

YES, NO or MAYBE  
A NEW WAY TO LEARN BRIDGE



# INTRODUCTION AND CARD PLAY BASICS WORKBOOK



DAVID GLANDORF

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The *Yes, No or Maybe* series is dedicated to my father

Oscar Glandorf

an elementary school teacher

from whom I must have inherited my love of teaching.

Other books in the *Yes, No or Maybe* series

Introduction and Card Play Basics

Bidding Basics

Bidding Basics Workbook

More Bidding Basics

More Bidding Basics Workbook

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# INTRODUCTION

## PURPOSE

This is a supplemental workbook for *Yes, No or Maybe – A New Approach to Learning Bridge – Introduction and Card Play Basics*.

## CONTENT

Each chapter of this workbook includes several exercises associated with the corresponding chapter of the above reference. Chapters 10 and 13 contain significantly more practice deals than the other chapters and it is not expected that all of them could be covered in a normal class session. The Appendix contains additional scoring exercises that can be used to help develop an understanding of scoring for rubber bridge and duplicate bridge.

## NOTATIONAL ISSUES

Here are a few notational issues:

- I sometimes use N and sometimes use NT to denote a notrump contract, e.g., 3N and 3NT both denote a contract of three notrump
- The result of a contract that is made is written as LSD+N where L is the level of the contract, S is the strain of the contract, D is the declarer compass position and N is the number of tricks above **book** that were taken, e.g., 3SS+4 is written for a contract of 3♠ by South for which 10 tricks were taken
- The result of a contract that is defeated is written as LSD-N where L, S and D are the same as above and N is the number of tricks the **contract** was defeated, e.g., 2NW-1 is written for a contract of 2NT by West that was defeated by 1 trick
- A player's position relative to another is often denoted by LHO (left-hand opponent) or RHO (right-hand opponent)
- Distribution of the 4 suits in a hand without regard to specific suits is written in the form “i-j-k-l” where each letter represents a number 0-13 with  $i \geq j \geq k \geq l$ , e.g., 5-3-3-2 represents a hand with 5 cards in 1 suit, 3 cards in each of 2 suits, and 2 cards in 1 suit with specific suits unspecified. Equals signs (=) replace the dashes when the distribution of the cards with regard to specific suits is desired, with the corresponding suits identified in decreasing rank from left to right, e.g., 3=5=1=4 designates a hand with 3 spades, 5 hearts, 1 diamond and 4 clubs.

## ACKNOWLEDGMENTS

My greatest debt of gratitude must go to my students. I could not have written this book without their encouragement and cooperation in putting up with the experimentation of my approach to teaching them this game we all love.

Second, many thanks go to Audrey Grant and Betty Starzec who respectively wrote and updated the ACBL Bridge Series which made it easy to start teaching bridge and provided the background for most of the content of this book. In addition I owe so much to the other great players and authors whose works were such valuable resources for this endeavor. They are listed in the next section.

Third, I must thank two of my students who are also editors, Diane Cuttler and Leah Marchand, for the numerous hours they put into proofreading and editing the text along with their many suggestions for improving its readability. In this regard thanks are also due to Ray Lee of Master Point Press for his helpful suggestions regarding layout and formatting. Thanks also go to Sally Sparrow of Master Point Press for getting my copy ready for press and Ebook distribution.

Finally, special thanks go to my wife, Becky, who is not a bridge player but knows enough about the game to listen to my bridge stories and is willing to provide help with my class preparation and writing when I need it.

## RESOURCES AND PERMISSIONS

The following three books in the ACBL Bridge Series originally written by Audrey Grant and later revised by Betty Starzec were invaluable resources for writing this workbook:

1. *Bidding in the 21<sup>st</sup> Century*, Baron Barclay, Louisville, KY, © 1990, Updated 2006
2. *Play of the Hand in the 21<sup>st</sup> Century*, Baron Barclay, Louisville, KY, © 1988, 2002, Revised April 2007
3. *Defense in the 21<sup>st</sup> Century*, 2<sup>nd</sup> Edition, Baron Barclay, Louisville, KY, © 1988, 2002, Revised October 2007

Many of the exercises are based on similar exercises in these books. Perhaps more significantly, all of the practice deals in this workbook have been extracted from the above three books and are used with the permission of the American Contract Bridge League ([www.acbl.org](http://www.acbl.org)). Special “EZ-Deal” decks of cards for these deals are available from Baron Barclay Bridge Supply ([www.baronbarclay.com](http://www.baronbarclay.com)). References to the appropriate resource and the corresponding EZ-Deal cards are given for all the practice deals in this workbook.



# **EXERCISES**

**for**

# **YES, NO or MAYBE**

**A New Way to Learn Bridge**

## **Introduction and Card Play Basics**

# CHAPTER 1 – Getting Started

## Exercise One – Winning Tricks

What are the three primary sources of tricks?

## Exercise Two – Interpreting Bids

For each of the following bids,

- a) How many tricks are represented?
- b) If that bid were the contract, how many tricks could you afford to lose to the opponents and still make your contract?

1) 2♦      2) 4♥      3) 7♠      4) 3N      5) 5♣      6) 1♠      7) 6♦

a): \_\_\_\_\_  
b): \_\_\_\_\_

## Exercise Three – Practice Playing the Cards

North shuffles and deals the cards. North and South pick up their cards and sort them into suits. East and West leave their cards face down. North will be the declarer. Dummy turns all of her cards face up. North decides on the strain – whether to play in a trump suit or notrump. South turns all of her cards face down. East and West pick up their cards and sort them into suits. North announces the strain and East makes the opening lead. South turns the dummy cards face up. Complete the play with each side trying to win as many tricks as they can. Repeat this process for East, South and West as dealer and declarer. Continue as time permits.

**Exercise One Answers – Winning Tricks**

High cards, long suits, trumps

**Exercise Two Answers – Interpreting Bids**

	1) 2♦	2) 4♥	3) 7♠	4) 3N	5) 5♣	6) 1♠	7) 6♦
a):	<u>8</u>	<u>10</u>	<u>13</u>	<u>9</u>	<u>11</u>	<u>7</u>	<u>12</u>
b):	<u>5</u>	<u>3</u>	<u>0</u>	<u>4</u>	<u>2</u>	<u>6</u>	<u>1</u>

# CHAPTER 2 – Scoring

## Exercise One – Duplicate Bridge Scoring

If you bid and made each of the following contracts in a duplicate bridge game,

- a) How many trick points would you receive?
- b) How many bonus points would you receive if you were not vulnerable?
- c) How many bonus points would you receive if you were vulnerable?
- d) What would be your total score if you were not vulnerable?
- e) What would be your total score if you were vulnerable?

1) 2♠   2) 3♥   3) 4♠   4) 5♦   5) 3♦   6) 1♠   7) 3N   8) 4♣   9) 1♦

a):	_____	_____	_____	_____	_____	_____	_____	_____	_____
b):	_____	_____	_____	_____	_____	_____	_____	_____	_____
c):	_____	_____	_____	_____	_____	_____	_____	_____	_____
d):	_____	_____	_____	_____	_____	_____	_____	_____	_____
e):	_____	_____	_____	_____	_____	_____	_____	_____	_____

**Exercise One Answers – Duplicate Bridge Scoring**

	1) 2♠	2) 3♥	3) 4♠	4) 5♦	5) 3♦	6) 1♠	7) 3N	8) 4♣	9) 1♦
a):	<u>60</u>	<u>90</u>	<u>120</u>	<u>100</u>	<u>60</u>	<u>30</u>	<u>100</u>	<u>80</u>	<u>20</u>
b):	<u>50</u>	<u>50</u>	<u>300</u>	<u>300</u>	<u>50</u>	<u>50</u>	<u>300</u>	<u>50</u>	<u>50</u>
c):	<u>50</u>	<u>50</u>	<u>500</u>	<u>500</u>	<u>50</u>	<u>50</u>	<u>500</u>	<u>50</u>	<u>50</u>
d):	<u>110</u>	<u>140</u>	<u>420</u>	<u>400</u>	<u>110</u>	<u>80</u>	<u>400</u>	<u>130</u>	<u>70</u>
e):	<u>110</u>	<u>140</u>	<u>620</u>	<u>600</u>	<u>110</u>	<u>80</u>	<u>600</u>	<u>130</u>	<u>70</u>

**Exercise Two – Rubber Bridge Scoring**

You are sitting North and keeping score in a rubber bridge game. The results for the first eight deals are

- 1)2HS+2
- 2)3DE+5
- 3)2SW-2
- 4)3CS+3
- 5)2NE+3
- 6)2SW+2
- 7)3NN-2
- 8)6SS+6

Complete the following rubber bridge score sheet annotating the entries as done in the example on p. 21 of the textbook.

WE	THEY

Exercise Two Answers – Rubber Bridge Scoring

WE	THEY
(8) 500	(7) 200
(8) 750	(5) 30
(3) 100	(2) 40
(1) 60	(2) 60
(4) 60	
	(5) 70
	(6) 60
(8) 180	
(9) 1650	(9) 460
(10)-460	
(11)1190	

(9) Totals  
(10) Transfer from “THEY”  
(11) Net match win. Carry over 1200 to next rubber.

**Exercise Three – Practice Playing the Cards and Scoring**

North shuffles and deals the cards. North and South pick up their cards and sort them into suits. East and West leave their cards face down. North will be the declarer. Dummy turns all of her cards face up. North decides on the strain – whether to play in a trump suit or notrump. South turns all of her cards face down. East and West pick up their cards and sort them into suits. North announces the strain and East makes the opening lead. South turns the dummy cards face up. Complete the play with each side trying to win as many tricks as they can.

After play is complete, score the deal using the duplicate scoring method as follows:

- If declarer takes at least 7 tricks assume that declarer had bid to the level corresponding to the number of tricks taken.
- If declarer takes fewer than 7 tricks assume declarer had bid at the 1 level.

Repeat this process for East, South and West as dealer and declarer. Continue as time permits.

Enter the inferred contract, result and your scores (use a “+” sign if your side received the points and a “-” sign if your opponents received the points) in the following table.

Deal	Vulnerability	Contract	Score (±)
1	None	_____	_____
2	N-S	_____	_____
3	E-W	_____	_____
4	Both	_____	_____
5	N-S	_____	_____
6	E-W	_____	_____
7	Both	_____	_____
8	None	_____	_____





# CHAPTER 3 – Contract Determination

## Exercise One – Golden Games

Which of the following contracts are Golden Games?

3♠, 4♦, 3NT, 2♥, 5♣, 4♠, 1NT, 4♣, 4♥, 2NT

## Exercise Two – Golden Fits

Which of the following suit combinations are Golden Fits?

	1)	2)	3)	4)	5)
Dummy:	♠ J 10 8 5 4 3	♠ J 8 5 3	♠ Q 5	♠ J 8 5 3	♠ A J 8 5 3
Declarer:	♠ 9 2	♠ 10 7 4	♠ J 10 8 7 6	♠ 10 7 4 2	♠ 10 7 4

## Exercise Three – Preferred Strain

The hand patterns for North and South are given below for several deals. Enter the preferred strain if they were to be declarer and dummy.

	1)	2)	3)	4)
North:	3=2=4=4	4=4=3=2	5=2=3=3	3=2=6=2
South:	4=5=2=2	3=4=2=4	3=4=4=3	4=4=2=3
Strain:	_____	_____	_____	_____

  

	5)	6)	7)	8)
North:	4=2=6=1	3=3=6=1	4=3=3=3	2=4=7=0
South:	4=4=4=1	2=2=5=4	4=5=2=3	4=3=0=6
Strain:	_____	_____	_____	_____

**Exercise One Answers – Golden Games**

3NT, 4♠, 4♥

**Exercise Two Answers – Golden Fits**

1), 4), 5)

**Exercise Three Answers – Preferred Strain**

	1)	2)	3)	4)
Strain:	<u>Notrump</u>	<u>Hearts</u>	<u>Spades</u>	<u>Notrump</u>

	5)	6)	7)	8)
Strain:	<u>Spades</u>	<u>Diamonds</u>	<u>Spades</u>	<u>Diamonds</u>

**Exercise Four – Hand Valuation**

In the spaces provided below enter the following for each hand

- Number of high card points (HCP)
- Number of long suit (length) points (LP) if you were declarer in a suit contract or dummy in a notrump contract
- Number of short suit (dummy) points (DP) if you were the dummy in a heart contract

1)	2)	3)
♠AK8543	♠J853	♠A5
♥Q83	♥A103	♥87
♦9	♦K63	♦Q84
♣1084	♣J43	♣KJ8753
HCP: _____	_____	_____
LP: _____	_____	_____
DP: _____	_____	_____
4)	5)	6)
♠KQ543	♠A853	♠5
♥A8632	♥A103	♥AJ108
♦–	♦96	♦A8
♣A84	♣J1043	♣K108753
HCP: _____	_____	_____
LP: _____	_____	_____
DP: _____	_____	_____

**Exercise Four Answers – Hand Valuation**

	1)	2)	3)
HCP:	<u>9</u>	<u>9</u>	<u>10</u>
LP:	<u>2</u>	<u>0</u>	<u>2</u>
DP:	<u>3</u>	<u>0</u>	<u>0</u>

	4)	5)	6)
HCP:	<u>13</u>	<u>9</u>	<u>12</u>
LP:	<u>2</u>	<u>0</u>	<u>2</u>
DP:	<u>5</u>	<u>1</u>	<u>4</u>

**Exercise Five – Practice Bidding, Playing the Cards and Scoring**

North shuffles and deals the cards. After all of the cards have been dealt all the players pick up their cards, sort them into suits and evaluate the strengths of their hands. Use the procedure described in the Modus Operandi section of this chapter to bid the deal, determine the contract and play the cards. After the play has been completed determine the score using duplicate scoring and enter the results in the table below. Repeat this process for East, South and West as dealer. Continue as time permits.

Deal	Vulnerability	Contract	Score (±)
1	None	_____	_____
2	N-S	_____	_____
3	E-W	_____	_____
4	Both	_____	_____
5	N-S	_____	_____
6	E-W	_____	_____
7	Both	_____	_____
8	None	_____	_____



# CHAPTER 4 – Guidelines for Play

## Exercise One – Counting Winners

How many winners are there in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A K 6 2	A 9 5 4	Q J 5	K J 8	A J 8 5 3	A K Q	K Q J 10
Declarer:	Q 3	Q 7	A K	A Q 7 6 5 2	10 7 4	J 10 9	9 8 7 6
Winners:	_____	_____	_____	_____	_____	_____	_____

## Exercise Two – Promoting Winners

How many winners can be promoted in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	K 6 2	9 5 4	Q J 5	K J 8	J 8 5 3	K Q	K Q J 10
Declarer:	Q 3	Q 7	K	Q 7 5 2	10 7 4	J 10 9	9 8 7 6
Winners:	_____	_____	_____	_____	_____	_____	_____

## Exercise Three – Developing Winners through Length

How many winners can be developed through length in each of the following suit combinations if a) the suit divides as expected or b) the suit divides favorably?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A 9 6 2	9 5 4 2	10 8 7 5 2	K 6 3	A 9 8 5 4 3	6 2	K Q J 10
Declarer:	K 7 4 3	8 7 6 3	9 6 4 3	A 9 7 5 2	10 7 4	J 10 9	9 8 7 6
Winners a):	_____	_____	_____	_____	_____	_____	_____
Winners b):	_____	_____	_____	_____	_____	_____	_____

## Exercise Four – Counting Losers

How many losers are there in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	K 6 2	9 5 4	Q J 5	K J 8	J 8 5 3	K Q	K Q J 10
Declarer:	Q 3	Q 7	K	Q 7 5 2	10 7 4	J 10 9	9 8 7 6
Losers:	_____	_____	_____	_____	_____	_____	_____



**Exercise One Answers – Counting Winners**

	1)	2)	3)	4)	5)	6)	7)
Winners:	<u>3</u>	<u>1</u>	<u>3</u>	<u>6</u>	<u>1</u>	<u>3</u>	<u>0</u>

**Exercise Two Answers – Promoting Winners**

	1)	2)	3)	4)	5)	6)	7)
Winners:	<u>1</u>	<u>0</u>	<u>2</u>	<u>2</u>	<u>0</u>	<u>2</u>	<u>3</u>

**Exercise Three Answers – Developing Winners through Length**

	1)	2)	3)	4)	5)	6)	7)
Winners a):	<u>1</u>	<u>1</u>	<u>2</u>	<u>2</u>	<u>3</u>	<u>0</u>	<u>0</u>
Winners b):	<u>1</u>	<u>1</u>	<u>3</u>	<u>2</u>	<u>4</u>	<u>0</u>	<u>0</u>

**Exercise Four Answers – Counting Losers**

	1)	2)	3)	4)	5)	6)	7)
Losers:	<u>1</u>	<u>2</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>1</u>	<u>1</u>

Exercise Five – Opening Leads

For each of the following hands, which card would you lead against a) a notrump contract and b) a heart contract?

1)	2)	3)	4)	5)	6)
♠AK8543	♠KQ53	♠A5	♠AQJ43	♠AJ53	♠AK5
♥Q83	♥A103	♥87	♥—	♥A103	♥AJ108
♦9	♦K63	♦Q84	♦A8632	♦96	♦A8
♣1084	♣J43	♣KQJ753	♣AK4	♣J1043	♣QJ1083
a) NT:	_____	_____	_____	_____	_____
b) ♥:	_____	_____	_____	_____	_____

Exercise Five Answers – Opening Leads

	1)	2)	3)	4)	5)	6)
a) NT:	<u>♠5</u>	<u>♠3</u>	<u>♣K</u>	<u>♠Q</u>	<u>♠3</u>	<u>♣Q</u>
b) ♥:	<u>♠A</u>	<u>♠K</u>	<u>♣K</u>	<u>♣A</u>	<u>♣3</u>	<u>♠A</u>

Deals 1 through 4 are taken from Chapter 2 of Resource 1.

Deal 2 (E-Z Deal Cards: #2, Deal 2)

Dir: E    ♠ 10 7 4  
 Vul: N-S    ♥ K J 9 5 2  
               ♦ K 9  
               ♣ J 9 3

♠ Q 3 2		♠ A K J 5
♥ 7 4 3	<div style="border: 1px solid black; padding: 10px; display: inline-block;">             N              W       E              S           </div>	♥ A 8 6
♦ 8 5 3		♦ Q 6 4 2
♣ A K 7 4		♣ 8 5

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

- [illegible]

Exercise Six Answers – Practice Deals

	Deal 1	Deal 2
1)	17-11	10-8
	10-3	14-10
2)	N-S	E-W
3)	Notrump	Notrump
4)	North	West <sup>1</sup>
5)	No	No
6)		
	27	23
7)		
	3	1 <sup>2</sup>
8)	♠K	♥5
9)	Winners	Winners
10)	1♠ + 4♦ + 4♣	4♠ + 1♥ + 2♣
	9	7
11)	Yes	Yes
12)	3NN+3	1NW+1
	+400	+90

<sup>1</sup>East has the most points but West would be declarer in a typical auction.

<sup>2</sup>2NT would be suggested by the combined points but 1NT would be the result in a typical auction.

# **Exercise Six – Practice Deals (Concluded)**

Deal 3 (E-Z Deal Cards: #2, Deal 3)

Dlr: S	♠ A 7 6 4		
Vul: E-W	♥ K 8 3		
	♦ J 5 2		
	♣ A Q 8		
♠ 8 2		♠ 9 3	
♥ Q J 10 5		♥ A 9 6	
♦ A 9 4		♦ K Q 7 6 3	
♣ J 7 3 2		♣ 10 6 5	
	♠ K Q J 10 5		
	♥ 7 4 2		
	♦ 10 8		
	♣ K 9 4		

Deal 4 (E-Z Deal Cards: #2, Deal 4)

Dlr: W	♠ K Q 10		
Vul: Both	♥ 4		
	♦ 8 7 4 3 2		
	♣ A 6 4 3		
♠ A 7 6 3		♠ 9 5	
♥ A K 7		♥ Q J 10 9 8 6	
♦ K 10 6		♦ A Q 9	
♣ K 8 2		♣ 7 5	
	♠ J 8 4 2		
	♥ 5 3 2		
	♦ J 5		
	♣ Q J 10 9		

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) Should declarer make his contract?
- 12) What are the expected result and duplicate score?

