem is that when the defenders win the ♦ A they may also take 4 ♣ tricks.

This is another case where you should hold up. Allow EW to win the second trick and take your ♣ K only at trick #3.

Now you drive out the ♦ A. If West has it and also started with 5 ♣s you will go down. But if East has the ♦ A you will make the contract no matter how ♣s split.

If you win the second ♣ East will still have a ♣ when he wins the ♦ A.

But if you hold up your ♣ K East will have no ♣ to put his partner in with.

Deal 4
South Deals
None Vul

♠ J 7 4 3
♥ K J 9 5
♦ Q 9 5
♣ 8 5

20
7 6
7

♠ K 8 5
♥ A 2
♦ A 7 3
♣ A K Q 7 2

N
W E
S

♠ A 10 6 2
♥ Q 10 7 6
♦ 6 4
♣ 9 6 3

♠ Q 9
♥ 8 4 3
♦ K J 10 8 2
♣ J 10 4

West	North	East	South
Pass	3 NT	Pass	Pass
2 NT			
3 NT by South			
Lead: ♥ 5			

Even if you wanted to show your ♦ suit how would you do it? If you bid 3 ♦ it would be a transfer and if you bid 4 ♦ you would have bypassed 3 NT, your probable best contract.

But you didn't want to bid them anyway, you just wanted to bid 3 NT, right?

The contract would be 3 NT played by South.

To make North the declarer ROTATE.

East leads ♥ 5, West plays the ♥ Q.

The first thing you need to decide is whether to hold up on the ♥.

First decide the holdup question. East led the ♥ 5 and you can see the ♥ 4, ♥ 3 and ♥ 2. Assuming East led fourth down he must have only a 4-card suit since there are no cards he could have lower than the ♥ 5. With ♥'s splitting 4-4 a holdup would do no good, and isn't necessary anyway.

So take the ♥ A. Then what?

You COULD try the ♦ finesse. Even if it loses it would establish several ♦ winners. However, if the defenders win just 1 ♦ trick they will quickly grab their 3 ♥ tricks and their ♠ A and put you down 1.

This is why it is important to make a Plan which includes a Winner count. You need just one additional winner and all you have to do to get it is play a ♠ honor.

When you can see all four hands, including the location of the ♦ Q, it kind of makes you wished you had finessed and gotten all those overtricks.

Good Bridge players like to take tricks, but they are not greedy.

Deal 5
 South Deals
 None Vul

♠ 7 4
 ♥ 9 6 5
 ♦ A 10 8 4
 ♣ 10 9 8 2

13
 4 6
 17

♠ K J 8 5 3
 ♥ A J 4 2
 ♦ 5
 ♣ A 6 4

N
 W E
 S

♠ 9 6
 ♥ Q 10 8 3
 ♦ J 9 6 2
 ♣ Q J 3

♠ A Q 10 2
 ♥ K 7
 ♦ K Q 7 3
 ♣ K 7 5

West	North	East	South
			1 NT
Pass	2 ♥	Pass	3 ♠
Pass	4 NT	Pass	5 ♦
Pass	6 ♠	Pass	Pass

6 ♠ by South
 Lead: ♣ 10

certain)

First pull trumps, ending in dummy. It takes two rounds. Next play the ♦ 5 toward your ♦ Q. West wins this and plays another ♣. Win the ♣, come to your hand with the ♥ K, then play your good ♦ Q, discarding dummy's losing ♣.

You will need to ruff two ♥s in your hand, but the rest of the tricks are yours.

If they had been 3-1 you would have had to leave the last trump undrawn until after you had ruffed two ♥s in your hand.

Partner's 2 ♥ bid is a transfer; he expects you to bid 2 ♠. However, with such great ♠ support and an outside doubleton your hand now revalues to 18 points - more than an opening 1 NT. You indicate this with a jump to 3 ♠. This is called a "Super-Accept". Partner now bids 4 NT. What do you answer?

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Blackwood, and with one Ace you answer 5 ♦. Partner bids 6 ♠ and everybody passes.

It won't matter where you take it, but assume you win in your hand.

Since the ♦ loser is a sure thing you will need to find somewhere to discard a ♣. There are three possibilities:
 Finesse West for the ♥ Q. (50% chance)
 Try to drop the ♥ Q by ruffing the third round. (also about 50%)
 Establish a ♦ honor. (To%

Deal 6
 South Deals
 None Vul

♠ Q 8 5 3 ♥ 6 ♦ K Q J 9 ♣ A 7 5 3	 ♠ K 4 ♥ K 10 4 3 ♦ A 7 5 ♣ K Q J 2
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16 12 4 8	♠ 10 9 7 2 ♥ A 8 ♦ 10 8 3 ♣ 10 9 6 4
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<i>West</i> Pass Pass Pass 4 ♥ by South Lead: ♦ K	<i>North</i> 2 ♦ 4 ♥	<i>East</i> Pass Pass	<i>South</i> 1 NT 2 ♥ Pass
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lose the lead. So do you pull trumps now?

No, you dare not touch trumps yet - remember those 4 fast losers.

You cannot avoid the ♥ A and ♣ A, so you must get rid of one of the ♦ losers before you play trumps.

Win the ♦ A, play the ♠ K, then finesse the ♠ J. If the finesse works discard a ♦ on the ♠ A, then pull trumps. If the finesse fails you will go down 2 instead of 1.

to see whether you made it or went down 2.

When the cards MUST lie in a particular way for the contract to be makeable, just assume that's the way they lie and go for it.

With 10 points and a 6-card ♥ suit you want to transfer. You say 2 ♦ and partner bids 2 ♥.

With 10 points and a 6-card ♥ suit you want to transfer. You say 2 ♦ and partner bids 2 ♥.

You know you want to play in ♥s since partner will have at least 2 of them. Your problem is whether to merely invite with 3 ♥ or go ahead and bid the game. Since partner has either 15, 16 or 17 points you should probably just bid 4 ♥. The worst thing that could happen is that partner would be playing game with only 25 points.

The contract would be 4 ♥ played by South.

To make North the declarer ROTATE.

North plays 4 ♥. East leads the ♦ K. Do you hold up or not?

There is no reason to hold up. Besides, you have bigger problems to deal with.

After you take the ♦ A at trick one you have four fast losers staring you in the face the instant you