

Board 1

South Deals

None Vul

♠ J 9 7
♥ Q T 9 6
♦ J 9
♣ J T 6 2

♠ A K 5 2
♥ A K 4 3
♦ 7 5 3
♣ 9 5



♠ Q T 6 4
♥ J 8 2
♦ K 8 4
♣ Q 8 3

♠ 8 3
♥ 7 5
♦ A Q T 6 2
♣ A K 7 4

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

3 NT by North

time the finesse works, and even more happily both defenders follow suit. That means the rest of the ♦s are good and you make an overtrick.

If looked different because of the two finesses you took.

Baker Establishment 13

North is to play 3NT. East leads the ♠4.

Winners: ♠=2 ♥=2 ♦=1 ♣=2 Total = 7

You need two more winners. They cannot possibly come from ♠s, ♥s, or ♣s since one defender must hold at least 4 cards in each of those suits. So your two extra winners must come from the ♦ suit.

There is no reason to hold up on the ♠ since the ♥ and ♣ suits also have just two stoppers. You win the ♠A.

Your best play next is to finesse the ♦T. This may gain a trick by virtue of the finesse if East happens to hold the ♦J, but primarily you are working to establish the ♦ suit. Assume West wins the ♦J and returns a ♠.

Again don't hold up. Take the ♠K and lead another small ♦, finessing with dummy's ♦Q. Happily this

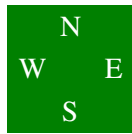
Board 2

West Deals

N-S Vul

♠ 9 7
 ♥ 4 3
 ♦ 8 6 5 2
 ♣ A 8 6 5 3

♠ A 8 5
 ♥ Q T 9 6
 ♦ Q J 9
 ♣ T 7 4



♠ K Q 3
 ♥ A 7 5 2
 ♦ A K 4
 ♣ Q J 9

♠ J T 6 4 2
 ♥ K J 8
 ♦ T 7 3
 ♣ K 2

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

3 NT by East

Baker Establishment 14

East is to play 3NT. South leads the ♠4. North puts on the ♠A and returns the ♠8.

Winners: ♠=2 ♥=1 ♦=2 ♣=1 Total = 6

Needing three more winners you are going to have to establish the ♣ suit. You are also going to have to be lucky!

You win the second ♠ and play your ♣Q. South covers with the ♣K. What do you do next?

You DUCK. If you take the ♣A now you will never get back to dummy to enjoy those other ♣s. So let South have the ♣K. You win his return, (probably a ♠), and play ♣J, then ♣9 to dummy's ♣A. As long as ♣s split 3-2 you will get the three winners you need.

South's play of the ♣K may have made you want to jump up with the ♣A, but you must stick to the original play of ducking one trick.

Board 3

North Deals

None Vul

♠ K T 8 2

♥ K T 4

♦ 8 7 2

♣ K J 7

♠ 7 5 4

♥ A Q 8 7 5

♦ 9 6 3

♣ 8 4



♠ J 9 6

♥ J 9 2

♦ Q J T

♣ T 9 3 2

♠ A Q 3

♥ 6 3

♦ A K 5 4

♣ A Q 6 5

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

3 NT by North

contract or not.

But, it is your only chance to make the contract.

Baker Establishment 15

South is to play 3NT. West leads the ♠ 2. East puts on the ♠ J.

Winners: ♠=2 ♥=1 ♦=2 ♣=1 Total = 6

You need three more winners. It is possible your fourth ♦ can be established, but that needs a 3-3 split. It's also possible that the ♣ finesse will work, and also the ♥ finesse. Since you need the ♥ finesse anyway you should go ahead and try to establish the ♥s.

Win the first trick with your ♠Q and play a low ♥, ducking in dummy. East will no doubt win a cheap trick but no matter. When you next gain the lead play your other low ♥ and finesse the ♥Q. Assume this wins (if it doesn't you will be going down for sure). Play the ♥A and if both defenders follow your other 2 ♥s are good and your contract is made.

to see the full Deal and whether you made the

Board 4

West Deals

Both Vul

♠ 7 4
♥ A Q 8 6 2
♦ Q 6
♣ A 8 4 3

♠ 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

♠ A 9 2
♥ J 7 3
♦ A 9 2
♣ J 9 6 5

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

4 ♥ by West

Baker Establishment 16

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