Deal 3

Deal 4

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Exercise Six Answers – Practice Deals (Concluded)**

	Deal 3	Deal 4
1)	14-10	10-11
	10-8	5-17
2)	N-S	E-W
3)	Spades	Hearts
4)	South	East
5)	No	No
6)		
	24	28
7)		
	3	4
8)	♥Q Losers	♣Q
9)	3♥ + 2♦	Losers
10)	5	1♠ + 2♣
	No <sup>1</sup>	3
11)	3SS-1	Yes
12)	-50	Losers
		+620

<sup>1</sup>This is an example of a reasonable contract that will not make. But if the two red aces were in opposite hands the result would have been 3SS+3, +140. Some players might have stopped at 2♠ for a result of 2SS+2, +110.

# CHAPTER 5 – The Finesse

## Exercise One – Recognizing Simple Finesse Possibilities

Which of the following suit combinations offer the possibility of a simple finesse?

	1)	2)	3)	4)	5)
Dummy:	A Q	Q 6 5	K 5 2	A K J	A K Q 10
Declarer:	3 2	A 2	8 7 4	8 6 5	7 5 4 2
	6)	7)	8)	9)	10)
Dummy:	A J	Q 6 5	Q 5	K 10	7 4
Declarer:	3 2	7 2	8 7 4	8 6 5	A Q 2

## Exercise Two – Recognizing Repeated Finesse Possibilities

Which of the following suit combinations offer the possibility of a repeated finesse?

	1)	2)	3)
Dummy:	7 5	K Q 6 5	K Q 6 5
Declarer:	A Q J	8 2	4

## Exercise Three – Implementing Finesses

Which card would you lead and which card would you play from the opposite hand if second hand played low?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A Q	Q 6 5	K 5 2	A K J	A 7 5	A Q 10	K J 9
Declarer:	3 2	A 2	8 7 4	8 6 5	Q J 10	3 2	7 6 2
Lead:	_____	_____	_____	_____	_____	_____	_____
Play:	_____	_____	_____	_____	_____	_____	_____

## Exercise Four – Recognizing Entries

How many entries are there to dummy in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A 7 5	A 10 7	Q 5 2	9 2	A 9	K Q 4	A
Declarer:	8 3 2	—	A K 4	A K Q J 10 8	K Q J 10 8	A	K Q
Entries:	_____	_____	_____	_____	_____	_____	_____



**Exercise One Answers – Recognizing Simple Finesse Possibilities**

1, 2, 3, 4, 5

7, 9, 10

**Exercise Two Answers – Recognizing Repeated Finesse Possibilities**

1, 2

**Exercise Three Answers – Implementing Finesses**

	1)	2)	3)	4)	5)	6)	7)
Lead:	<u>2</u>	<u>2</u>	<u>4</u>	<u>5</u>	<u>Q</u>	<u>2</u>	<u>2</u>
Play:	<u>Q</u>	<u>Q</u>	<u>K</u>	<u>J</u>	<u>5</u>	<u>10</u>	<u>9</u>

**Exercise Four Answers – Recognizing Entries**

	1)	2)	3)	4)	5)	6)	7)
Entries:	<u>1</u>	<u>0</u>	<u>1</u>	<u>1</u>	<u>2</u>	<u>0</u>	<u>1</u>

**Exercise Five – Creating and Keeping Entries**

What technique (promotion, length, finesse, duck) would you use to attempt to create an entry to dummy in each of the following suit combinations? Is the technique guaranteed to be successful?

	1)	2)	3)	4)
Dummy:	Q J 10	K 9	A 8 5 2	K 8 5 4 3
Declarer:	6 5 2	5 4	K 7 6 4	A 7 2
Technique:	_____	_____	_____	_____
Guaranteed:	_____	_____	_____	_____

**Exercise Five Answers – Creating and Keeping Entries**

	1)	2)	3)	4)
Technique:	Promotion	Finesse	Length	Duck
Guaranteed:	Yes	No	No	No

Exercise Six – Practice Deals

Deals 1 through 4 are taken from Chapter 3 of Resource 2.

Deal 1 (E-Z Deal Cards: #3, Deal 1)  
North bid spades.

Dlr: N	♠ A K Q 10 6	
Vul: None	♥ 8 3	
	♦ K J 4	
	♣ 9 5 2	
♠ 9 8 7 2		♠ J 4 3
♥ K 9 6 5		♥ A Q J 10 2
♦ 9 7		♦ A Q
♣ A K Q		♣ 10 4 3
	♠ 5	
	♥ 7 4	
	♦ 10 8 6 5 3 2	
	♣ J 8 7 6	

Deal 2 (E-Z Deal Cards: #3, Deal 2)  
East bid diamonds.

Dlr: E	♠ 10 8 4	
Vul: N-S	♥ A J 3	
	♦ 9 4 2	
	♣ K Q 9 2	
♠ 7 6 3 2		♠ K 9 5
♥ Q 7 6		♥ K 10 8 4
♦ 8 6		♦ K Q J 10 5
♣ 10 8 5 3		♣ 7
	♠ A Q J	
	♥ 9 5 2	
	♦ A 7 3	
	♣ A J 6 4	

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and duplicate score?

Deal 1

Deal 2

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Six Answers – Practice Deals

	Deal 1	Deal 2
1)	14-15	10-13
	3-12	16-2
2)	E-W	N-S
3)	Hearts	Notrump
4)	East	South
5)	Yes	No
	+1DP, 13	
6)		
	28	26
7)		
	4	3
8)	♠5	♦8
9)	Losers	Winners
10)	3♠ + 1♦	1♠+1♥+1♦+4♣
	4	7
11)	Finesse	Finesse
	♦Q <sup>1</sup>	♠QJ <sup>2</sup>
12)	4HE+4	3NS+3
	+420	+600

<sup>1</sup>Use a club in dummy for an entry.

<sup>2</sup>Use ♣KQ in dummy for entries.

**Exercise Six – Practice Deals (Concluded)**

Deal 3 (E-Z Deal Cards: #3, Deal 3)  
South bid diamonds

Dlr: S	♠ 9 6 2		
Vul: E-W	♥ 10 7 6 2		
	♦ Q J 6		
	♣ Q 7 5		
♠ A K J 10 8		♠ Q 4 3	
♥ 8 5 4		♥ A 9 3	
♦ 7 2		♦ K 5 4 3	
♣ A J 10		♣ 8 6 2	
	♠ 7 5		
	♥ K Q J		
	♦ A 10 9 8		
	♣ K 9 4 3		

Deal 4 (E-Z Deal Cards: #3, Deal 4)

Dlr: W	♠ A 4		
Vul: Both	♥ A Q J 9 6 5		
	♦ 9 5 4		
	♣ A K		
♠ 10 9 6 5 2		♠ K J 8	
♥ K 8 4		♥ 7	
♦ 8		♦ K Q J 10 3 2	
♣ 10 9 8 2		♣ Q J 4	
	♠ Q 7 3		
	♥ 10 3 2		
	♦ A 7 6		
	♣ 7 6 5 3		

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and duplicate score?

Deal 3

Deal 4

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Six Answers – Practice Deals (Concluded)

	Deal 3	Deal 4	
1)	5-9	20-15	
	13-14	6-4	
2)	E-W	N-S	
3)	Spades	Hearts	
4)	West	North	
5)	No	No	
6)			
	23	26	
7)	2 <sup>1</sup>	4	
8)	♦Q	♦K	
9)	Losers	Losers	
10)	2♥ + 2♦ + 2♣	1♠ + 1♥ + 2♦	<sup>1</sup> 3♠ would be suggested by the combined points but 2♠ would be the result in a typical auction.
	6	4	
11)	Finesse	Finesse	
	♣J10 <sup>2</sup>	Capture ♥K <sup>3</sup>	
12)	2SW+2	4HN+4	<sup>2</sup> Use ♣Q and ♥A in dummy for entries after drawing two rounds of trumps.
	+110	+620	

<sup>3</sup>Win first trick with the ♦A and lead ♥10 from dummy so finesse can be repeated if West does not play the ♥K the first time.

# CHAPTER 6 – Utilizing Dummy’s Assets

## Exercise One – Recognizing the Possibility of Ruffing Losers in Dummy

How many losers are there in each of the following suit combinations and how many might be ruffed in dummy?

	1)	2)	3)	4)	5)	6)
Dummy:	9 2	7	A K 8 2	8 4 2	6	A
Declarer:	A K 5 4	A K Q	Q	9 6 5	K Q 4	K 9 6 5
Lose:	_____	_____	_____	_____	_____	_____
Ruffed:	_____	_____	_____	_____	_____	_____

## Exercise Two – Losing the Lead

How many times must you lose the lead in the following suit combinations before you will be able to ruff any losers in dummy?

	1)	2)	3)	4)
Dummy:	9 2	7	8 2	8 4 2
Declarer:	A 5 4	A 9 6	7 6 5 3	A K 7 5
Lose Lead:	_____	_____	_____	_____

## Exercise Three – Recognizing the Possibility of Discarding Losers in Dummy

How many discards might be made in dummy for the following side suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A K 5 4	A K Q	A K 8 2	A K J	K Q J 10	A Q 8 4	A K 8 6 3 2
Declarer:	9 2	7	Q	Q	4	3	7 4
Discards:	_____	_____	_____	_____	_____	_____	_____



**Exercise One Answers – Recognizing the Possibility of Ruffing Losers in Dummy**

	1)	2)	3)	4)	5)	6)
Losers:	<u>2</u>	<u>0</u>	<u>0</u>	<u>3</u>	<u>2</u>	<u>2</u>
Ruffed:	<u>2</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>2</u>

**Exercise Two Answers – Losing the Lead**

	1)	2)	3)	4)
Lose Lead:	<u>1</u>	<u>0</u>	<u>2</u>	<u>1</u>

**Exercise Three Answers – Recognizing the Possibility of Discarding Losers in Dummy**

	1)	2)	3)	4)	5)	6)	7)
Discards:	<u>0</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>3</u>	<u>1</u>	<u>3</u>

Exercise Four – Practice Deals

Deals 1 through 4 are taken from Chapter 4 of Resource 2.

Deal 1 (E-Z Deal Cards: #4, Deal 1)

Dlr: N

Vul: None

♠ Q 10 9 7 6 3

♥ A K

♦ Q 3

♣ A 8 2

♠ K 5

♥ 8 7 5 2

♦ 10 9 8 4

♣ 10 4 3

♠ A

♥ Q 9 6 3

♦ J 7 5 2

♣ K Q J 6

N

W

E

S

♠ J 8 4 2

♥ J 10 4

♦ A K 6

♣ 9 7 5

Deal 2 (E-Z Deal Cards: #4, Deal 2)

Dlr: E

Vul: N-S

♠ 6 4

♥ Q 9 4 3

♦ 8 7 4

♣ 7 4 3 2

♠ J 10 8 2

♥ 10 6

♦ K Q J 5

♣ A Q J

♠ Q 9 7 5 3

♥ A J

♦ 10 9 6 2

♣ K 9

N

W

E

S

♠ A K

♥ K 8 7 5 2

♦ A 3

♣ 10 8 6 5

	Deal 1	Deal 2
1) How many points does each player (N-E/S-W) have?	<hr/>	<hr/>
2) Which side would be on offense?	<hr/>	<hr/>
3) What should be the strain?	<hr/>	<hr/>
4) Who should be declarer?	<hr/>	<hr/>
5) Does dummy need to revalue her hand, and if so, how and what is the result?	<hr/>	<hr/>
6) What is the combined strength of the two hands?	<hr/>	<hr/>
7) What should be the level of the contract?	<hr/>	<hr/>
8) What should be the opening lead?	<hr/>	<hr/>
9) Should declarer count winners or losers?	<hr/>	<hr/>
10) How many winners/losers does declarer have?	<hr/>	<hr/>
11) What might declarer do to make his contract?	<hr/>	<hr/>
12) What are the expected result and duplicate score?	<hr/>	<hr/>

# Exercise Four Answers – Practice Deals

	Deal 1	Deal 2
1)	17-13	2-11
	9-3	15-14
2)	N-S	E-W
3)	Spades	Spades
4)	North	East
5)	No	Yes
		+1DP, 15
6)	26	26
7)	4	4
8)	♣K	♥5
9)	Losers	Losers
10)	2♠ + 2♣	2♠ + 1♥ + 1♦
	4	4
11)	Discard	Discard
	♣ on ♦ <sup>1</sup>	♥ on ♣ <sup>2</sup>
12)	4SN+4	4SE+4
	+420	+420

<sup>1</sup>This must be done immediately after winning the first trick with the ♣A. He must play the ♦Q and then lead the ♦3 to dummy to take his club discard.

<sup>2</sup>This must be done immediately after winning the first trick with the ♥A. He must play the ♣K and then lead the ♣9 to dummy to take his heart discard.

## Exercise Four – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #4, Deal 3)

Dlr: S      ♠ AK Q 2  
 Vul: E-W    ♥ A 10 6 2  
               ♦ 7 3  
               ♣ A 9 5

	N	
W		E
	S	

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

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

Deal 4 (E-Z Deal Cards: #4, Deal 4)

## South bid clubs

Dlr: W    ♠ QJ54  
 Vul: Both    ♥ QJ3  
               ♦ A106  
               ♣ K63

♠ 972 ♥ 9862 ♦ KJ8 ♣ A92	N W       E S	♠ A863 ♥ AK75 ♦ Q92 ♣ 107
-----------------------------------	---------------------	------------------------------------

              ♠ K10  
               ♥ 104  
               ♦ 7543  
               ♣ QJ854

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and duplicate score?

Deal 3

Deal 4

[illegible]

**Exercise Four Answers – Practice Deals (Concluded)**

	Deal 3	Deal 4
1)	<u>17-5</u>	<u>13-13</u>
	<u>4-15</u>	<u>7-8</u>
2)	<u>N-S</u>	<u>E-W</u>
3)	<u>Hearts</u>	<u>Hearts</u>
4)	<u>South<sup>1</sup></u>	<u>West<sup>2</sup></u>
5)	<u>Yes</u>	<u>Yes</u>
	<u>+1DP, 18</u>	<u>+1DP, 14</u>
6)	<u>22</u>	<u>22</u>
7)	<u>2</u>	<u>2</u>
8)	<u>♦A</u>	<u>♣3</u>
9)	<u>Losers</u>	<u>Losers</u>
10)	<u>2♥ + 3♦ + 1♣</u>	<u>2♠ + 1♥ + 1♦ + 2♣</u>
	<u>6</u>	<u>6</u>
11)	<u>Ruff in dummy</u>	<u>Ruff in dummy</u>
	<u>1♦</u>	<u>1♣</u>
12)	<u>2HS+2</u>	<u>2HW</u>
	<u>+110</u>	<u>+110</u>

<sup>1</sup>It might appear the North would be declarer, but in an actual auction South would be the declarer.

<sup>2</sup>This is another hand where it might appear East should be declarer but in an actual auction it would be West.

# CHAPTER 7 – Managing the Trump Suit

## Exercise One – Identifying Quick and Slow Losers

How many quick losers and slow losers are there in the following suit combinations?

	1)	2)	3)	4)	5)	6)	7)
Dummy:	A Q 7	K 10 6	9	K Q 6	9 7 3	A 7 4	K 5 2
Declarer:	J 9	A 8 5 4	K Q 6	9	J 10 6	Q J 3	Q J 7 6
Quick Losers:	_____	_____	_____	_____	_____	_____	_____
Slow Losers:	_____	_____	_____	_____	_____	_____	_____

**Exercise One Answers – Identifying Quick and Slow Losers**

	1)	2)	3)	4)	5)	6)	7)
Quick Losers:	<u>0</u>	<u>0</u>	<u>1</u>	<u>1</u>	<u>3</u>	<u>0</u>	<u>1</u>
Slow Losers:	<u>1</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>1</u>

Deals 1 through 4 are taken from Chapter 7 of Resource 2.

Deal 2 (E-Z Deal Cards: #7, Deal 2)

Dlr: E      ♠ A Q J 8  
 Vul: N-S    ♥ 7 6 4 3  
               ♦ A K J 5  
               ♣ 5

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

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

- Deal 2

[illegible]



Exercise Two Answers – Practice Deals

	Deal 1	Deal 2
1)	3-21	15-8
	8-12	13-5
2)	E-W	N-S
3)	Diamonds	Spades
4)	East	South <sup>1</sup>
5)	Yes	Yes
	+1DP, 13	+3DP, 18
6)	34	31
7)	6	5
8)	♥Q	♥A
9)	Losers	Losers
10)	1♥ + 1♦	2♥ + 2♣
	2 quick <sup>2</sup>	2 quick, 2 slow <sup>3</sup>
11)	Discard	Discard & Ruff
	♥ on ♠ <sup>4</sup>	♣ <sup>5</sup>
12)	6DE+6	5SS+5
	+920	+650

<sup>1</sup>Even though North is stronger with a better spade suit, in a real auction South would be declarer.

<sup>2</sup>The heart loser is initially a slow loser but becomes a quick loser after winning the first trick with the ♥A.

<sup>3</sup>Both hearts are quick losers, both clubs are slow losers.

<sup>4</sup>This must be done immediately after winning the first trick. At trick two he must lead the ♠5 to his ♠A and then lead the ♠Q to dummy, **overtaking** with the ♠K so that he can play the ♠J to discard his ♥9.

<sup>5</sup>Declarer can eliminate his two club losers by discarding one on the extra diamond winner in dummy and ruffing the other in dummy. On the first trick East plays the encouraging ♥10 so West continues with the ♥5 which East wins with the ♥Q. East will probably continue with the ♥K. Declarer must be careful to ruff this trick with his ♠K or ♠10 to prevent West from overruffing. Since his club losers are slow losers declarer should draw trumps before eliminating them.

Exercise Two – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #7, Deal 3)

Dlr: S	♠ Q 10 3		
Vul: E-W	♥ 10 8 6 4		
	♦ K Q 8 7		
	♣ 8 5		
♠ A 9 7 6 2		♠ K 8 5	
♥ A K Q		♥ J 9 3 2	
♦ 4		♦ J 10 3	
♣ K Q 6 3		♣ J 10 7	
	♠ J 4		
	♥ 7 5		
	♦ A 9 6 5 2		
	♣ A 9 4 2		

Deal 4 (E-Z Deal Cards: #7, Deal 4)

Dlr: W	♠ A Q 10 8 6 4 2		
Vul: Both	♥ 9 3		
	♦ J 5		
	♣ A 6		
♠ 3		♠ 7	
♥ J 5		♥ Q 10 7 6	
♦ 8 6 4 3 2		♦ A 10 9 7	
♣ K J 10 7 2		♣ 9 8 5 3	
	♠ K J 9 5		
	♥ A K 8 4 2		
	♦ K Q		
	♣ Q 4		

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and duplicate score?

Deal 3

Deal 4

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Two Answers – Practice Deals (Concluded)

	Deal 3	Deal 4
1)	7-6	14-6
	10-19	19-7
2)	E-W	N-S
3)	Spades	Spades
4)	West	North
5)	No	No <sup>2</sup>
6)		
	25	33
7)		
	4	6
8)	♦K	♦A
9)	Losers	Losers
10)	1♠ + 1♦ + 1♣	1♦ + 1♣
	3	2
11)	Keep diamond control <sup>1</sup>	Set up hearts for a discard <sup>3</sup>
12)	4SW+4	6SN+6
	+620	+1430

<sup>1</sup>Declarer has only 3 losers but he must be careful playing the trump suit. The defenders will lead two rounds of diamonds forcing him to ruff in his hand. He must draw only two rounds of trumps and then attack the club suit – playing the high cards from dummy (short side) first.

<sup>2</sup>It is a little difficult to determine the value of the South hand as dummy in a spade contract. The heart length and minor suit shortness are all of questionable value. In fact, it is clear that these features are not worth anything extra for this deal. On the other hand, if North held ♥Qxx, ♦Axx or ♣Kx each of these respective features would be significant. In the long run, it is probably best for South not to make any adjustments.

<sup>3</sup>When West plays the ♦2 on the first trick East shifts to the ♣9 which declarer must win with the ♣A. Declarer should draw trumps, cash the two top hearts, ruff a heart, enter dummy with the ♦K, ruff a heart and then enter dummy with a trump to take his club discard and claim the remainder of the tricks.

# CHAPTER 8 – Protecting Yourself

## Exercise One – Effect of Holding Up by Declarer

Your LHO leads the following suit. How many cards will your RHO have left if you hold up taking your ace until you must, assuming the suit divides as you expect.

