

Board 1

West Deals

None Vul

♠ 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

	N	
W		E
	S	

♠ 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

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

5♦ by North

Back to dummy with the ♦Q and ruff the ♠2 with a high trump just to be safe. East drops the ♠9 on this trick.

Pull East'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 East 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. North is to play 5♦. East 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. East 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 West plays one of his honors ruff in your hand. Play a trump to the ♦T, West showing out. Lead the ♠Q. West will be forced to play his other high honor, (if he doesn't you would discard a loser), and you ruff again.

Board 2

West Deals

N-S Vul

♠ K 6 4

♥ A 9 3

♦ 8 6

♣ 9 8 6 4 3

♠ 8 2

♥ Q 8 2

♦ Q T 9 4

♣ Q J 7 2

	N	
W		E
	S	

♠ A Q J T 9 7
 ♥ K T 5
 ♦ A 5
 ♣ A K

♠ 5 3
 ♥ J 7 6 4
 ♦ K J 7 3 2
 ♣ T 5

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

6 ♠ by East

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.

Baker Establishment 20
 East is to play 6♠. South 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