

Deal 1
 North Deals
 None Vul

♠ A 9 2
 ♥ J 7 3
 ♦ A 9 2
 ♣ J 9 6 5

12
 10 9
 9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	3 ♥
Pass	4 ♥	Pass	Pass

4 ♥ by North

Lead: ♠ K

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

N
 W E
 S

♠ 8 6 5 3
 ♥ K 5 4
 ♦ K J 10 8 5
 ♣ Q

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

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



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♦	Pass	2 ♥	Pass
2 NT	Pass	3 NT	Pass
Pass	Pass		
3 NT by East			
Lead: ♠ 6			

West's 3 ♦ bid was a transfer to ♥s, and his 2 NT bid showed exactly 5 ♥s with an invitational strength hand. East is to play 3 NT. South leads the ♠ 6, you play dummy's ♠ 9 and North 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 South 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
7 8
18

♠ K J 4
♥ Q J 10 5 3
♦ 7 5 4
♣ 8 2

♠ 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
 South Deals
 None Vul

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

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

5 ♦ by West
 Lead: ♠ 10

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

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

Deal 5

South Deals

None Vul

♠ 8 2	
♥ Q 8 2	
♦ Q 10 9 4	
♣ Q J 7 2	

21	
7 5	
7	

N	
W	E
S	

♠ 5 3	
♥ J 7 6 4	
♦ K J 7 3 2	
♣ 10 5	

♠ K 6 4	
♥ A 9 3	
♦ 8 6	
♣ 9 8 6 4 3	

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 North			
Lead: ♠ 5			

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.

North is to play 6 ♠. East 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