	1)	2)	3)	4)	5)
Dummy:	6 5	6 5 2	7 6 5 2	6 5	6 5 2
Declarer:	A 4	A 4	A 4	A 4 3	A 4 3
Cards:	_____	_____	_____	_____	_____

## Exercise Two – How Long to Hold Up

Below are three hands for dummy and declarer along with the contract, the opening lead and the card played by East. For each deal, how many tricks should declarer hold up before taking his ♥A.

	1)	2)	3)
Dummy:	♠ A K Q ♥ 9 7 5 4 ♦ 8 6 ♣ 6 5 3 2	♠ A K J 10 ♥ 8 3 2 ♦ K 7 3 ♣ Q 9 6	♠ A Q 5 4 ♥ 7 6 ♦ 8 7 5 4 ♣ 6 5 2
Declarer:	♠ J 10 2 ♥ A 8 2 ♦ 9 5 2 ♣ A K Q J	♠ 8 5 2 ♥ A 9 4 ♦ A 9 6 2 ♣ A K J	♠ J 10 2 ♥ A 8 3 ♦ A 9 6 2 ♣ A K J
Contract:	2NT	3NT	1NT
Opening Lead:	♥ 3	♥ K	♥ K
East's Card:	♥ K	♥ 5	♥ 9
Tricks:	_____	_____	_____

**Exercise One Answers – Effect of Holding Up by Declarer**

	1)	2)	3)	4)	5)
Cards:	<u>2</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>

**Exercise Two Answers – How Long to Hold Up**

- 1) Do not hold up taking your ♥A. You can count the 8 winners you need for your contract. If you do not take your ♥A right away, East may switch to diamonds where you have no control and the defenders might take enough diamond tricks to set you.
- 2) Hold up taking the ♥A until the third round if the opponents continue leading hearts. That should exhaust East of all his hearts so you can safely take the spade finesse to promote your ninth trick if the finesse loses and produce an overtrick by repeating the finesse if it wins twice.
- 3) Here too you should hold up taking the ♥A until the third round. There is some risk that East might switch to diamonds where you have some weakness but with the diamond length and heart shortness in dummy it is more likely that East will continue leading hearts. After you are forced to play your ♥A you will take repeated spade finesses to promote 2 extra spade winners, enough to make your contract.

**Exercise Three – Identifying the Dangerous Opponent**

- 1) The opening lead was the ♦6. You played the singleton ♦J from dummy which was covered by the ♦K. You won the trick with the ♦A and are left holding ♦932. Who is the dangerous opponent, LHO or RHO?
- 2) The opening lead was the ♦5. You and dummy each have 5 diamonds including the 3 lower ones plus the ace and king. You are playing in a 4♠ contract. You also have 10 spades between the two hands missing only the ♠K and 2 small spades. Dummy has the ♠AQJ4. You have only 2 losers outside of the spade suit. Who is the dangerous opponent? Should you try for an overtrick by finessing for the ♠K?

**Exercise Four – Avoiding the Dangerous Opponent**

- AJ 5 4      1) You need 3 tricks in the following suit and have identified your  
K 10 8 2      LHO as the dangerous opponent. You have the lead in your hand.  
                 a) How would you play the cards? b) How would you play the  
                 cards if your RHO were the dangerous opponent?
- Dummy    ♦ A K 5 4    2) You need 5 tricks from these two suits and have identi-  
              ♣ J 10 8 2    fied your LHO as the dangerous opponent. You have  
Declarer   ♦ J 10 8 2    the lead in your hand. a) How would you play the  
              ♣ A K 5 4    cards? b) How would you play the cards if your RHO  
                 were the dangerous opponent?

**Exercise Five – Giving a Count Signal**

For each of the following cards in some suit, which card would you play first and which card would you play second to give partner a count signal?

	1)	2)	3)
	52	876	9432
First Card:	_____	_____	_____
Second Card:	_____	_____	_____

**Exercise Three Answers – Identifying the Dangerous Opponent**

- 1) Your ♦9 is a second diamond stopper as long as your RHO is not on lead so he is the dangerous opponent.
- 2) From the given information you should be able to conclude that the lead of the ♦5 was a singleton and your LHO is hoping to get your RHO in the lead so that LHO can get a diamond ruff with one of his trumps. Since you cannot afford to lose a trick to the ♠K and also give up another trick to a diamond ruff you should not risk losing the finesse and just play the ♠A and then continue spades. You may actually get lucky and find RHO with a stiff ♠K if LHO has two trumps.

**Exercise Four Answers – Avoiding the Dangerous Opponent**

- 1) a) First lead the king playing the 4 from dummy. Then lead the 2 and play the jack from dummy unless LHO plays the queen in which case you play the ace from dummy.  
b) Start by leading the 2 to dummy's ace. Then lead the 4 from dummy and play the ten from your hand unless RHO plays the queen in which case you play the king.
- 2) a) Lead the ♦J from your hand, playing the ♦4 from dummy unless LHO plays the ♦Q in which case you play the ♦K from dummy.  
b) Start by leading the ♦2 to the ♦K in dummy. Then lead the ♣J from dummy playing the ♣4 from your hand unless RHO plays the ♣Q in which case you play the ♣A.

**Exercise Five Answers – Giving a Count Signal**

	1)	2)	3)
First Card:	<u>5</u>	<u>6</u>	<u>4</u>
Second Card:	<u>2</u>	<u>7</u>	<u>3</u>

## Exercise Six– Reading and Using a Count Signal

Dummy KJ1087 There are no entries to dummy outside of this suit. Declarer  
You A32 leads the queen and partner plays the 4. The 7 is played  
from dummy and you play the 2. Declarer continues with  
the 9 and partner plays the 5.

- 1) Which card do you play now?
- 2) Which card would you play if partner had first played the 5 and then the 4?



## Exercise Six Answers – Reading and Using a Count Signal

- 1) Partner has shown an odd number of cards so he has 3 and declarer has 2. Play your ace to hold declarer to 1 trick in this suit.
- 2) This time partner has shown an even number of cards so he has 2 and declarer has 3. Play your 3 so you can win the next trick and hold declarer to 2 tricks in the suit.

Exercise Seven – Practice Deals

Deals 1 through 4 are taken from Chapter 6 of Resource 2.

Deal 1 (E-Z Deal Cards: #6, Deal 1)

Dlr: N

Vul: None

♠ 8 5 3

♥ 7 4

♦ K 9 6 2

♣ Q 7 5 2

♠ 7 4

♥ K Q J 10 8

♦ Q 7 4

♣ 6 4 3

N

W

E

S

♠ A 10 9 6

♥ 6 5 2

♦ J 10 5 3

♣ 10 9

♠ K Q J 2

♥ A 9 3

♦ A 8

♣ A K J 8

Deal 2 (E-Z Deal Cards: #6, Deal 2)

Dlr: E

Vul: N-S

♠ 4 2

♥ Q 9 7 4 3

♦ 8 7 4 2

♣ K 8

♠ 6 5

♥ K 10 5

♦ 10 6 5

♣ J 10 9 4 2

N

W

E

S

♠ A K Q J 3

♥ J 2

♦ A Q J 9

♣ A 5

♠ 10 9 8 7

♥ A 8 6

♦ K 3

♣ Q 7 6 3

- 1) How many points does each player (N-E/S-W) have?

2) Which side would be on offense?

3) What should be the strain?

4) Who should be declarer?

5) Does dummy need to revalue her hand, and if so, how and what is the result?

6) What is the combined strength of the two hands?

7) What should be the level of the contract?

8) What should be the opening lead?

9) Should declarer count winners or losers?

10) How many winners/losers does declarer have?

11) What might declarer do to make his contract?

12) What are the expected result and rubber bridge score?

Deal 1

Deal 2

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Seven Answers – Practice Deals

	Deal 1	Deal 2
1)	5-5	6-23
	22-9	9-5
2)	N-S	E-W
3)	Notrump	Notrump
4)	South	West <sup>1</sup>
5)	No	No
6)		
	27	28
7)		
	3	3
8)	♥K	♥4
9)	Winners	Winners
10)	1♥+2♦+4♣	5♠+1♥+1♦+1♣
	7	8
11)	Promote 2♠	Promote 2♦
	Hold up ♥A <sup>2</sup>	Hold up ♥K <sup>4</sup>
12)	3NS+3	3NW+4
	100 <sup>3</sup>	100 + 30 <sup>5</sup>

<sup>1</sup>Even though East is stronger, in a real auction West might be the declarer.

<sup>2</sup>Declarer must hold up taking his ♥A until the third round of the suit.

<sup>3</sup>Below the line for N-S.

<sup>4</sup>South wins the first trick with the ♥A and returns the ♥8 (top of a doubleton). Declarer must hold up taking the ♥K until the third round of the suit.

<sup>5</sup>100 below the line and 30 above the line for E-W.

Exercise Seven – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #6, Deal 3)

Dlr: S	♠ A K Q		
Vul: E-W	♥ A K 8 3		
	♦ K J 5		
	♣ K Q J		
♠ 5 2		♠ J 10 9 7 4	
♥ J 10 9 5		♥ Q 6 2	
♦ A 8 6 2		♦ 9	
♣ 10 9 4		♣ A 7 6 2	
	♠ 8 6 3		
	♥ 7 4		
	♦ Q 10 7 4 3		
	♣ 8 5 3		

Deal 4 (E-Z Deal Cards: #6, Deal 4)

Dlr: W	♠ K 8 4		
Vul: Both	♥ 9		
	♦ J 10 9 7 5		
	♣ Q J 10 2		
♠ A Q 5		♠ 7 2	
♥ A K 7		♥ Q 10 8 6 4 2	
♦ A K Q 6		♦ 8 4	
♣ 9 8 4		♣ K 7 3	
	♠ J 10 9 6 3		
	♥ J 5 3		
	♦ 3 2		
	♣ A 6 5		

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and rubber bridge score?

Deal 1

Deal 2

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Seven Answers – Practice Deals (Concluded)

	Deal 3	Deal 4
1)	26-8	8-7
	3-5	7-22
2)	N-S	E-W
3)	Notrump	Hearts
4)	North	East
5)	No	No
6)		
	29	29
7)		
	3	4
8)	♠J	♠J
9)	Winners	Losers
10)	3♠ + 2♥	1♠ + 3♣
	5	4
11)	Promote	Discard
	♣ & ♦ <sup>1</sup>	♠ or ♣ on ♦ <sup>3</sup>
12)	3NN+3	4HE+4
	100 <sup>2</sup>	120 <sup>4</sup>

<sup>1</sup>Declarer has the potential of promoting 4 tricks in diamonds and 2 tricks in clubs. He should start with the diamond suit but West should hold up taking the ♦A to stymie that effort. After winning 2 diamond tricks declarer should switch to the club suit to promote those 2 winners.

<sup>2</sup>Below the line for N-S.

<sup>3</sup>Declarer could hope the opening lead was from ♠KJ10... and play the ♠Q from dummy hoping it would win the trick and thereby eliminate his spade loser. But if the finesse failed his ♣K would be subject to attack. He has a much safer play to guarantee his contract by refusing the finesse – winning the ♠A, drawing trumps and then discarding the spade loser (or a club loser) on the extra diamond winner in dummy.

<sup>4</sup>Below the line for E-W.

# CHAPTER 9 – Applying Techniques

## Exercise One – Finessing for the Queen

For which of the following suit combinations should you finesse for the queen?

1)	2)	3)	4)
Dummy: 7 4	K 7 5 4 3	A 5 4 3	K J 4 3 2
Declarer: A K J	A J 2	K J 8 7 2	A 9 8 7 6

## Exercise Two – Ruffing Finesses

Which of the following side suit combinations provide the opportunity to take a ruffing finesse, assuming you have a trump in dummy?

1)	2)	3)	4)
Dummy: 7	5	4 3	4 3 2
Declarer: A Q J	Q J 10 9	A K J 10 9	A K J 7 6

## Exercise Three – Ruffing in Your Hand

How many extra tricks will you be able to establish in dummy by ruffing some of the small cards in your hand if the suit divides as you expect? How many tricks would you have to ruff?

	1)	2)	3)	4)
Dummy:	A K 8 7 4	K Q 5 4 3	A 5 4 3	K Q 4 3 2
Declarer:	5 3	A 2	K 8 7 2	A 9 8
Tricks:	_____	_____	_____	_____
Ruffs:	_____	_____	_____	_____

**Exercise One Answers – Finessing for the Queen**

1, 2

**Exercise Two Answers – Ruffing Finesses**

1, 2, 3

**Exercise Three Answers – Ruffing in Your Hand**

	1)	2)	3)	4)
Tricks:	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>
Ruffs:	<u>2</u>	<u>1</u>	<u>0</u>	<u>0</u>

**Exercise Four – Combining Promotion, Length and Finesse**

What techniques (P = Promotion, L = Length, F = Finesse) would you combine to develop tricks in the following suit combinations and how many total tricks would you hope to win if the missing cards are favorably located and the suit divides as expected?

	1)	2)	3)	4)
Dummy:	8 7 4	A Q J 4 3	Q 5 3	Q 10 3 2
Declarer:	Q J 10 6 5	7 5 2	K 10 2	K 6 5 4
Techniques:	_____	_____	_____	_____
Tricks:	_____	_____	_____	_____



**Exercise Four Answers – Combining Promotion, Length and Finesse**

	1)	2)	3)	4)
Techniques:	<u>P, L</u>	<u>L, F</u>	<u>P, F</u>	<u>P, L, F</u>
Tricks:	<u>3</u>	<u>5</u>	<u>2</u>	<u>3</u>

Exercise Five – Practice Deals

Deals 1 through 4 are taken from Chapter 8 of Resource 2.

Deal 1 (E-Z Deal Cards: #8, Deal 1)  
East bid hearts

Dlr: N

Vul: None

♠ J 3 2

♥ K 7

♦ A Q 8 7 2

♣ 9 7 5

♠ 6 5

♥ 4 3

♦ K J 6

♣ K J 6 4 3 2

N

W

E

S

♠ 8 4

♥ A Q 10 9 8 6 2

♦ 10 4 3

♣ Q

♠ A K Q 10 9 7

♥ J 5

♦ 9 5

♣ A 10 8

Deal 2 (E-Z Deal Cards: #8, Deal 2)

Dlr: E

Vul: N-S

♠ 8 4 2

♥ A Q 8 7

♦ 9 6 3

♣ Q 9 7

♠ K Q J 3

♥ K 6 5 3

♦ 10

♣ A 8 5 4

N

W

E

S

♠ A 10 9 7 5

♥ 4 2

♦ Q 4

♣ K J 6 3

♠ 6

♥ J 10 9

♦ A K J 8 7 5 2

♣ 10 2

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and rubber bridge score?

Deal 1                      Deal 2

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Five Answers – Practice Deals

	Deal 1	Deal 2
1)	11-11	8*11
	16-10	12-13
2)	N-S	E-W
3)	Spades	Spades
4)	South	East
5)	Yes	Yes
	+1DP, -1LP <sup>1</sup>	+3DP, 16
6)	27	27
7)	4	4
8)	♥4 <sup>2</sup>	♦A
9)	Losers	Losers
10)	2♥ + 1♦ + 2♣	2♥ + 2♦ + 1♣
	5	5
11)	Finesse and Discards <sup>3</sup>	Finesse and Ruff <sup>5</sup>
12)	4SS+5	4SE+4
	120 + 30 <sup>4</sup>	120 <sup>6</sup>

<sup>1</sup>No net change.

<sup>2</sup>Top of a doubleton

<sup>3</sup>Declarer must finesse the ♦Q and diamonds must split 3-3 for two club discards after ruffing one diamond in his hand.

<sup>4</sup>120 below the line and 30 above the line for N-S.

<sup>5</sup>Declarer should finesse the ♣J and ruff his second diamond loser in dummy.

<sup>6</sup>Below the line for E-W.

Exercise Five – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #8, Deal 3)  
South bid clubs.

Dlr: S    ♠ 9 5 3  
Vul: E-W    ♥ 9 7 6 5  
              ♦ K J 8 7  
              ♣ 8 3

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

N  
W    E  
      S

♠ A Q 10 8  
♥ K 8 4 2  
♦ A Q 4  
♣ J 4

♠ 4  
♥ J 10  
♦ 10 5 2  
♣ A K 10 9 7 5 2

Deal 4 (E-Z Deal Cards: #8, Deal 4)

Dlr: W    ♠ K Q 10 8 7 5 3  
Vul: Both    ♥ 8 6  
              ♦ J 5  
              ♣ 10 6

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

N  
W    E  
      S

♠ 9 4  
♥ J 10 9 5  
♦ A Q 8 7  
♣ J 7 5

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

- 1) How many points does each player (N-E/S-W) have?
- 2) Which side would be on offense?
- 3) What should be the strain?
- 4) Who should be declarer?
- 5) Does dummy need to revalue her hand, and if so, how and what is the result?
- 6) What is the combined strength of the two hands?
- 7) What should be the level of the contract?
- 8) What should be the opening lead?
- 9) Should declarer count winners or losers?
- 10) How many winners/losers does declarer have?
- 11) What might declarer do to make his contract?
- 12) What are the expected result and rubber bridge score?

Deal 3	Deal 4
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Exercise Five Answers – Practice Deals (Concluded)

	Deal 3	Deal 4
1)	<u>4-16</u>	<u>9-8</u>
	<u>11-13</u>	<u>16-11</u>
2)	<u>E-W</u>	<u>N-S</u>
3)	<u>Spades</u>	<u>Spades</u>
4)	<u>West</u>	<u>North</u>
5)	<u>Yes</u>	<u>No</u>
	<u>+1DP, -1HCP<sup>1</sup></u>	
6)	<u>29</u>	<u>25</u>
7)	<u>4</u>	<u>4</u>
8)	<u>♣8<sup>2</sup></u>	<u>♥J</u>
9)	<u>Losers</u>	<u>Losers</u>
10)	<u>2♦ + 2♣</u>	<u>1♠ + 1♥ + 2♦</u>
	<u>4</u>	<u>4</u>
11)	<u>Discard ♦ on ♥</u>	<u>Discard</u>
	<u>or finesse ♦Q<sup>3</sup></u>	<u>♥ or ♦ on ♣<sup>5</sup></u>
12)	<u>4SW+4</u>	<u>4SN+4</u>
	<u>120<sup>4</sup></u>	<u>120<sup>6</sup></u>

<sup>1</sup>Add 1 point for the doubleton club but subtract 1 point for the ♣J to avoid overvaluing her hand.

<sup>2</sup>Top of a doubleton

<sup>3</sup>Declarer can finesse the ♦Q or possibly discard a diamond on the fourth heart in dummy if they split 3-3. He tries the hearts first and when they do not split he takes the successful finesse.

<sup>4</sup>Below the line for E-W.

<sup>5</sup>Declarer should win the ♥A, and immediately play three rounds of clubs to discard his heart loser or one of his diamond losers.

<sup>6</sup>Below the line for N-S.

# CHAPTER 10 – Defense Fundamentals

## Exercise One – Opening Leads against Notrump Contracts

Following are several hand shapes. Which suit would you be most likely to lead against a notrump contract?

	1)	2)	3)	4)
Shape:	2=5=3=3	3=3=3=4	5=4=3=1	2=3=6=2
Suit:	_____	_____	_____	_____

Which card from the following suits would you lead against a notrump contract?

	5)	6)	7)	8)
Suit:	A K Q 6 2	A K J 6 2	A Q J 6 2	A Q 10 6 2
Card:	_____	_____	_____	_____

## Exercise Two – Opening Leads against Suit Contracts

Which card would you lead against a heart contract for each of the following hands?

	1)	2)	3)	4)
	♠ A 5 4 3	♠ K Q 5 3	♠ K J 4	♠ A Q J 3
	♥ Q 8 6 3	♥ 10 3	♥ K 7 3	♥ 6 5 3
	♦ 9	♦ K J 9 3	♦ 9 8 4	♦ A 6 3 2
	♣ 10 8 4 2	♣ J 4 3	♣ A Q 5 3	♣ A 4
Lead:	_____	_____	_____	_____

## Exercise Three – Third-Hand Play

In each of the following layouts partner leads the indicated card and the bold card is played from dummy. Which card should you play?

	1)	2)	3)	4)	5)	6)
Lead:	5	5	5	5	5	Q
Dummy:	<b>7 3</b>	<b>10 7 6</b>	<b>8 6 2</b>	<b>J 6 2</b>	<b>K 7 3</b>	<b>K 7 3</b>
You:	A 8 2	K J 8 3	K Q 7 3	K Q 10 3	A J 4	A 8 4
Card:	_____	_____	_____	_____	_____	_____
	7)	8)	9)	10)	11)	
Lead:	J	J	K	Q	J	
Dummy:	<b>K 8 2</b>	<b>8 6 2</b>	<b>9 7 2</b>	<b>A 5 2</b>	<b>A 8 3</b>	
You:	A Q 6 4	A 7 4	A 3	K 7	K Q 4	
Card:	_____	_____	_____	_____	_____	

**Exercise One Answers – Opening Leads against Notrump Contracts**

Suit:        1)                      2)                      3)                      4)  
              Hearts               Clubs               Spades               Diamonds

Card:        5)                      6)                      7)                      8)  
              A                      A                      Q                      6

**Exercise Two Answers – Opening Leads against Suit Contracts**

Lead:        1)                      2)                      3)                      4)  
              ♦ 9                      ♠ K                      Any ♦<sup>1</sup>                      ♥ 3<sup>2</sup>

<sup>1</sup>Depending on your partnership agreement.

<sup>2</sup>When all other leads look undesirable, consider a trump lead.

**Exercise Three Answers – Third-Hand Play**

Card:        1)                      2)                      3)                      4)                      5)                      6)  
              A                      K                      Q                      10                      J                      8

Card:        7)                      8)                      9)                      10)                      11)  
              6                      A                      A                      K                      K

Exercise Four – Second-Hand Play

In each of the following layouts the indicated card is led by declarer and dummy has the cards shown. Which card should you play?

	1)	2)	3)	4)	5)	6)	7)	8)
Dummy:	7 3	10 7 6	10 6 2	K J 4	A Q 3	A J	A J 6	8 6 2
You:	A 8 2	K 9 8 3	Q 7 3	A Q 3	K J 4	K Q 6	K 7 2	A 7 4
Lead:	5	5	5	5	5	5	Q	Q
Card:	_____	_____	_____	_____	_____	_____	_____	_____

In each of the following layouts the bold card is led from dummy. Which card should you play?

	9)	10)	11)	12)	13)	14)	15)	16)
Dummy:	7 <b>3</b>	<b>10</b> 7 6	8 6 <b>2</b>	<b>J</b> 6 2	<b>J</b> 6 <b>2</b>	<b>Q</b> J 10	<b>Q</b> J 10	8 6 <b>2</b>
You:	A 8 2	K J 8 3	K Q J 3	K Q 10 3	K Q 10 3	K 8 4	A K 6 4	A K Q 4
Card:	_____	_____	_____	_____	_____	_____	_____	_____

Exercise Five – Attitude Discards

You are defending a notrump contract. Your partner leads the **♦ Q**. Which diamond do you play on the first trick? Declarer wins the trick with the **♦ A** and starts taking club tricks. What do you discard on the third round of clubs?

	1)	2)
	♠ A 7 4 3	♠ J 7 5 3
	♥ 8 7 6 3	♥ K Q 8 3 2
	♦ 10 8 2	♦ 5 3 2
	♣ 8 2	♣ 4 3
Diamond:	_____	_____
Discard:	_____	_____



**Exercise Four Answers – Second-Hand Play**

	1)	2)	3)	4)	5)	6)	7)	8)
Card:	<u>2</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>4</u>	<u>Q</u>	<u>K</u>	<u>4</u>

	9)	10)	11)	12)	13)	14)	15)	16)
Card:	<u>2</u>	<u>J</u>	<u>J</u>	<u>Q</u>	<u>10</u>	<u>4</u>	<u>K, 4<sup>1</sup></u>	<u>Q</u>

<sup>1</sup>K if a suit contract, 4 if a notrump contract and you want to kill a future entry to dummy.

**Exercise Five Answers – Attitude Discards**

	1)	2)
Diamond:	<u>8</u>	<u>2</u>
Discard:	<u>♠ 7</u>	<u>♥ 8</u>

# Exercise Six – Practice Deals

Deals 1 through 4 are taken from Chapter 1 of Resource 3.

Deal 1 (E-Z Deal Cards: #1, Deal 1)

East is in a contract of 3NT. North had bid diamonds.

Dlr: N	♠ QJ84		
Vul: None	♥ 52		
	♦ QJ1082		
	♣ AK		
♠ K93			♠ A107
♥ K6			♥ AJ9
♦ 543			♦ AK6
♣ QJ1095			♣ 8642
	♠ 652		
	♥ Q108743		
	♦ 97		
	♣ 73		

- 1) What card should South lead?
- 2) How many winners does declarer count?
- 3) Where does declarer hope to get the extra tricks required to make his contract?
- 4) Does declarer see a possible problem?
- 5) What should declarer do to try to protect the contract?
- 6) What card should North play on the first trick?
- 7) How does North hope to defeat the contract?
- 8) Should declarer make his contract?
- 9) What are the expected result & rubber bridge score?

Deal 2 (E-Z Deal Cards: #1, Deal 2)

South is in a contract of 3NT. South had bid diamonds and North had bid spades.

Dlr: E	♠ KQJ4		
Vul: N-S	♥ 85		
	♦ AJ8		
	♣ K1052		
♠ 962			♠ 8753
♥ KJ109			♥ A762
♦ 1043			♦ 72
♣ A94			♣ 763
	♠ A10		
	♥ Q43		
	♦ KQ965		
	♣ QJ8		

- 1) What card should West lead?
- 2) How many winners does declarer count?
- 3) Does declarer see a possible problem?
- 4) What card should East play on the first trick and why?
- 5) What card should East play on the second trick?
- 6) How does West hope to defeat the contract?
- 7) Should declarer make his contract?
- 8) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals

### Deal 1

- 1) ♦9
- 2) 6 – 2 each in spades, hearts and diamonds
- 3) Promote 3 club tricks
- 4) He has to give up the lead twice in clubs before he can promote his club winners.
- 5) Hold up on the first diamond and hope the ♣A and ♣K are split between North and South.
- 6) ♦10 – overtaking partner's 9 just in case South has a singleton. If East refuses to win the first trick North can then continue leading diamonds
- 7)  
North plans to take 3 diamond tricks and 2 club tricks.
- 8) No
- 9)  
3NE-1, 50 above the line for N-S.

### Deal 2

- 1) ♥J – Top of an interior sequence
- 2) 9 – 5 diamonds and 4 spades
- 3) The opponents might take 4 or more heart tricks and the ♣A before he can get the lead.
- 4) ♥A – she knows declarer has the ♥Q and partner might hold the ♥K along with his known ♥10.
- 5) ♥2 – giving a present count signal.
- 6) After East wins the first trick with the ♥A and returns the ♥2 West plans to take 3 more heart tricks and the ♣A.
- 7) No
- 8)  
3NS-1, 100 above the line for E-W.

## Exercise Six – Practice Deals (Continued)

### Deal 3 (E-Z Deal Cards: #1, Deal 3)

West is in a contract of 3NT. Nothing from the bidding is helpful for the defense other than West showed a very strong hand.

Dlr: S	♠ 10 7 6 2		
Vul: E-W	♥ A K 9 6 2		
	♦ 10 4		
	♣ 6 3		
♠ A K 8		♠ Q 4	
♥ Q J 5		♥ 10 8 3	
♦ A Q J 6		♦ K 7 5 3	
♣ K Q 4		♣ J 10 8 2	
	♠ J 9 5 3		
	♥ 7 4		
	♦ 9 8 2		
	♣ A 9 7 5		

- 1) What card should North lead?
- 2) How many winners does declarer count?
- 3) Where does declarer hope to get the extra tricks required to make his contract?
- 4) Does declarer see a possible problem?
- 5) What possible lie of the cards would allow declarer to make his contract?
- 6) What card should declarer play from dummy on the first trick?
- 7) What card should South play on the first trick?
- 8) What card should declarer play on the first trick?
- 9) What card should declarer play on the second trick?
- 10) Should declarer make his contract?
- 11) What are the expected result & rubber bridge score?

### Deal 4 (E-Z Deal Cards: #1, Deal 4)

North is in a contract of 3NT. North had bid diamonds and South had bid hearts.

Dlr: W	♠ K Q J		
Vul: Both	♥ 9 6		
	♦ K J 9 4 3		
	♣ A 7 6		
♠ 9 8 7 6 5		♠ 4	
♥ 7 4 2		♥ A 8 5 3	
♦ 6		♦ A 8 7 5	
♣ K 9 4 3		♣ Q 10 8 2	
	♠ A 10 3 2		
	♥ K Q J 10		
	♦ Q 10 2		
	♣ J 5		

- 1) What card should East lead?
- 2) How many winners can declarer count?
- 3) Where does declarer hope to get the extra tricks required to make his contract?
- 4) Does declarer see a possible problem?
- 5) What possible lie of the cards would allow declarer to make his contract?
- 6) Is that lie of the cards possible?
- 7) What should declarer do to try to protect the contract?
- 8) Should declarer make his contract?
- 9) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Continued)

### Deal 3

- 1) ♥6
- 2) 7 – 3 spades and 4 diamonds
- 3) 1 heart and 3 clubs for 2 overtricks
- 4) The defenders might take several heart tricks and the ♣A before he can take all of his tricks.
- 5) Either the hearts have to be split 4-3 or South has to hold the ♣A and either a singleton heart or one of the top two hearts.
- 6) ♥10 to further entice South to play the ♥A or ♥K if she holds it.
- 7) ♥4
- 8) ♥Q
- 9) ♣Q – trying to “steal” one club trick – if North has the ♣A he might duck this trick (second hand low) hoping South can win the trick with the ♣K. If West can sneak this trick through he can then take 7 more winners to make his contract.
- 10) No – despite his hopes and crafty play nothing works and the defenders take 4 heart tricks and the ♣A.
- 11) 3NW-1, 100 above the line for N-S.

### Deal 4

- 1) ♣2 – choose an unbid suit.
- 2) 5 – 4 spades and 1 club
- 3) 4 diamond tricks can be promoted (also 3 heart tricks)
- 4) Yes – The opponents might take 3 or more club tricks plus the 2 red aces to defeat the contract before he can take his diamond tricks.
- 5) West would have to hold both red aces and no more than 3 clubs. If West held only the ♦A declarer still would have a chance if after winning the ♦A West would guess to switch to spades instead of hearts.
- 6) Not if East leads his fourth highest club. The ♣2 indicates East has exactly four cards so West must also have 4 clubs.
- 7) Hold up winning the ♣A until the third round (opponents do not always make proper leads) and then lead a small diamond to the queen in dummy.
- 8) No – East will win the ♦A and then play his last club and the ♥A.
- 9) 3NN-1, 100 above the line for E-W.

## Exercise Six – Practice Deals (Continued)

Deals 5 through 8 are taken from Chapter 2 of Resource 3.

Deal 5 (E-Z Deal Cards: #2, Deal 1)

South is in a contract of 4S. North had bid diamonds and East had bid hearts.

Dlr: N	♠ Q 7 6 2	
Vul: None	♥ K J 5	
	♦ Q J 10 8	
	♣ A 6	
♠ 9 3		♠ 10
♥ 9 6 2		♥ A Q 10 8 4
♦ 4 3 2		♦ A K 7 5
♣ Q J 10 9 3		♣ 8 5 2
	♠ A K J 8 5 4	
	♥ 7 3	
	♦ 9 6	
	♣ K 7 4	

- 1) What card should West lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) What card should declarer play from dummy on the first trick?
- 5) How does West hope to defeat the contract?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 6 (E-Z Deal Cards: #2, Deal 2)

East is in a contract of 4H. There was no helpful bidding for the defenders other than hearts by E-W.

Dlr: E	♠ J 7 6	
Vul: N-S	♥ 9 7	
	♦ 9 8 6 3	
	♣ Q J 9 3	
♠ 9 4 2		♠ A Q
♥ K J 6 4		♥ A Q 10 8 5
♦ A 10 7		♦ 5 4 2
♣ 7 6 5		♣ A K 4
	♠ K 10 8 5 3	
	♥ 3 2	
	♦ K Q J	
	♣ 10 8 2	

- 1) What card should South lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) What card should North play on the first trick and why?
- 5) Should declarer make his contract?
- 6) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Continued)

### Deal 5

- 1) ♥9
- 2) 5 – 2 each in hearts and diamonds plus 1 in clubs
- 3) Ruff the club loser in dummy, hope West has the ♥Q
- 4) ♥J
- 5) Take 2 heart tricks and 2 diamond tricks
- 6) No
- 7) 4SS-1, 50 above the line for E-W.

### Deal 6

- 1) ♦K – South hopes to take 2 diamond tricks and the ♠K. He hopes North can take another trick.
- 2) 4 – 1 spade, 2 diamonds and 1 club
- 3) Finesse North for the ♠K.
- 4) ♦3 – discourage South from continuing the diamond suit.
- 5) No.
- 6) 4HW-1, 50 above the line for N-S.

## Exercise Six – Practice Deals (Continued)

Deal 7 (E-Z Deal Cards: #2, Deal 3)

North is in a contract of 2H. North bid spades and hearts. South bid notrump.

Dlr: S	♠ K 9 8 6 5		
Vul: E-W	♥ K J 10 6		
	♦ K 8 3		
	♣ A		
♠ 7 4 2		♠ A Q J 10	
♥ A 5		♥ 7 4 2	
♦ J 10 6 2		♦ Q 7 4	
♣ K Q 8 5		♣ 10 9 7	
	♠ 3		
	♥ Q 9 8 3		
	♦ A 9 5		
	♣ J 6 4 3 2		

- 1) What card should East lead?
- 2) How many losers does declarer count?
- 3) How does declarer plan to eliminate some losers?
- 4) Should declarer plan to draw trumps?
- 5) What card should West play on the first trick and how should the play proceed?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 8 (E-Z Deal Cards: #2, Deal 4)

West is in a contract of 4S. West had bid spades and diamonds. South had bid clubs.

Dlr: W	♠ 7 4 3		
Vul: Both	♥ 10 8 7 4		
	♦ 9		
	♣ 10 6 5 4 3		
♠ K J 10 9 5		♠ Q 8 6 2	
♥ K J		♥ A 9 5	
♦ K Q 10 3		♦ J 7 5	
♣ A J		♣ K Q 2	
	♠ A		
	♥ Q 6 3 2		
	♦ A 8 6 4 2		
	♣ 9 8 7		

- 1) What card should North lead?
- 2) How many losers can declarer count?
- 3) How do the defenders defeat the contract?
- 4) What are the expected result & rubber bridge score?



## Exercise Six Answers – Practice Deals (Continued)

### Deal 7

- 1) ♥2 – From the bidding and East's spade holding it appears that North has several spade losers that he probably plans to eliminate by ruffing in dummy. Leading a trump to take away some of the trumps in dummy looks like a good idea.
- 2) 6 – 4 spades (assuming the outstanding spades split 4-3), 1 heart and 1 diamond.
- 3) Ruff spades in dummy.
- 4) No – he needs those trumps in dummy to ruff spade losers.
- 5) ♥A. West should also see what declarer plans to do. After taking the first trick she should lead the ♥5. Declarer wins this trick in hand and leads the ♠9 which East wins with the ♠10. East then leads his last heart leaving only 1 heart in dummy. Declarer can now ruff 1 spade in dummy but will have to lose a total of 3 spade tricks, 1 heart trick and 1 diamond.
- 6) Yes, but he will not get the overtricks he hoped for.
- 7) 2HN+2, 60 below the line for N-S.

### Deal 8

- 1) ♦9 – Even though West had bid diamonds North has some hope that South might have the ♦A so that she can win the trick and lead another one so that North can ruff.
- 2) 2 – 1 spade and 1 diamond
- 3) South wins the first trick with the ♦A and returns a diamond which North ruffs. When declarer tries to draw trumps South takes the ♠A and leads another diamond which North ruffs. The defenders get their 2 aces plus 2 diamond ruffs.
- 4) 4SW-1, 100 above the line for N-S.

### Exercise Six – Practice Deals (Continued)

Deals 9 through 12 are taken from Chapter 3 of Resource 3.

Deal 9 (E-Z Deal Cards: #3, Deal 1)

North is in a contract of 4S. North had bid clubs and spades. South had bid hearts.

Dlr: N	♠ A Q J 8
Vul: None	♥ 5 3
	♦ Q 9 2
	♣ K Q 10 2
♠ 5 4 3	
♥ 10 9 4	
♦ A J 5	
♣ 9 7 6 4	
	♠ K 10 7 2
	♥ A K Q 8
	♦ 8 7 4
	♣ J 5

- 1) What card should East lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) What card should West play on the first trick?
- 5) What card should West play on the second trick?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 10 (E-Z Deal Cards: #3, Deal 2)

West is in a contract of 1NT. East bid clubs and South bid spades.

Dlr: E	♠ 6 5
Vul: N-S	♥ 9 7 5 2
	♦ Q J 10 4
	♣ A 7 5
♠ Q 7 2	
♥ Q J 3	
♦ K 7 6 2	
♣ 9 8 3	
	♠ K 8 3
	♥ 10 8 4
	♦ A 9
	♣ K Q J 10 4
	♠ A J 10 9 4
	♥ A K 6
	♦ 8 5 3
	♣ 6 2

- 1) What card should North lead?
- 2) How many winners does declarer count?
- 3) How does declarer hope to create enough winners to make his contract?
- 4) What card should declarer play from dummy on the first trick?
- 5) What card should South play on the first trick and why?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Continued)

### Deal 9

- 1)  $\heartsuit 3$
- 2) 4 – 3 in diamonds plus 1 in clubs.
- 3)  
Discard a diamond loser on the extra heart winner in dummy.
- 4)
- 5)  $\heartsuit A$
- 6)  $\heartsuit J$
- 7) No
- 7)  
4SN-1, 50 above the line for E-W.

### Deal 10

- 1)  $\spadesuit 6$  – top of a doubleton in partner's suit.
- 2) 2 – 2 diamonds
- 3)  
He can get 1 spade trick and hopes to promote 4 club tricks.
- 4)
- 5)  $\spadesuit 3$  hoping that South plays third hand high to give him two spade stoppers.
- 6)  $\spadesuit 9$  – only as high as necessary to force the  $\spadesuit Q$  from declarer, retaining the  $\spadesuit A$  to trap dummy's  $\spadesuit K$ .
- 7) No.
- 7)  
1NW-1, 50 above the line for N-S.

# Exercise Six – Practice Deals (Continued)

Deal 11 (E-Z Deal Cards: #3, Deal 3)

South is in a contract of 3NT. No suits were bid by any players.

Dlr: S	♠ 10 9 5		
Vul: E-W	♥ J 7 2		
	♦ K J 7 5		
	♣ A Q 5		
♠ K 8 2		♠ A 7 4	
♥ Q 9 6 3		♥ K 10 5	
♦ 9 6 2		♦ 10 4 3	
♣ 10 9 3		♣ J 7 4 2	
	♠ Q J 6 3		
	♥ A 8 4		
	♦ A Q 8		
	♣ K 8 6		

- 1) What card should West lead?
- 2) Do East and South know how many hearts West holds?
- 3) How many winners does declarer count?
- 4) How does declarer plan to develop enough tricks to make his contract?
- 5) What card should declarer play from dummy on the first trick?
- 6) What card should East play on the first trick?
- 7) Should declarer make his contract?
- 8) What are the expected result & rubber bridge score?

Deal 12 (E-Z Deal Cards: #3, Deal 4)

East is in a contract of 3NT. No suits were bid during the auction.

Dlr: W	♠ 10 6 5 2		
Vul: Both	♥ A 6		
	♦ 7 3 2		
	♣ J 7 5 4		
♠ 9 7 3		♠ A K Q	
♥ 10 4 2		♥ 8 7 3	
♦ K 8 4		♦ A Q J 9	
♣ 10 8 6 2		♣ A K Q	
	♠ J 8 4		
	♥ K Q J 9 5		
	♦ 10 6 5		
	♣ 9 3		

- 1) What card should South lead?
- 2) How many winners can declarer count?
- 3) Does declarer see a problem?
- 4) How should North play to defeat the contract?
- 5) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Continued)

### Deal 11

- 1) ♥3 – fourth down from his longest suit.
- 2) Yes. West has 4 hearts because he led the 3 (fourth down) and the 2 is in dummy.
- 3) 8 – 3 clubs, 4 diamonds and 1 heart.
- 4) Promote a spade winner.
- 5) Declarer knows that West does not hold the king, queen and ten of hearts because he would have then led the ♥K. If he thinks West has both the king and queen of hearts he should play the ♥J. If he thinks the top two heart honors are split between the defenders he should play the ♥2 hoping that East will play third hand high – he could then capture one of the top two heart honors with his ♥A and later get another heart trick with the jack. This is the better play.
- 6) If the ♥J is played from dummy East should play the ♥K. If the ♥2 is played from dummy East should play the ♥10 keeping the ♥K to capture the ♥J.
- 7) No – the defenders will get 3 heart tricks and 2 spade tricks.
- 8) 3NS-1, 50 above the line for E-W.

### Deal 12

- 1) ♥K – top of a sequence of 3 cards headed by an honor.
- 2) 10 – 3 spades, 4 diamonds and 3 clubs
- 3) Yes – he has no heart stopper and the defenders can take at least 4 heart tricks.
- 4) North knows South also has the ♥Q and ♥J so she overtakes the ♥K with the ♥A to unblock the suit. She then returns the ♥6 so South can then take 4 more heart tricks. North does not know exactly how many hearts South holds but can hope he has at least 5. If North plays the ♥6 on the first trick he will have to play the ♥A on the second trick but then will have no way to get the lead back to South.
- 5) 3NE-1, 100 above the line for N-S.

### Exercise Six – Practice Deals (Continued)

Deals 13 through 16 are taken from Chapter 4 of Resource 3.

Deal 13 (E-Z Deal Cards: #4, Deal 1)

South is in a contract of 4S. North had bid clubs and South had bid spades.

Dlr: N	♠ K 9 7 2		
Vul: None	♥ K 6 4		
	♦ A Q		
	♣ A Q J 6		
♠ A J 5			♠ 10 4
♥ Q J 10 8			♥ A 9 5 2
♦ 9 7 5 3			♦ J 10 6 4
♣ 10 8			♣ 7 3 2
	♠ Q 8 6 3		
	♥ 7 3		
	♦ K 8 2		
	♣ K 9 5 4		

- 1) What card should West lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) How should the play proceed for the first three tricks?
- 5) Suppose South decides to play West for the doubleton ♠A and leads the ♠3 from his hand at trick four. What card should West play on this trick?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 14 (E-Z Deal Cards: #4, Deal 2)

West is in a contract of 4H. East bid clubs and West bid hearts.

Dlr: E	♠ A 9 5 4		
Vul: N-S	♥ 9 2		
	♦ J 10 9 8 2		
	♣ 10 3		
♠ 8 3			♠ K J
♥ A K 8 6 4			♥ Q J 7 5
♦ 6 4			♦ K 7 3
♣ A Q 8 4			♣ K J 9 5
	♠ Q 10 7 6 2		
	♥ 10 3		
	♦ A Q 5		
	♣ 7 6 2		

- 1) What card should North lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to create enough winners to make his contract?
- 4) Should declarer make his contract?
- 5) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Continued)

### Deal 13

- 1) ♥Q – a “natural” lead.
- 2) 4 – 2 hearts and 2 spades.
- 3) Hope one of the defenders has a doubleton ♠A and he can guess which one. He will finesse that player for the ♠A and then play a small spade from both hands hoping that player will play the ♠A perforce.
- 4) Whether South covers the first trick with the king or not is immaterial. The defenders should take two heart tricks and continue with a third heart which declarer will ruff in his hand.
- 5) ♠5 – second hand low. Make declarer guess what card to play from dummy. From the spades West can see in his hand and dummy it is very likely declarer will play the ♠K from dummy. West can then score 2 spade tricks when declarer next leads spades from either hand.
- 6) No.
- 7) 4SS-1, 50 above the line for E-W.

### Deal 14

- 1) ♦J – top of a solid sequence.
- 2) 3 or 4 – 2 diamonds and 1 or 2 spades.
- 3) Correctly guess the lie of the ♠A and ♠Q. After gaining the lead he should play all of his winners in hearts and clubs, ending with the lead in his hand. He will then lead a spade from his hand toward dummy. If North has both cards he will always win a trick and if South has both cards he will lose both tricks. But if those cards are split between the defenders and North plays a small card he should play the jack if he thinks North has the queen or play the king if he thinks North has the ace.
- 4) An inexperienced player might make this contract if he correctly guesses the position of the critical spades. An experienced player should make the contract because he would have paid close attention to the cards played to the first 11 tricks. In particular, he would have noted that South had both the ♦A and ♦Q, easily noticed because they were played early in the deal. If South also had the ♠A he would have 10 HCP. He would also have counted the cards played in each suit during the first 11 tricks and concluded that South started with 5 spades. Now, if South had 5 spades and 10 nice HCP he probably would have bid 1♠ after East opened the bidding with 1♣. East’s failure to bid strongly suggests that North has the ♠A. Therefore declarer would play the ♠K from dummy if North played a small card.
- 5) 4HW-1, 50 above the line for N-S.

## Exercise Six – Practice Deals (Concluded)

Deal 15 (E-Z Deal Cards: #4, Deal 3)

North is in a contract of 3NT. No suits were bid during the auction.

Dlr: S	♠ 10 6 4	
Vul: E-W	♥ K Q 7 3	
	♦ J 7	
	♣ A K Q J	
♠ Q 9 3		♠ K J 8 5 2
♥ A J 10 8		♥ 5 4
♦ 9 6 5 4		♦ K 2
♣ 9 7		♣ 6 5 3 2
	♠ A 7	
	♥ 9 6 2	
	♦ A Q 10 8 3	
	♣ 10 8 4	

- 1) What card should East lead?
- 2) How many winners does declarer count?
- 3) How does declarer plan to develop enough tricks to make his contract?
- 4) What card should West play on the first trick ?
- 5) Declarer wins either the first or second spade trick with the ♠A and leads a small club to the ♣A in his hand. He then leads the ♦J. What card should East play on this trick?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 16 (E-Z Deal Cards: #4, Deal 4)

East is in a contract of 3NT. East bid clubs and West bid diamonds.

Dlr: W	♠ K J 5	
Vul: Both	♥ 10 8 3 2	
	♦ K 8 6 2	
	♣ Q 10	
♠ 8 6		♠ A 9 2
♥ K J 7		♥ A Q 5
♦ Q J 10 9		♦ A 7 3
♣ 9 7 4 2		♣ A J 6 3
	♠ Q 10 7 4 3	
	♥ 9 6 4	
	♦ 5 4	
	♣ K 8 5	

- 1) What card should South lead?
- 2) How many winners can declarer count?
- 3) How does declarer plan to develop enough tricks to make his contract?
- 4) North has no particular reason to hold up taking the ♠A so plays it on the first trick and leads the ♥5 to the ♥J in dummy. He then leads the ♦Q from dummy. What card should North play on this trick?
- 5) What are the expected result & rubber bridge score?



## Exercise Six Answers – Practice Deals (Concluded)

### Deal 15

- 1) ♠5 – fourth down from his longest suit.
- 2) 6 – 4 clubs, 1 diamond and 1 spade.
- 3) Combine promotion and finesse in diamonds to take 3 more diamond tricks.
- 4) If the ♠A is played from dummy West should play the ♠9 as an encouraging signal. If the ♠7 is played from dummy West should play the ♠Q – third hand high.
- 5) ♦K – cover an honor with an honor. This promotes partner's ♦9 into a diamond stopper and limits declarer to only 3 diamond tricks instead of the 4 needed to make his contract. Holding on to the ♦K is useless anyway – declarer is obviously taking a finesse and will capture the ♦K on the next trick if you don't play it now.
- 6) No.
- 7) 3NN-1, 50 above the line for E-W.

### Deal 16

- 1) ♠4 – fourth down from his longest suit.
- 2) 6 – 1 spades, 3 hearts, 1 diamond and 1 club.
- 3) Finesse North out of the ♦K to produce 3 additional diamond tricks. East needs 2 entries to dummy and has those in the heart suit by playing the ♥5 to the ♥J and later overtaking the ♥Q with the ♥K.
- 4) ♦2 – wait to cover the last honor in sequence led from dummy. In this case declarer must play his ♦A on the third round of the suit and the ♦K prevents declarer from taking the necessary 4 diamond tricks.
- 5) 3  
NE-1, 100 above the line for N-S.

# CHAPTER 11 – Getting What You Deserve

## Exercise One – Taking Winners

In each of the following suit combinations you are East defending a notrump contract. Who is likely to hold the missing high cards? Use P for partner, D for Declarer, E for either. The card played by dummy is in bold. Which cards should you play to the first three tricks in this suit?

	1)	2)	3)	4)	5)
Lead (West):	Q	K	Q	Q	5
Dummy:	<b>7 3</b>	<b>10 7 6</b>	<b>8 6 2</b>	<b>A 6 2</b>	<b>K 7 3</b>
You:	A K 2	A 8 3	K 3	K 9 3	A J 4
A:	<u>x</u>	<u>x</u>	<u>  </u>	<u>x</u>	<u>x</u>
K:	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>
Q:	<u>x</u>	<u>  </u>	<u>x</u>	<u>x</u>	<u>  </u>
J:	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>	<u>x</u>
10:	<u>  </u>	<u>x</u>	<u>  </u>	<u>  </u>	<u>  </u>
9:	<u>  </u>	<u>  </u>	<u>  </u>	<u>x</u>	<u>  </u>
Trick 1:	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>
Trick 2:	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>	<u>  </u>
Trick 3:	<u>  </u>	<u>  </u>	<u>x</u>	<u>  </u>	<u>  </u>

**Exercise One Answers – Taking Winners**

	1)	2)	3)	4)	5)
A:	<u>x</u>	<u>x</u>	<u>E</u>	<u>x</u>	<u>x</u>
K:	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>
Q:	<u>x</u>	<u>P</u>	<u>x</u>	<u>x</u>	<u>P</u>
J:	<u>P</u>	<u>P</u>	<u>P</u>	<u>P</u>	<u>x</u>
10:	<u>E<sup>1</sup></u>	<u>x</u>	<u>E</u>	<u>P</u>	<u>E</u>
9:	<u>E<sup>1</sup></u>	<u>E</u>	<u>E</u>	<u>x</u>	<u>E</u>
Trick 1:	<u>A</u>	<u>8</u>	<u>K</u>	<u>9</u>	<u>A</u>
Trick 2:	<u>K</u>	<u>A</u>	<u>3</u>	<u>K</u>	<u>J</u>
Trick 3:	<u>2</u>	<u>3</u>	<u>x</u>	<u>3</u>	<u>4</u>

<sup>1</sup>Partner has at least one of these cards and possibly both.

Exercise Two – Promoting Tricks

You are defending a notrump contract and have the opening lead. Which card would you lead? After your lead declarer plays the bold card from dummy and partner plays the indicated card. Who has the remaining high cards? Use P for partner, D for Declarer, E for either. Which cards would you play to the second and third tricks in this suit?

	1)	2)	3)	4)	5)
You:	Q J 9 6	Q J 10 5 2	Q 7 6 5 4	K J 10 3	A Q J 2
Lead:					
Dummy:	<u>8 2</u>	<u>A 7 3</u>	<u>6 2</u>	<u>A 6 2</u>	<u>K 7</u>
Partner:	7	K	10	8	10
Declarer:	A	4	A	4	3
K:	<u>      </u>	<u>x</u>	<u>      </u>	<u>x</u>	<u>x</u>
Q:	<u>x</u>	<u>x</u>	<u>x</u>	<u>      </u>	<u>x</u>
J:	<u>x</u>	<u>x</u>	<u>      </u>	<u>x</u>	<u>x</u>
10:	<u>      </u>	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>
9:	<u>x</u>	<u>      </u>	<u>      </u>	<u>      </u>	<u>      </u>
Trick 2:	<u>      </u>	<u>      </u>	<u>      </u>	<u>      </u>	<u>      </u>
Trick 3:	<u>      </u>	<u>      </u>	<u>      </u>	<u>      </u>	<u>      </u>

Exercise Three – Suit Establishment

You are defending a notrump contract and have no entries except in the suit shown. Partner makes the indicated lead and dummy plays the bold card. Which cards do you play to the first two tricks in this suit?

	1)	2)	3)
Lead:	7	A	5
Dummy:	Q J <b>10</b>	Q J <b>10</b>	K Q J
You:	A K 8 5 3	K 9 6 4 2	A 8 6 4
Trick 1:	<u>      </u>	<u>      </u>	<u>      </u>
Trick 2:	<u>      </u>	<u>      </u>	<u>      </u>

- 4) You are defending a notrump contract and lead the 6 from A9762. Dummy has the KQ4. Declarer plays the 4 from dummy, partner plays the ten and declarer wins the trick with the jack. Which cards do you plan to play to the second and third tricks of this suit if you have no other entries to your hand?

## Exercise Two Answers – Promoting Tricks

	1)	2)	3)	4)	5)
Lead:	<u>Q</u>	<u>Q</u>	<u>5</u>	<u>J</u>	<u>Q</u>
K:	<u>P</u>	<u>x</u>	<u>D</u>	<u>x</u>	<u>x</u>
Q:	<u>x</u>	<u>x</u>	<u>x</u>	<u>P</u>	<u>x</u>
J:	<u>x</u>	<u>x</u>	<u>P</u>	<u>x</u>	<u>x</u>
10:	<u>E</u>	<u>x</u>	<u>x</u>	<u>x</u>	<u>x</u>
9:	<u>x</u>	<u>E</u>	<u>D</u>	<u>D</u>	<u>P</u>
Trick 2:	<u>6</u>	<u>J</u>	<u>4</u>	<u>3</u>	<u>2</u>
Trick 3:	<u>J</u>	<u>10</u>	<u>Q</u>	<u>K</u>	<u>A</u>

## Exercise Three Answers – Suit Establishment

	1)	2)	3)
Trick 1:	<u>8</u>	<u>9</u>	<u>8</u>
Trick 2:	<u>K</u>	<u>2</u>	<u>4</u>

4) 2 then ace

**Exercise Four – Finessing**

Are the following card combinations good finesse possibilities for the defense (East –West)? Answer Yes or No for each problem.

1)

West	North
	A Q 10 3
K J 6 2	

\_\_\_\_\_

2)

West	North
	K J 7
6 5 2	

\_\_\_\_\_

3)

West	North
	K 7 2
Q J 10	

\_\_\_\_\_

4)

North	East
7 4 2	
	9 6 3

\_\_\_\_\_

5)

North	East
A Q 10	
	7 5 2

\_\_\_\_\_

6)

North	East
8 6 2	
	Q J 10

\_\_\_\_\_

**Exercise Four Answers – Finessing**

1)  
No

2)  
Yes

3)  
Yes

4)  
Yes

5)  
No

6)  
Yes

## Exercise Five – Ruffing

You                      You are defending a contract of 4♠ and have the opening lead.

♠ 7 6

♥ A K J 4 2

♦ A

♣ 10 8 6 5 4

1) What card would you choose to lead?

Dummy

♠ 5 4 3

♥ Q 6 5

♦ K Q J 10 3

♣ A 2

Suppose you decided to lead the ♥A. Dummy comes down with these cards. The ♥5 is played from dummy, partner plays the ♥10 and declarer plays a small heart.

2) How many hearts do you think partner has?

3) What do you lead next?

Suppose you continue with the ♥K and partner discards a small club.

4) How many hearts did declarer start with?

5) What do you lead to the third trick?

Suppose you next lead the ♦A.

6) What do you lead to the fourth trick?

Suppose that at trick four you led the ♥2 and partner ruffed with the ♠2.

7) What do you think partner will lead to trick five?

Partner returns a small diamond and you ruff with your ♠6.

8) What do you lead to trick six?

Suppose you now lead the ♥J. Declarer still has a smaller heart left in his hand so he must try to ruff this trick in dummy, but partner over ruffs with the ♠8.

9) What will partner lead at trick seven?

Partner returns another diamond, declarer follows suit and you ruff with your ♠7. You have just taken the first seven tricks to defeat the contract by four tricks. Here is the complete deal.



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

Note that while 4♠ is not necessarily an excellent contract (there could be 4 losers in the red suits), it is not a bad contract either, and without knowing the exact cards held in each hand, most partnerships would reach that contract. In fact, if the defenders do not find their ruffing tricks, declarer will make his contract.

## Exercise Five Answers– Ruffing

- 1) The ♥A is your best lead. Singleton aces generally do not make good opening leads unless you are positive you can get the lead to your partner on the next trick.
- 2) Partner has given you an encouraging signal. But you hold the king and jack, and the queen is in dummy so he obviously does not have any heart winners in his hand. He is either showing a doubleton or his ten is a singleton. In either case he wants to ruff a heart trick.
- 3) It is still not quite time to lead your ♦A. Lead the ♥K.
- 4) You started with five hearts, there were three in dummy and partner had only one. That leaves declarer with four initially.
- 5) Now lead your ♦A.
- 6) Continue with your ♥2 at trick four.
- 7) With all of those good diamonds in dummy, why would you ever have led the ♦A at trick three to set them up for discards by declarer unless your ♦A was a singleton? This should be obvious to partner so he should return a diamond at trick five.
- 8) At trick six you should lead the ♥J because declarer has a higher card than the 6 remaining in his hand. Just in case partner does not have any trumps remaining, the lead of the ♥J will at least make him ruff in dummy rather than allow him to discard a club.
- 9) Partner should lead another diamond so that you can get another ruff if you have another trump.

### Exercise Six – Practice Deals

Deals 1 through 4 are taken from Chapter 6 of Resource 3.

#### Deal 1 (E-Z Deal Cards: #6, Deal 1)

West is in a contract of 3NT. North had bid spades and East had bid clubs.

Dlr: N	♠ K 10 7 5 3		
Vul: None	♥ J 6 4		
	♦ K Q 9		
	♣ A 8		
♠ J 9 6 4		♠ A	
♥ A K 7		♥ Q 8 5	
♦ A J 8		♦ 5 4 2	
♣ 6 4 2		♣ K Q J 10 7 5	
	♠ Q 8 2		
	♥ 10 9 3 2		
	♦ 10 7 6 3		
	♣ 9 3		

- 1) What card should North lead?
- 2) How many winners does declarer count?
- 3) How does declarer hope to develop enough additional winners to make his contract?
- 4) Does declarer see a potential problem?
- 5) What card should South play on the first trick?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

#### Deal 2 (E-Z Deal Cards: #6, Deal 2)

North is in a contract of 3NT. West bid diamonds.

Dlr: E	♠ A Q 8		
Vul: N-S	♥ K Q 7		
	♦ Q J 10		
	♣ Q 10 7 3		
♠ K J 6		♠ 9 4 3 2	
♥ 9 8		♥ 6 5 4 3 2	
♦ A K 8 7 5 2		♦ 9 3	
♣ 8 4		♣ A 6	
	♠ 10 7 5		
	♥ A J 10		
	♦ 6 4		
	♣ K J 9 5 2		

- 1) What card should East lead?
- 2) How many winners does declarer count?
- 3) How does declarer hope to create enough winners to make his contract?
- 4) What card should West play on the first trick?
- 5) Should declarer make his contract?
- 6) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals

### Deal 1

- 1) ♠5 – fourth highest from his longest suit.
- 2) 5 – 1 spade, 3 hearts and 1 diamond.
- 3) Establish 5 club tricks through promotion and length.
- 4) The defenders may take several spade tricks when they gain the lead with the ♣A.
- 5) ♠8 – an encouraging signal. This will let North know that he can continue leading spades when he wins a trick with the ♣A.
- 6) No – when North gets the lead with the ♣A he will lead the ♠3 which South will win with the ♠Q. South then will lead the ♠2 and declarer's ♠J and ♠9 will be captured by North. North will take 1 more spade trick to set the contract 1 trick.
- 7) 3NW-1, 50 above the line for N-S.

### Deal 2

- 1) ♦9 – top of a doubleton in partner's suit.
- 2) 4 – 1 spade and 3 hearts.
- 3) Promote 1 winner in diamonds and 4 winners in clubs.
- 4) ♦8 – an encouraging attitude signal. West can see all of the diamonds except the QJ103 so it appears that East has the 93 doubleton or perhaps the singleton 9. Therefore, declarer has the QJ10 (and perhaps the 3) so that he will always get 1 diamond trick. West also knows that North-South should have about 25 HCP to be in a notrump game contract and she has 11 HCP leaving only about 4 HCP for East. Surely declarer will have to set up the club suit to make his contract. So West has to hope that East has the ♣A and the ♦3. Then when East wins the ♣A he can lead the ♦3 and she can take 5 diamond tricks to set the contract. If West wins the first diamond trick and continues playing the suit, East will have no diamonds remaining in his hand when he wins the ♣A and West will not be able to take her diamond tricks.
- 5) No – the defenders should take 5 diamond tricks and 1 club trick.
- 6) 3NN-2, 200 above the line for E-W.

## Exercise Six – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #6, Deal 3)

East is in a contract of 4H. South bid clubs.

Dlr: S	♠ 6 4 3		
Vul: E-W	♥ 9 4		
	♦ K 6 4 3		
	♣ Q 6 5 2		
♠ 10 9 7 2		♠ Q 8 5	
♥ A J 7 6		♥ K Q 10 8 2	
♦ A Q 5 2		♦ J 10	
♣ 9		♣ A 10 4	
	♠ A K J		
	♥ 5 3		
	♦ 9 8 7		
	♣ K J 8 7 3		

- 1) What card should South lead?
- 2) How many losers does declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What card should North play on the first trick?
- 5) What card should South lead to the second trick?
- 6) What card should declarer play from dummy to the second trick?
- 7) When North wins a trick with the ♦ K what card should she lead to the third trick?
- 8) Should declarer make his contract?
- 9) What are the expected result & rubber bridge score?

Deal 4 (E-Z Deal Cards: #6, Deal 4)

South is in a contract of 2H. East bid spades and West bid diamonds.

Dlr: W	♠ K Q J 5		
Vul: Both	♥ K 9 6 3		
	♦ 10 6		
	♣ K 10 7		
♠ 2		♠ A 10 7 6 4 3	
♥ Q 10 4		♥ 7 2	
♦ A Q 8 5 3		♦ K 9	
♣ A 9 8 2		♣ 6 5 4	
	♠ 9 8		
	♥ A J 8 5		
	♦ J 7 4 2		
	♣ Q J 3		

- 1) What card should West lead?
- 2) How many losers can declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What card should declarer play from dummy on the first trick?
- 5) East will win the first trick with the ♠ A. How does East know his partner had a singleton?
- 6) What card should East lead to the second trick?
- 7) How should the play continue?
- 8) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals (Concluded)

### Deal 3

- 1) ♠A – top of a sequence of 2 or more headed by the ace or king.
- 2) 6 – 3 spades, 1 diamond and 2 clubs.
- 3) Finesse for the ♦K, discard 1 club on the extra diamond winner in dummy and ruff 1 club in dummy.
- 4) ♠3 – a discouraging signal.
- 5) ♦9 – leading through the strength in dummy, hoping partner has the ♦K.
- 6) ♦2 – he hopes South has the ♦K although that looks doubtful in light of the lead.
- 7) ♠6 – returning the suit partner lead at the first trick, leading the top of nothing.
- 8) No – the defenders take the first 4 tricks, 3 spades and 1 diamond.
- 9) 4HE-1, 100 above the line for E-W.

### Deal 4

- 1) ♠2 – his singleton in the suit partner bid.
- 2) 7 – 1 spade, 1 heart, 4 diamonds and 1 club.
- 3) Discard 1 diamond loser on an extra spade winner in dummy after the ♠A is driven out, ruff 1 diamond loser in dummy after giving up 2 diamond tricks, finesse East for the ♥Q.
- 4) ♠K – any of the honors would be OK.
- 5) East can account for 10 spades between his hand and dummy and West led the 2. If West held 2 or 3 cards he would have led the top card.
- 6) ♠10 – a suit preference signal for diamonds.
- 7) West ruffs the second trick with his ♥4, plays the ♦A and leads the ♦3 to East's ♦K. East leads another spade and West will score another trump trick – either overruffing a trump played by declarer or if declarer ruffs with the ♥A West's ♥Q10 will produce another trick. West also gets a trick with the ♣A so the defenders end up taking 6 tricks – 1 spade, 2 hearts, 2 diamonds and 1 club. If West wins the fifth trick he can lead a third diamond and declarer must be careful to ruff with the ♥9 in dummy or East will overruff with the ♥7 to provide another trick for the defense.
- 8) 2HS-1, 100 above the line for E-W.

# CHAPTER 12 – Making Life Difficult for Declarer

## Exercise One – The Defensive Hold-up Play

In each of the following problems you are defending a notrump contract and declarer has no entries to dummy other than in the given suit. Declarer leads the ten from his hand.

Dummy  
K Q J 9 4

You are West. What card do you play from each of the following holdings?

1)	2)
7 6	7 6 5
Card:	Card:

You are East and hold the A32. You play the 2 on the first trick. Ignore the first two parts of this exercise. What card do you play on the second trick if the following cards are played by declarer and West on the first two tricks?

3)	4)
Declarer: 10 then 5	10 then 8
West: 8 then 7	5 then 6
Card:	Card:

## Exercise Two – Attacking Entries

You are East and have the lead. Which card would you lead to prevent dummy from gaining the lead in this suit later in the play?

1)	2)	3)
Dummy    You (East)	Dummy    You (East)	Dummy    You (East)
A 5	K 5 2	K Q 7
K 6 4 3	A 6 4	A J 10 6
Card:	Card:	Card:

**Exercise One Answers – The Defensive Hold-up Play**

	1)	2)
Card:	<u>7</u>	<u>5</u>

	3)	4)
Card:	<u>3</u>	<u>A</u>

**Exercise Two Answers – Attacking Entries**

	1)	2)	3)
Card:	<u>K</u>	<u>4</u>	J ( <u>10</u> )

**Exercise Three – Guarding Suits**

Dummy

You (East)

1) Which of dummy’s suits can you guard?

♠ A 7 4 3

♠ K 8 5 2

2) Which of declarer’s suits might you be able to guard?

♥ 8 7 6 3

♥ 9 5 4

3) If declarer plays 6 tricks in the red suits, you will have

♦ 10 8 2

♦ 5 3

to discard one of your black suit cards. Which suit

♣ 8 2

♣ J 10 6 3

will you choose?

**Exercise Four – Making Declarer Guess**

Declarer leads the 4 from his hand. Which card do you play?

1)

You (West)

Dummy

Q 10 5 2

K 9 6 3

Card: \_\_\_\_\_

2)

You (West)

Dummy

K J 9 3

A 10 8 2

\_\_\_\_\_

3)

You (West)

Dummy

K Q 9 6

A 10 7

\_\_\_\_\_

**Exercise Five – Leading Trumps**

Dummy

You (East)

♠ Q 4

♠ A 5

♥ 6 3

♥ A 7 5 4

♦ K Q 7 3 2

♦ A 6

♣ Q J 8 5

♣ 10 9 6 4 3

You are defending a contract of 3♠. Partner leads the ♥K. Can you visualize how you might set the contract?



Exercise Three Answers – Guarding Suits

- 1) Spades
- 2) Clubs
- 3) Clubs

Exercise Four Answers – Making Declarer Guess

	1)	2)	3)
Card:	<u>3</u>	<u>2</u>	<u>7</u>

Exercise Five Answer – Leading Trumps

You will need 5 tricks to set the contract. You can see 3 probable tricks with your 3 aces. Partner’s ♥K is a fourth trick, but you need 1 more. Where might it come from? It is very likely that declarer has most of the other high cards except for the ♥Q which partner surely has for his opening lead. So the best chance is to take a third heart trick if partner also has the ♥J or ♥10. But dummy is poised to ruff a third round of hearts.

Your first priority is to get rid of the trumps in dummy so overtake partner’s ♥K with your ♥A and then lead the ♠A followed by the ♠5. Now when you get the lead with the ♦A lead a heart back to partner and hope he can take 2 tricks.

Here is the complete deal.

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

The defense might also have prevailed if East had played the encouraging ♥7 on the first trick. But then West needed to do one of the following:

- Lead a low heart to partner’s ♥A.
- Lead the ♥Q and then switch to a spade.
- Switch to a spade immediately.

In fact, East took a little bit of a chance playing as he did. If declarer had both the ♥J and ♥10 he would have made his contract because the defenders would have taken only 2 heart tricks instead of 3.

### Exercise Six – Practice Deals

Deals 1 through 4 are taken from Chapter 7 of Resource 3.

Deal 1 (E-Z Deal Cards: #7, Deal 1)

North is in a contract of 3NT. No suits had been bid.

Dlr: N	♠ J 6 2		
Vul: None	♥ A K 7 5		
	♦ Q 4		
	♣ A K 6 3		
♠ Q 9 5			♠ K 10 7 4
♥ Q 9 4			♥ J 8 3 2
♦ K 6 5			♦ 8 3
♣ Q 10 8 2			♣ J 7 5
	♠ A 8 3		
	♥ 10 6		
	♦ A J 10 9 7 2		
	♣ 9 4		

- 1) What card should East lead?
- 2) How many winners does declarer count?
- 3) How does declarer hope to develop enough additional winners to make his contract?
- 4) What card should declarer play from dummy on the first trick?
- 5) What card should West play on the first trick?
- 6) What card should West lead to the second trick?

- 7) The defenders keep leading spades until declarer has to win the ♠A in dummy. He then leads a club or heart to the ace in his hand. He next leads the ♦Q playing the ♦2 from dummy. What card should West play on this trick?
- 8) Should declarer make his contract?
- 9) What are the expected result & rubber bridge score?

Deal 2 (E-Z Deal Cards: #7, Deal 2)

East is in a contract of 6NT. No suits had been bid.

Dlr: E	♠ J 9 7 4		
Vul: N-S	♥ A 5		
	♦ 10 7		
	♣ J 9 5 4 2		
♠ 8 6 5			♠ A K Q 3
♥ K Q J			♥ 7 4 2
♦ A Q 8 3			♦ K 5 2
♣ K Q 10			♣ A 7 6
	♠ 10 2		
	♥ 10 9 8 6 3		
	♦ J 9 6 4		
	♣ 8 3		

- 1) What card should South lead?
- 2) How many winners does declarer count?
- 3) How does declarer hope to create enough winners to make his contract?
- 4) What suit must South guard?
- 5) What suits must North guard?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals

### Deal 1

- 1) ♠4 – fourth highest from his longest and strongest suit.
- 2) 6 – 1 spade, 2 hearts, 1 diamond and 2 clubs.
- 3)

Establish 5 or 6 diamond tricks through finesse or promotion and length.

- 4) ♠3 – if East led from the ♠KQ... the ♠J in his hand will win the first trick.
- 5) ♠Q – third hand high.
- 6) ♠9 – top of her current doubleton.
- 7) ♦5 – if declarer holds 3 diamonds there is nothing West can do to prevent declarer from establishing the diamond tricks in dummy. But if declarer has a doubleton diamond West can win the second diamond trick to hold declarer to only 1 diamond trick – he will not have any way to get back to dummy to take those tricks.
- 8) No – he will take only 6 tricks – 1 spade, 2 hearts, 1 diamond and 2 clubs.
- 9) 3NN-3, 150 above the line for E-W.

### Deal 2

- 1) ♥10 – top of a sequence of 3 or more cards headed by an honor. South does not really expect to win any heart tricks against this slam contract but this should be a relatively safe lead.
- 2) 9 – 3 spades, 3 diamonds and 3 clubs.
- 3) Promote 2 winners in hearts and hope either diamonds or spades split 3-3 or a defender errs in discarding.
- 4) Diamonds – there are 4 diamonds in dummy and South must hold on to all of his diamonds to prevent the fourth diamond in dummy from becoming a winner.
- 5) Spades and clubs – North has the toughest defensive challenge on this deal. He will have to decide whether to discard clubs or spades when declarer plays the red suits. If declarer plays 3 rounds of either black suit before taking his tricks in the red suits North will have an easy task. He will know that partner has exactly 2 cards in that suit and can deduce the number held by declarer and can therefore conclude that he must hold on to his spades. But, if declarer takes his heart and diamond winners before playing either black suit, North must make 2 discards before he has a good indication of the distribution of the black suits.
- 6) Maybe.
- 7) 6NE+6, 190 below the line and 500 above the line for E-W or 6NE-1, 50 above the line for N-S.

## Exercise Six – Practice Deals (Concluded)

Deal 3 (E-Z Deal Cards: #7, Deal 3)

South is in a contract of 6S. Spades was the only suit bid.

Dlr: S	♠ A J 8 6 2		
Vul: E-W	♥ K Q 7		
	♦ A Q		
	♣ A 8 5		
♠ 9		♠ 10 3	
♥ J 8 3		♥ A 6 5 4	
♦ J 10 9 6 3		♦ 8 5 4 2	
♣ 9 6 4 2		♣ J 10 3	
	♠ K Q 7 5 4		
	♥ 10 9 2		
	♦ K 7		
	♣ K Q 7		

- 1) What card should West lead?
- 2) How many losers does declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) Declarer wins the first trick in either hand, draws trumps with the ♠AJ and cashes his minor suit winners, ending in his hand. He then leads the ♥2 and plays the ♥K from dummy. What cards should West and East play to this trick?
- 5) Should declarer make his contract?
- 6) What are the expected result & rubber bridge score?

Deal 4 (E-Z Deal Cards: #7, Deal 4)

West is in a contract of 2S. No other suits were bid.

Dlr: W	♠ 7 4 3		
Vul: Both	♥ Q J 7 5		
	♦ K Q 10 6		
	♣ K 9		
♠ K J 9 5 2		♠ Q 10 8	
♥ A 8		♥ K 9 6 3	
♦ 9 8 2		♦ J 5	
♣ A 7 5		♣ J 6 4 2	
	♠ A 6		
	♥ 10 4 2		
	♦ A 7 4 3		
	♣ Q 10 8 3		

- 1) What card should North lead?
- 2) How many losers can declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What card should South play on the first trick?
- 5) What can the defense do to thwart declarer's plan?
- 6) What are the expected result & rubber bridge score?

## Exercise Six Answers – Practice Deals

### Deal 3

- 1) ♦J – top of a sequence.
- 2) 1 or 2 in hearts.
- 3) Finesse West for the ♥A or ♥J.
- 4) East should play the ♥3 and West should play the ♥4. On the second trump trick East should have discarded a diamond. West needs to be prepared for this trick and play the ♥4 smoothly without pause for thought. If West plays the ♥A she is “end-played” – whatever she returns will allow declarer to make his contract. If she returns a minor suit declarer will have a “ruff and sluff,” discarding a heart from his and ruffing in dummy. If she returns a heart declarer gets a “free finesse” for West’s ♥J. If she ducks smoothly declarer will return to his hand with a spade and lead the ♥10. On this trick West must also resist the temptation to “cover and honor with an honor” and smoothly play the ♥8. Now declarer must guess whether to play the ♥Q or the ♥7 from dummy. Chances are good that he will play the ♥Q thinking that West has the ♥A. East can then win the ♥A and return a heart to West’s ♥J for the setting trick.
- 5) Not if the defenders are on their toes and play as indicated above.
- 6) 6SS+6, 180 below the line and 500 above the line for N-S or 6SS-1, 50 above the line for E-W.

### Deal 4

- 1) ♦K – top of a sequence of 2 or more cards headed by the ace or king.
- 2) 6 – 1 spade, 3 diamonds and 2 clubs.
- 3) Ruff 1 diamond loser in dummy after giving up 2 diamond tricks.
- 4) ♦7 – an encouraging signal.
- 5) At trick two North should lead a trump won by South with her ace. South then leads a second trump won by declarer. Declarer will then lead another diamond which North should win – South must refuse to win with the ace if led from dummy. North then leads his third trump to remove the last trump from dummy. Declarer must now lose a diamond trick for a 1 trick set.
- 6) 2SW-1, 100 above the line for N-S.

# CHAPTER 13 – Planning

## Exercise One – Declarer's Objective

What is declarer's primary objective for each of the following contracts?

	1)	2)	3)	4)	5)	6)
Contract:	1NT	2♣	3NT	4♥	6NT	7♦
Objective:	_____	_____	_____	_____	_____	_____

## Exercise Two – Counting Winners

How many winners are there in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)
Dummy:	A K	A Q 6	A 6 5 3 2	A Q 4 3 2	A K 6 5 4 3 2	10 9 8 7 6
Declarer:	Q J	K 4	K Q J	K J 10	Q J	K Q J 2
Winners:	_____	_____	_____	_____	_____	_____

## Exercise Three – Counting Losers

How many losers are there in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)
Dummy:	A 5 4 3 2	K Q 6	7 6 5 3 2	9 8	A Q 5 4	K Q
Declarer:	K 6	8 5 4 2	9 8	7 6 5 3 2	J 8 7	10 9 8 7 6
Losers:	_____	_____	_____	_____	_____	_____

## Exercise Four – Promoting Winners

How many winners can be promoted in each of the following suit combinations?

	1)	2)	3)	4)	5)	6)
Dummy:	Q J 10 9	A J 10 9 7	J 10 5 3	K 8 2	K Q 6 3 2	10 7 5 3
Declarer:	K 6	8 5	9 8 4 2	J 10 9	10 9	K J 9
Winners:	_____	_____	_____	_____	_____	_____

**Exercise One Answers – Declarer’s Objective**

	1)	2)	3)	4)	5)	6)
Objective:	<u>7 Winners</u>	<u>5 Losers</u>	<u>9 Winners</u>	<u>3 Losers</u>	<u>12 Winners</u>	<u>No Losers</u>

**Exercise Two Answers – Counting Winners**

	1)	2)	3)	4)	5)	6)
Winners:	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>7</u>	<u>0</u>

**Exercise Three Answers – Counting Losers**

	1)	2)	3)	4)	5)	6)
Losers:	<u>0</u>	<u>3</u>	<u>2</u>	<u>5</u>	<u>1</u>	<u>2</u>

**Exercise Four Answers – Promoting Winners**

	1)	2)	3)	4)	5)	6)
Winners:	<u>3</u>	<u>2</u>	<u>1</u>	<u>1</u>	<u>2</u>	<u>2</u>

### Exercise Five – Establishing Winners through Length

How many winners can be established through length in each of the following suit combinations if the suit divides as you expect?

	1)	2)	3)	4)	5)	6)
Dummy:	5 2	A 6 4 3 2	7 6 5 3	10 7 6 5 3	J 10 7 6 5 3	7 6 5 3 2
Declarer:	A 9 8 7 4 3	K J 5	9 8 4 2	J 9 8 4 2	9 8 4 2	9 4
Winners:	_____	_____	_____	_____	_____	_____

### Exercise Six – Finesses

How many tricks might you win by finessing in each of the following suit combinations? Which card(s) would you lead?

	1)	2)	3)	4)	5)	6)
Dummy:	A Q 3	A Q J	K 8 6	K Q 3	Q 8 4	Q J 7 2
Declarer:	8 6	8 6	7 2	9 2	A 7 3	5 3
Winners:	_____	_____	_____	_____	_____	_____
Lead:	_____	_____	_____	_____	_____	_____

### Exercise Seven – Ruffing Losers

How many losers might you eliminate by ruffing in dummy in each of the following side suit combinations, assuming you have sufficient trumps in dummy?

	1)	2)	3)	4)	5)	6)
Dummy:	A 3	5 3	8 6 2	—	4	9 7 2
Declarer:	K 7 2	A 8 4	9 7 4 3	9 6 2	A 7 3	5 3
Ruffs:	_____	_____	_____	_____	_____	_____

### Exercise Eight – Discarding Losers

How many losers could you eliminate by discarding in dummy on each of the following side suit combinations if you had sufficient entries to dummy?

	1)	2)	3)	4)	5)	6)
Dummy:	A K Q	K J 10 6	A J 10 3 2	Q 8 7 6 4	A K 6 2	A K Q
Declarer:	7 2	Q	9 8	J 10 9	Q J 3	J 10 9
Discards:	_____	_____	_____	_____	_____	_____



**Exercise Five Answers – Establishing Winners through Length**

	1)	2)	3)	4)	5)	6)
Winners:	<u>3</u>	<u>2</u>	<u>1</u>	<u>3</u>	<u>4</u>	<u>1</u>

**Exercise Six Answers – Finesses**

	1)	2)	3)	4)	5)	6)
Winners:	<u>1</u>	<u>2</u>	<u>1</u>	<u>2</u>	<u>1</u>	<u>2</u>
Lead:	<u>6 (8)</u>	<u>6, 8</u>	<u>2 (7)</u>	<u>2, 9</u>	<u>3 (7)</u>	<u>3, 5</u>

**Exercise Seven Answers – Ruffing Losers**

	1)	2)	3)	4)	5)	6)
Ruffs:	<u>1</u>	<u>1</u>	<u>1</u>	<u>3</u>	<u>2</u>	<u>0</u>

**Exercise Eight Answers – Discarding Losers**

	1)	2)	3)	4)	5)	6)
Discards:	<u>1</u>	<u>3</u>	<u>2</u>	<u>2</u>	<u>1</u>	<u>0</u>

Exercise Nine – Declarer’s Complete PLAN

In the following six problems you are given the contract, the opening lead, the cards held by dummy and in your hand. Fill in the blanks for the objectives and the number of winners or losers for each problem. Then write narratives for your options to develop extra winners or eliminate losers along with the options you would select and how you would play the cards.

Part 1 – Problems 1 - 2

	1)	2)
Contract:	3NT	4♥
Lead:	♠ Q	♠ A
Dummy:	♠ A ♥ K 5 2 ♦ K J 8 ♣ A 10 9 7 5 2	♠ 9 7 4 ♥ Q 10 4 3 ♦ A J 3 ♣ A J 10
Declarer:	♠ K 8 7 6 ♥ Q J ♦ A 10 6 5 ♣ Q J 6	♠ 10 6 ♥ A K J 8 6 2 ♦ Q 8 6 2 ♣ 8
Objective:	_____	_____
W/L:	_____	_____
Options:		
How to Play:		

# Exercise Nine Answers – Declarer’s Complete PLAN

## Part 1 – Problems 1 - 2

	1)	2)
Objective:	<u>9 Winners</u>	<u>3 Losers</u>
W/L:	<u>5</u>	<u>4</u>

- 1) Options: You need 4 additional winners. You could promote 2 winners in hearts. You might get another trick in diamonds by finessing although you could always promote a trick there. If the diamonds split 3-3 you could get 1 more trick through length. The club suit provides an opportunity to produce 4 more sure tricks and possibly a fifth through a finesse. You have plenty of transportation to both hands if you don’t waste it.

Play: Win the ♠A and lead the ♦8 to your ♦A. Lead the ♣Q and let it ride unless West covers. If the club finesse loses, the defenders will undoubtedly continue spades in which case you might duck one or two rounds but may eventually have to settle for your 9 tricks. If the club finesse wins you have time to promote a couple of heart tricks or maybe one heart trick and then play on the diamond suit. So much here depends on exactly what the defenders do so it is difficult to consider all of the options in detail.

- 2) Options: You can always eliminate one of your diamond losers by ruffing in dummy as long as you do not pull any more than 3 rounds of trumps, the most needed to draw the 3 that are outstanding.

Play: The defenders will probably take two spade tricks. If they do not lead a diamond at trick three you can win that trick and draw trumps ending in your hand. You now have a small percentage play for an overtrick without risking your contract. Lead a small diamond and play the ♦J from dummy if West plays low. If that holds the trick cash the ♦A. If West started with the king doubleton of diamonds his king will fall under your ace promoting your ♦Q into a winner. Then you can eventually ruff the ♦2 in dummy and not lose any diamond tricks.

Exercise Nine – Declarer’s Complete PLAN (Continued)

Part 2 – Problems 3 - 4

	3)	4)
Contract:	2♣	4♥
Lead:	♠K	♠K
Dummy:	♠ J 7 ♥ 6 5 ♦ K J 10 8 2 ♣ K 10 7 6	♠ 10 7 3 ♥ A 8 7 5 ♦ 5 3 ♣ A Q 9 2
Declarer:	♠ 9 4 ♥ Q J 3 ♦ A 9 3 ♣ A Q 9 5 2	♠ A 4 ♥ K Q J 6 ♦ A J 7 4 ♣ J 5 4
Objective:	_____	_____
W/L:	_____	_____
Options:		
How to Play:		

**Exercise Nine Answers – Declarer’s Complete PLAN (Continued)**

**Part 2 – Problems 3 - 4**

	3)	4)
Objective:	<u>5 Losers</u>	<u>3 Losers</u>
W/L:	<u>6</u>	<u>5</u>

- 3) Options: As long as you keep at least 1 trump in dummy you can ruff 1 of your heart losers to ensure you contract. You can also try a diamond finesse for an overtrick. In fact, if the defenders do not take their 2 heart tricks early you may even be able to discard 2 heart losers on the long diamonds in dummy.

Play: When you are able to get the lead draw one round of trumps winning with the ♣A in your hand. If both defenders follow suit, continue drawing trumps; otherwise, start playing hearts at every opportunity until you can ruff the third heart in dummy. Then, draw the remaining trump via a finesse against the ♣J. (You will know which defender has it if one of them did not follow suit to the first trump trick.) If you were able to draw trumps before ruffing the heart loser then cash the ♦A and lead the ♦9 finessing West for the ♦Q. If the finesse wins you will not lose any diamond tricks and may even be able to discard two heart losers.

- 4) Options: You can ruff 2 diamond losers in dummy if you delay drawing trumps. You can also finesse West for the ♣K and ♣10. You have a chance for an overtrick or two if you try to do both.

Play: You have a shortage of entries to your hand after you win the first trick with the ♠A. So at trick two lead the ♣J and play small from dummy if West plays low. Regardless of what happens on the second trick, you will next turn your attention to the diamonds, first giving up a diamond trick and then cashing your ♦A following with a diamond ruff in dummy. A small trump to your hand followed by a ruff with the ♥A in dummy completes your diamond ruffing. You still have a heart left in dummy to lead to your hand so that you can draw the last trumps, assuming a 3-2 split. Now you can continue your play on the club suit.

## Exercise Nine – Declarer's Complete PLAN (Concluded)

### Part 3 – Problems 5 - 6

	5)	6)
Contract:	3NT	3♠
Lead:	♦ Q	♠ 2
Dummy:	♠ Q 8 2 ♥ Q J 10 9 ♦ A 5 ♣ A 10 5 2	♠ A Q 8 ♥ 7 5 4 ♦ K J 7 ♣ A Q 10 9
Declarer:	♠ A 10 6 ♥ K 6 5 ♦ K 8 7 4 ♣ K Q 9	♠ K J 10 9 5 3 ♥ Q J 6 ♦ 4 3 ♣ 8 2
Objective:	_____	_____
W/L:	_____	_____
Options:		
How to Play:		

## Exercise Ten – Defenders' Objective

What is the defenders' primary objective for each of the following contracts?  
 Answer in terms of the number of tricks required to set the contract.

	1)	2)	3)	4)	5)	6)
Contract:	1NT	2♣	3NT	4♥	6NT	7♦
Objective:	_____	_____	_____	_____	_____	_____

Exercise Nine Answers – Declarer’s Complete PLAN (Concluded)

Part 2 – Problems 5 - 6

	5)	6)
Objective:	9 Winners	4 Losers
W/L:	<u>6</u>	<u>6</u>

- 5) Options: The easiest way to generate the 3 additional tricks required to fulfill your contract is to promote 3 heart winners. You have a chance for overtricks if the club suit breaks 3-3 or West holds the ♠K.

Play: It is usually best to conceal high cards in your hand. To do this, win the first trick in dummy and attack the heart suit, unblocking the ♥K on the first heart trick. Just keep leading hearts until you take 3 tricks or the opponents take their ♥A. When the defenders take their ♥A they will probably continue playing the diamond suit. If so, you can win your ♦K, unblock the top clubs in your hand and lead the ♣9 to the ♣A in dummy. If the clubs break 3-3 you will make an overtrick. Otherwise you will probably have to be content to have made your contract. If for some reason the defenders do not continue playing diamonds after they win the ♥A, you have time to finesse West for the ♠K.

- 6) Options: You need to eliminate 2 losers. Your best chance (75%) is that the top two heart honors are either split between the opponents or both with East. Then you can win a trick with your ♥Q or ♥J if you lead hearts toward your hand from dummy twice. You have another chance (50%) of eliminating a loser by finessing West for the ♣K. Finally, you also have a 50% chance of eliminating a loser by finessing West for the ♦A or ♦Q. If you can combine all possibilities you will have about a 94% chance of making your contract. There is an extra chance that one of the defenders will help you out. If West leads a heart or East leads either of the minors, you get a “free” finesse in the suit they lead.

Play: You have a lack of entries between the two hands outside of the trump suit so use your trumps for transportation. Win the first trick with the ♠A in dummy and lead a small heart. We will assume that East plays low and your ♥Q loses to one of the top two hearts in the West hand. West will probably lead another trump which you will win with the ♠Q in dummy so that you can lead another heart. If West again plays low you will play your ♥J. If that also loses to West you will probably have to rely on a club or diamond finesse. But you may have some help from the defenders before the deal is over. Deal out these cards and see what might happen.

Exercise Ten Answers – Defenders’ Objective

	1)	2)	3)	4)	5)	6)
Objective:	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>2</u>	<u>1</u>

Exercise Eleven – Early Planning for a Defender

Here are six hands you might hold as the opening leader.

1)	2)	3)	4)	5)	6)
♠ A	♠ 9 7 4	♠ J 7	♠ 10 7 3	♠ Q 8 2	♠ A Q 8
♥ K 5 2	♥ Q 10 4 3	♥ 6 5	♥ A 8 7 5	♥ Q J 10 9	♥ 7 5 4
♦ K J 8	♦ A J 3	♦ K J 10 8 2	♦ 5 3	♦ A 5	♦ K J 7
♣ A 10 9 7 5 2	♣ A J 10	♣ K 10 7 6	♣ A Q 9 2	♣ A 10 5 2	♣ A Q 10 9

How many tricks do you hope to take in each suit and what would your opening lead be under each of the following three contracts and auctions?

a) You are defending a notrump contract and the opponents bid no suits.

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	_____	_____	_____	_____	_____	_____
♥:	_____	_____	_____	_____	_____	_____
♦:	_____	_____	_____	_____	_____	_____
♣:	_____	_____	_____	_____	_____	_____
Lead:	_____	_____	_____	_____	_____	_____

b) You are defending a spade contract and the opponents bid nothing but spades.

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	_____	_____	_____	_____	_____	_____
♥:	_____	_____	_____	_____	_____	_____
♦:	_____	_____	_____	_____	_____	_____
♣:	_____	_____	_____	_____	_____	_____
Lead:	_____	_____	_____	_____	_____	_____

c) You are defending a heart contract and the opponents bid nothing but hearts.

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	_____	_____	_____	_____	_____	_____
♥:	_____	_____	_____	_____	_____	_____
♦:	_____	_____	_____	_____	_____	_____
♣:	_____	_____	_____	_____	_____	_____
Lead:	_____	_____	_____	_____	_____	_____



Exercise Eleven Answers – Early Planning for a Defender

a)

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	1	0	0	0	0 or 1	1 or 2
♥:	1	1 or 2	0	1	2	0
♦:	1 or 2	1 or 2	3	0	1	1 or 2
♣:	4	2	1 or 2	2	1 or 2	2 or 3
Lead:	♣ 10	♥ 3	♦ J	♣ 2	♥ Q	♣ 9

b)

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	1	0	0	0	0 or 1	2
♥:	1	0 or 1	0	1	0 or 1	0
♦:	1 or 2	1	1	0	1	1
♣:	1	1 or 2	1	2	1	2
Lead:	♣ A	♥ 3 or ♠ 4	♥ 6	♦ 5	♥ Q	♥ 7

c)

	1)	2)	3)	4)	5)	6)
Tricks in ♠:	1	0	0	0	0	1 or 2
♥:	1 or 2	1 or 2	0	1 or 2	2	0
♦:	1	1	1	0	1	1
♣:	1	1 or 2	1	1 or 2	1	1 or 2
Lead:	♠ A	♠ 9	♠ J	♦ 5	♥ Q	♥ 4

**Exercise Twelve – Defenders’ Decisions after Dummy is Seen**

You	Dummy	1) You are West defending a 4♠ contract by South. You lead the ♦A, dummy plays the ♦3, partner the ♦2, and declarer the ♦4. How do you hope to defeat the contract if there were no additional clues from the bidding?
♠ 6 5	♠ 8 7 3 2	
♥ 8 6 5 3	♥ K J 4 2	
♦ A K J	♦ 10 7 5 3	
♣ 7 5 4	♣ A	
Dummy	You	2) You are East defending a 4♠ contract by South. Partner leads the ♦A and dummy plays the ♦3. How do you hope to defeat the contract if there were no additional clues from the bidding? What card do you play on the first trick?
♠ 8 7 3 2	♠ 10 4	
♥ K J 4 2	♥ A Q 7	
♦ 10 7 5 3	♦ Q 9 2	
♣ A	♣ 10 9 8 6 2	

# **Exercise Twelve Answers – Defenders’ Decisions after Dummy is Seen**

- 1) Partner played a very discouraging diamond on the first trick so he probably does not have the ♦Q. If you continue with the ♦K you will likely set up the ♦Q for declarer whereas if you shift to some other suit and wait for partner, or maybe even declarer, to lead diamonds you may be able to take 3 diamond tricks. You have 8 points and the opponents probably have about 25 or maybe a few more so partner could have about 6. If they are in clubs they will not do your side much good. But if they happen to be in hearts a heart shift by you could have really good results for your defense. So you lead the ♥8.
- 2) You suspect that partner has the ♦K because it is unusual to lead an ace without the king against a suit contract. So your first impulse is to play the ♦9 to encourage partner to continue leading diamonds so that you might take 3 diamond tricks and the ♥A to defeat the contract. But what if partner has 4 or more diamonds? Then declarer has at most a doubleton diamond and you will not be able to take more than 2 diamond tricks. In that case it might be necessary to take 2 heart tricks to set the contract or prevent overtricks. Besides, if declarer does have at least 3 diamond tricks those losers will not go away if you can get partner to switch to the heart suit. What suit would you expect him to shift to if you played the discouraging ♦2 on the first trick? Surely he will work out that hearts has more potential than clubs. So you play the ♦2 on the first trick.

By now you may have figured out that the two parts of this exercise relate to the following complete deal.

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

If East cannot convince West to shift to a heart the defenders can still set declarer by 1 trick, taking 3 diamond tricks and the ♥A. If declarer gets the lead before the defenders take their tricks he can draw trumps and then discard 3 hearts from dummy on the top 3 clubs in his hand after first playing the ♣A. By getting the heart shift from West, East is able to take 2 heart tricks before declarer is able to get the discards from dummy. After taking the 2 heart tricks East would play the ♦Q and then the ♦9 giving the defenders 5 tricks in the red suits before declarer ever gains the

lead. This extra defensive trick is not critical in a rubber bridge game but can be very significant in duplicate matchpoint play.

### Exercise Thirteen – Practice Deals

Deals 1 through 4 are taken from Chapter 8 of Resource 2.

Deal 1 (E-Z Deal Cards: #8, Deal 1)

South is in a contract of 4S. East bid hearts.

Dlr: N	♠ J 3 2		
Vul: None	♥ K 7		
	♦ A Q 8 7 2		
	♣ 9 7 5		
♠ 6 5			♠ 8 4
♥ 4 3			♥ A Q 10 9 8 6 2
♦ K J 6			♦ 10 4 3
♣ K J 6 4 3 2			♣ Q
	♠ A K Q 10 9 7		
	♥ J 5		
	♦ 9 5		
	♣ A 10 8		

- 1) What card should West lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) How should the play proceed?
- 5) What are the expected result & rubber bridge score?

Deal 2 (E-Z Deal Cards: #8, Deal 2)

East is in a contract of 4S. South bid diamonds.

Dlr: E	♠ 8 4 2		
Vul: N-S	♥ A Q 8 7		
	♦ 9 6 3		
	♣ Q 9 7		
♠ K Q J 3			♠ A 10 9 7 5
♥ K 6 5 3			♥ 4 2
♦ 10			♦ Q 4
♣ A 8 5 4			♣ K J 6 3
	♠ 6		
	♥ J 10 9		
	♦ A K J 8 7 5 2		
	♣ 10 2		

- 1) What card should South lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) What card should North play to the first trick?
- 5) What card should South lead to trick two?
- 6) How should the play continue?
- 7) Should declarer make his contract?
- 8) What are the expected result & rubber bridge score?

## Exercise Thirteen Answers – Practice Deals

### Deal 1

- 1) ♥4 – top of a doubleton in partner's suit.
- 2) 5 – 2 hearts, 1 diamond and 2 clubs.
- 3) Hope the diamonds split 3-3 and West has the ♦K. Then he can finesse West for the ♦K, ruff the third round of diamonds to set up the suit, reenter dummy with a trump and discard his 2 club losers on the good diamonds.
- 4) East wins the first two heart tricks and returns the ♣Q hoping West has the ♣A and can win that trick to then give her a club ruff. South wins the club return with his ♣A, draws trump in two rounds preserving the ♠J in dummy. He then takes the winning diamond finesse, cashes the ♦A and ruffs the ♦2 in his hand. He then plays a third trump to the ♠J and discards his 2 small clubs on the good diamonds in dummy. He wins the last two tricks with the two remaining trumps in his hand.
- 5) 4SS+5, 120 below the line and 30 above the line for N-S.

### Deal 2

- 1) ♦A – top of a sequence.
- 2) 5 – 2 hearts, 2 diamonds and 1 club.
- 3) Ruff a diamond in dummy and finesse North for the ♣Q.
- 4) ♦9 – a suit preference signal. Eliminate the diamond and spade suits leaving clubs and hearts. A high diamond asks for a lead of the higher-ranking suit (hearts) and a low diamond asks for a lead of the lower-ranking suit (clubs).
- 5) ♥J – top of a sequence.
- 6) Regardless of the cards declarer plays from dummy the defenders will take two heart tricks and lead another winning heart or a card to trap dummy's ♥K. Declarer will ruff the third heart trick in his hand and then draw trumps. He will take the remainder of the tricks by ruffing his last diamond in dummy and finessing North for the ♣Q.
- 7) Yes.
- 8) 4SE+4, 120 below the line for E-W.

### Exercise Thirteen – Practice Deals (Continued)

Deal 3 (E-Z Deal Cards: #8, Deal 3)

West is in a contract of 4S. South bid clubs.

Dlr: S	♠ 9 5 3		
Vul: E-W	♥ 9 7 6 5		
	♦ K J 8 7		
	♣ 8 3		
♠ K J 7 6 2			♠ A Q 10 8
♥ A Q 3			♥ K 8 4 2
♦ 9 6 3			♦ A Q 4
♣ Q 6			♣ J 4
	♠ 4		
	♥ J 10		
	♦ 10 5 2		
	♣ A K 10 9 7 5 2		

- 1) What card should North lead?
- 2) How many losers does declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) How should the play proceed?
- 5) What are the expected result & rubber bridge score?

Deal 4 (E-Z Deal Cards: #8, Deal 4)

North is in a contract of 4S. No other suits were bid. South showed a balanced hand with 15-17 HCP.

Dlr: W	♠ K Q 10 8 7 5 3		
Vul: Both	♥ 8 6		
	♦ J 5		
	♣ 10 6		
♠ A 6			♠ 9 4
♥ K 4 3			♥ J 10 9 5
♦ K 10 6			♦ A Q 8 7
♣ 9 8 4 3 2			♣ J 7 5
	♠ J 2		
	♥ A Q 7 2		
	♦ 9 4 3 2		
	♣ A K Q		

- 1) What card should East lead?
- 2) How many losers can declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What are the expected result & rubber bridge score?

## Exercise Thirteen Answers – Practice Deals (Continued)

### Deal 3

- 1) ♣8 – top of a doubleton in partner's suit.
- 2) 4 – 2 diamonds and 2 clubs.
- 3) Declarer has two chances to eliminate a diamond loser. If hearts split 3-3 he can discard a diamond on the fourth heart in dummy. He can also finesse North for the ♦K. He should try the hearts first and if they do not break he can fall back on the finesse.
- 4) South should take his two club winners and shift to the ♥J. Declarer should win this trick in his hand and draw trumps. He then should play two more rounds of hearts ending in dummy. When the hearts do not split evenly he should ruff dummy's fourth heart in his hand and finesse North for the ♦K.
- 5) 4SW+4, 120 below the line for E-W.

### Deal 4

- 1) ♥J – top of a sequence.
- 2) 4 – 1 spade, 1 heart and 2 diamonds.
- 3) He could try the heart finesse but if it fails the defenders could immediately take 3 additional tricks. A safer play and almost a sure thing is to win the first trick with the ♥A and play 3 rounds of clubs discarding a red card on the third round. He can then turn his attention to the trump suit.
- 4) 4SN+4, 120 below the line for N-S.

**Exercise Thirteen – Practice Deals (Continued)**

Deals 5 through 12 are taken from Chapter 8 of Resource 3.

Deal 5 (E-Z Deal Cards: #8, Deal 1)

East is in a contract of 4S. West bid clubs.

Dlr: N	♠ 8		
Vul: None	♥ J 10 9 2		
	♦ A 8 6 2		
	♣ A 10 4 3		
♠ 10 7 6 3		♠ A K Q 9 4 2	
♥ 8 5 3		♥ A Q 6	
♦ K Q		♦ 4 3	
♣ K Q J 7		♣ 8 6	
	♠ J 5		
	♥ K 7 4		
	♦ J 10 9 7 5		
	♣ 9 5 2		

- 1) What card should South lead?
- 2) How many losers does declarer count?
- 3) How does declarer hope to eliminate enough losers to make his contract?
- 4) How should North proceed after winning the first trick with the ♦A?
- 5) What are the expected result & rubber bridge score?

Deal 6 (E-Z Deal Cards: #8, Deal 2)

West is in a contract of 4S. East bid diamonds.

Dlr: E	♠ 10 6		
Vul: N-S	♥ A K Q 10		
	♦ 10 7 3		
	♣ 9 7 4 3		
♠ A Q J 9 5 3		♠ K 8	
♥ J 8		♥ 9 6 5 4	
♦ K 6		♦ A Q J 5	
♣ J 10 6		♣ K 8 2	
	♠ 7 4 2		
	♥ 7 3 2		
	♦ 9 8 4 2		
	♣ A Q 5		

- 1) What card should North lead?
- 2) How many losers does declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What card should South play to the first trick?
- 5) After the first trick what are North's thoughts about defeating the contract?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?



## Exercise Thirteen Answers – Practice Deals (Continued)

### Deal 5

- 1) ♦J – top of a sequence.
- 2) 4 – 2 hearts, 1 diamond and 1 club.
- 3) Finesse North for the ♥K or discard a heart on an extra club winner.
- 4) Normally North should return her partner's suit but it does not appear the defense can take any more diamond tricks. Hearts is a weak suit in dummy so maybe South has a high card in that suit. North should lead the ♥J – top of a sequence. Declarer will then have to lose 2 heart tricks along with the 2 minor suit aces. If East plays the ♥Q South should win the trick and lead back the ♥7.
- 5) 4SE-1, 50 above the line for N-S.

### Deal 6

- 1) ♥A – top of a sequence of 2 or more cards headed by the ace or king.
- 2) 4 – 2 hearts and 2 clubs.
- 3) Discard 2 club losers on the extra diamond winners in dummy.
- 4) ♥2 – a discouraging signal.
- 5) South's play of the ♥2 may have been a singleton but probably shows 3 or more. South cannot have a doubleton or she would have played a high card to encourage continuation in the hope of getting a ruff on the third round of the suit. Hopefully South has 3 hearts so North can take 2 heart tricks. If we are going to set the contract South will have to hold the ♣A and either the ♦K or ♣Q. If South has the ♦K that trick not go away. But if declarer has the ♦K and South the ♣Q declarer may be able to discard some club losers on the diamond winners in dummy. So North decides to take his ♥K and then shift to the ♣9 – top of nothing.
- 6) No - the defenders take the first 4 tricks to defeat the contract.
- 7) 4SW-1, 50 above the line for N-S.

### Exercise Thirteen – Practice Deals (Continued)

Deal 7 (E-Z Deal Cards: #8, Deal 3)

South is in a contract of 3NT. North bid hearts.

Dlr: S	♠ A K	
Vul: E-W	♥ K J 10 6 5	
	♦ Q 10 3	
	♣ K Q J	
♠ J 10 9 6 3		♠ Q 8 2
♥ A 9 3		♥ 7 4 2
♦ 7 4		♦ A K J 9
♣ 9 5 2		♣ 7 6 4
	♠ 7 5 4	
	♥ Q 8	
	♦ 8 6 5 2	
	♣ A 10 8 3	

- 1) What card should West lead?
- 2) How many winners does declarer count?
- 3) How does declarer plan to develop enough winners to make his contract?
- 4) What card should East play to the first trick?
- 5) Declarer will win the first trick and lead the ♥5 from dummy playing the ♥Q from his hand. What should be West's plan at this point?
- 6) Should declarer make his contract?
- 7) What are the expected result & rubber bridge score?

Deal 8 (E-Z Deal Cards: #8, Deal 4)

North is in a contract of 4H. South bid clubs.

Dlr: W	♠ K 6	
Vul: Both	♥ A 9 5 4 2	
	♦ A 4 3	
	♣ K 6 4	
♠ J 9 7 4 2		♠ A 10 3
♥ 6		♥ K 7 3
♦ J 7 2		♦ 10 9 8 6
♣ J 10 9 3		♣ A 8 5
	♠ Q 8 5	
	♥ Q J 10 8	
	♦ K Q 5	
	♣ Q 7 2	

- 1) What card should East lead?
- 2) How many losers can declarer count?
- 3) How does declarer plan to eliminate enough losers to make his contract?
- 4) What card should West play on the first trick?
- 5) How must East be careful in his defense?
- 6) How must West be careful in his defense?
- 7) Should declarer make his contract?
- 8) What are the expected result & rubber bridge score?

## Exercise Thirteen Answers – Practice Deals (Continued)

### Deal 7

- 1) ♠J – top of a sequence.
- 2) 6 – 2 spades and 4 clubs.
- 3) Promote at least 3 heart winners.
- 4) ♠2 – a discouraging signal. Even though East kind of likes spades she can see that diamonds will produce 4 tricks if West leads that suit.
- 5) With multiple entries to dummy there is no big advantage for West to hold up taking his ♥A. In light of East's discouraging spade signal, he should shift to a minor suit. Considering the relative strengths of these two suits in dummy, it looks like a diamond shift is most likely to be productive so he leads the ♦7 – top of nothing.
- 6) No – after the diamond shift by East, West will take 4 diamond tricks.
- 7) 3NS-1, 50 above the line for E-W.

### Deal 8

- 1) ♦10 – top of a sequence of small cards.
- 2) 4 – 1 spade, 1 heart and 2 clubs.
- 3) Finesse West for the ♥K. If the finesse fails he hopes to find one of the opponents with the ♣A doubleton and guess which one has that holding.
- 4) ♦7 – an encouraging signal. West does not particularly like diamonds but no other suit looks attractive either, so encouraging East to continue leading diamonds if he gets back in the lead looks like the lesser of evils. In fact, if either defender ever leads either of the black suits declarer should make the contract.
- 5) East must refuse to play either of his black aces if declarer leads that suit from his hand. He must retain those cards to capture declarer's kings. He must also not lead either of those suits until he has already played his corresponding ace.
- 6) If declarer leads a small club from dummy she should play one of her top three cards (lowest of equals is best). If declarer leads a small spade from dummy she should cover the card that was led.
- 7) No – the defenders should take their 4 tricks.
- 8) 4HN-1, 100 above the line for E-W.

# Exercise Thirteen – Practice Deals (Continued)

Deal 9 (E-Z Deal Cards: #8, Deal 5)

East is in a contract of 4S. From the bidding East has shown a balanced hand with 4 spades and 2 or 3 hearts.

Dlr: N	♠ 8 4		
Vul: None	♥ 9 7 2		
	♦ A 8 6 3		
	♣ K Q 8 6		
♠ K 10 9 5		♠ Q J 7 3	
♥ A Q 3		♥ K J 8	
♦ Q 10 4		♦ K J 7 5	
♣ 9 5 4 2		♣ A J	
	♠ A 6 2		
	♥ 10 6 5 4		
	♦ 9 2		
	♣ 10 7 3 2		

- 1) What card should South lead?
- 2) How many losers does declarer count?
- 3) What card should North play to the first trick?
- 4) How should the play proceed?
- 5) What are the expected result & rubber bridge score?

Deal 10 (E-Z Deal Cards: #8, Deal 6)

South is in a contract of 3NT. No suits were bid.

Dlr: E	♠ Q J 10		
Vul: N-S	♥ K 3 2		
	♦ Q 10 7 5		
	♣ K 9 4		
♠ K 8 6 5 2		♠ A 9 3	
♥ 10 6 4		♥ 9 8 5	
♦ 8 3		♦ A 6 2	
♣ J 8 6		♣ 10 5 3 2	
	♠ 7 4		
	♥ A Q J 7		
	♦ K J 9 4		
	♣ A Q 7		

- 1) What card should West lead?
- 2) How many winners can declarer count?
- 3) How does declarer plan to develop enough winners to make his contract?
- 4) What card should East play on the first trick?
- 5) What cards should East and West play to the second trick?
- 6) Declarer wins the second trick with a spade in dummy and leads the ♦5 from dummy. What card does East play on this trick?
- 7) What are the expected result & rubber bridge score?

## Exercise Thirteen Answers – Practice Deals (Continued)

### Deal 9

- 1) ♦9 – top of a doubleton. South knows they will get the lead back with the ♠A and hopes to eventually get a diamond ruff.
- 2) 3 – 1 spade, 1 diamond and 1 club. South expects to make this contract.
- 3) ♦8 – an encouraging signal. If North thought South led a singleton diamond she should play the ♦A and return a diamond. But if South has a singleton diamond East has 5. Since East has shown a balanced hand with 4 spades it is unlikely he has 5 diamonds. So North hopes South has a doubleton and can get in the lead before declarer draws all of the trumps.
- 4) East wins the first trick in hand with the ♦K and leads the ♠3. Rather than playing “second hand low” South plays the ♠A and leads his ♦2. North wins this trick and returns the ♦3. South ruffs this trick with his ♠2. North eventually wins a trick with her ♣K to set the contract by 1 trick.
- 5) 4SE-1, 50 above the line for N-S.

### Deal 10

- 1) ♠5 – fourth highest from his longest suit.
- 2) 7 – 4 hearts and 3 clubs.
- 3) Promote diamond winners. He also might promote 1 spade winner.
- 4) ♠A – third hand high.
- 5) At trick two East should lead the ♠9 – top of her current doubleton. If West is paying attention to the cards that are played to the first two tricks he will note that the ♠3 has not appeared. Unless South is false-carding (playing a small card higher than his smallest) East should have that card. Since dummy always deserves to win 1 spade trick it is best if West let’s dummy win that trick now while partner still has a spade in her hand. So West plays the ♠2, thereby letting East know he started with 5 spades.
- 6) This is not the time for East to play “second hand low.” She knows the contract can be defeated if she takes her ♦A and leads the ♠3 to West for the setting tricks.
- 7) 3NS-1, 100 above the line for E-W.

# Exercise Thirteen – Practice Deals (Concluded)

Deal 11 (E-Z Deal Cards: #8, Deal 7)

North is in a contract of 4S. South bid diamonds.

Dlr: S	♠ 10 9 8 6 5 2	
Vul: E-W	♥ 6 4 2	
	♦ K Q	
	♣ K Q	
♠ J 7 3		♠ 4
♥ A Q 8 5		♥ J 10 9 7
♦ 10 8 3		♦ ♦
♣ A 7 5		♣ 9 8 4 2
	♠ A K Q	
	♥ K 3	
	♦ A J 5 2	
	♣ J 10 6 3	

- 1) What card should East lead?
- 2) How many losers does declarer count?
- 3) How does West plan to defeat the contract?
- 4) Should declarer make his contract?
- 5) What are the expected result & rubber bridge score?

Deal 12 (E-Z Deal Cards: #8, Deal 8)

West is in a contract of 3NT. No suits were bid.

Dlr: W	♠ 10 8 3	
Vul: Both	♥ Q J 10 7 3	
	♦ J 7 2	
	♣ K 7	
♠ A K 5		♠ Q 6 2
♥ 9 6 5 2		♥ A K
♦ A K 6		♦ 10 5 3
♣ Q 10 4		♣ J 9 8 5 2
	♠ J 9 7 4	
	♥ 8 4	
	♦ Q 9 8 4	
	♣ A 6 3	

- 1) What card should North lead?
- 2) How many winners can declarer count?
- 3) How does declarer plan to develop enough winners to make his contract?
- 4) Declarer wins the first trick in dummy and leads the ♣2. What card should South play on this trick?
- 5) Should declarer make his contract?
- 6) What are the expected result & rubber bridge score?

## Exercise Thirteen Answers – Practice Deals (Concluded)

### Deal 11

- 1) ♥J – top of a sequence.
- 2) 3 – 2 hearts and 1 club
- 3) West takes his 2 heart tricks and the ♣A, and then leads another heart. He is hoping declarer will have to trump in dummy thereby promoting his ♠J to the setting trick.
- 4) No – West's plan is successful.
- 5) 4SN-1, 50 above the line for E-W.

### Deal 12

- 1) ♥Q – top of a sequence.
- 2) 7 – 3 spades, 2 hearts and 2 diamonds.
- 3) Promote club winners.
- 4) ♣A – South knows that E-W should have about 25 HCP for their 3NT contract. He has 7 HCP which leaves only about 8 HCP for partner and 3 of those are in the ♥QJ. If North has the ♣K and wins this trick he will not have another entry to take his heart tricks after the last stopper is played from dummy. So South takes his ♣A and leads his last heart.
- 5) No – when declarer leads another club North wins the trick with his ♣K and plays his 3 good heart cards.
- 6) 3NW-1, 100 above the line for N-S.

# APPENDIX – Scoring Exercises

## INSTRUCTIONS FOR SCORING EXERCISES

In the next section you are given a set of scoring exercises for Chapters 2 through 9. These exercises are designed to give you practice scoring for both duplicate and rubber bridge, divided as follows:

- Chapters 2 – 4 and 9: duplicate bridge
- Chapters 5 – 8: rubber bridge

Each exercise has two sets of possible results – “A” and “B” – to illustrate various aspects of scoring. You should obtain two sets of duplicate bridge score sheets. Label one of them “A” and the other “B” for recording the corresponding “A” and “B” results. You will also have to obtain or make up some rubber bridge score sheets.

Refer to Chapter 2 in your textbook for details on calculating the scores to be entered.

The answers for all of the exercises are given in the third section of this appendix. Refer to these to check your answers or if you have trouble understanding where and how to enter the appropriate information for the exercises.

### Duplicate Bridge Scoring

The North player is always the official designated score keeper in duplicate bridge but it is common practice for each player to record his own results and scores on what is commonly referred to as a private score sheet. These are commercially available and a staple of duplicate bridge clubs. They come in various styles, but a portion of a typical form is shown on the next page where column numbers have been added for descriptive purposes.

Column 1 – This is the board number for a pairs game. Record your results on the line corresponding to the board number you are playing. This number is normally obtained from the duplicate board on the table.

Column 2 – DLR is the dealer and VUL is the vulnerability for the given board number. These will match the same information on the duplicate board.

Column 3 – Ignore this column.

Column 4 – Enter the pair number of your opponents for this board.

Column 5 – Enter the contract and result in this column - Examples:

3SW+3 if declarer took 9 tricks

3SW+5 if declarer took 11 tricks

3SW-1 if declarer took 8 tricks



Columns 6 & 7 – These two columns are used to record the score for the board. You always record the score from your own perspective and you never enter a plus or minus sign (that is implied by the column heading). If your side scores points by bidding and making a contract or by setting the opponents, you enter the score in column 6 (PLUS). If your opponents score points by bidding and making a contract or setting your side, you enter the score in column 7 (MINUS). It may be helpful to think of the PLUS column as WE and the MINUS column as THEY.

Column 8 – Ignore this column.

Column 9 – Ignore this column.

PORTION OF A TYPICAL DUPLICATE BRIDGE PRIVATE SCORE SHEET

1	2	3	4	5	6	7	8	9
BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N/NONE							
2	E/N-S							
3	S/E-W							
4	W/BOTH							
5	N/N-S							
6	E/E-W							
7	S/BOTH							
8	W/NONE							
9	N/E-W							
10	E/BOTH							
11	S/NONE							
12	W/N-S							
13	N/BOTH							
14	E/NONE							
15	S/N-S							
16	W/E-W							

## Rubber Bridge Scoring

### Rubber Bridge Score Sheet

A typical rubber bridge score sheet is shown on the next page where numbers for rows or regions have been added for descriptive purposes. This score sheet is designed for a single table of four players. A typical session consists of three rubbers with the players changing partners after each rubber. After three rubbers, everyone has played with everyone else. Of course, this format need not be followed, you could keep the same partner for the entire session and the number of rubbers played could simply be based on the time available. Nonetheless, this explanation of the score sheet is based on the “standard” format.

Note: You will not be using the first five rows for these exercises.

Row 1 – Enter the names of the four players in these four columns

Row 2 – Enter the total score for each player for the first rubber in these four columns

Rows 3 & 4 – Same as row 2, but for the second and third rubbers

Row 5 – Add the scores from rows 2 – 4 for each player

Line 6 – “THE LINE”

Region 7 – One player volunteers or is appointed to be the scorekeeper. Points won by the scorekeeper’s partnership that go above “THE LINE” are entered in this region. It is common practice to start just above “THE LINE” and work upwards. Bonus points, points for overtricks and for setting the opponents go in this region.

Region 8 – Same as region 7 but for the opponents of the scorekeeper

Region 9 – Contract trick scores for successful contracts by the scorekeeper’s partnership are entered here. Do not enter scores for overtricks in this region.

Region 10 – Same as region 9 but for the opponents of the scorekeeper

Regions 9 & 10 – At the end of a rubber, a double line is drawn across these regions and totals for the rubber are entered, with the lower total transferred to the other side and subtracted from the greater total to give the net result.

The other two sets of WE/THEY columns are for the second and third rubbers.

# TYPICAL RUBBER BRIDGE SCORE SHEET

PLAYERS	1				
1ST RUBBER	2				
2ND RUBBER	3				
3RD RUBBER	4				
TOTALS	5				
WE	THEY	WE	THEY	WE	THEY
7	8				
9	10				

6

## SCORING EXERCISES

### Scoring Exercise for Chapter 2

You are sitting North in a duplicate bridge game. You are playing three boards per round. Your opponents for the first three rounds are pairs 8, 3, and 5, respectively. Two possible sets of results (A) and (B) are shown below. Fill out a duplicate bridge score sheet indicating the opponents, contracts, results, and scores for each set of boards. These examples are intended to illustrate the importance

of bidding as much as you can make, especially if a game contract can be bid. In the (A) set, N-S bid all of their game contracts while E-W failed to bid any of their game contracts. In the (B) set, the situation is reversed.

Board	1	2	3	4	5
Results (A)	4HN+4	2NE+3	2CS+2	2SN+4	2DW+3
Results (B)	3HN+4	3NE+3	2CS+2	2SN+4	3DW+3

Board	6	7	8	9
Results (A)	2CE+3	4SS+4	3HE+4	3NN+3
Results (B)	2CE+3	3SS+4	4HE+4	2NN+3

### Scoring Exercise for Chapter 3

You are sitting North in a duplicate bridge game. You are playing three boards per round. Your opponents for rounds 4 - 6 are pairs 2, 6, and 4, respectively. Two possible sets of results (A) and (B) are shown below. Fill out a duplicate bridge score sheet indicating the opponents, contracts, results, and scores for each set of boards. These examples are intended to illustrate the importance of bidding your slams and the disadvantage of not making your contract. In the (A) set, N-S bid all of their games and slams while E-W failed to bid any of their slams and went set twice. In the (B) set, the situation is reversed.

Board	10	11	12	13	14
Results (A)	6HN+6	3NE-1	3NS+4	4SN+5	6DW+7
Results (B)	4HN+6	3NE+3	5CS-1	6SN-2	7DW+7

Board	15	16	17	18
Results (A)	3HE-1	6SS+6	6NW-1	7NN+7
Results (B)	3HE+3	4SS+6	6NW+6	6NN+7

### Scoring Exercise for Chapter 4

You are sitting North in a duplicate bridge game. You are playing three boards per round. Your opponents for rounds 7 - 9 are pairs 9, 7, and 10, respectively. Two possible sets of results (A) and (B) are shown below. Fill out a duplicate bridge score sheet indicating the opponents, contracts, results, and scores for each set of boards. These examples are intended to illustrate the importance of being competitive in the bidding and the fact that you do not always have to make your bid to end up with a good result. In the A set N-S are competitive while E-W are passive. In the B set, the situation is reversed.

Board	19	20	21	22	23
Results (A)	4HN+4	3CN-1	2NN+2	4HS-1	1NN+1
Results (B)	4SE-1	2SE+2	3DW-1	1NE+1	2HW-1

Board	24	25	26	27
Results (A)	2SN+2	4SN-1	4DS-2	5CN-2
Results (B)	3HE-1	4HW+4	3NE+3	4SW+4

### Scoring Exercise for Chapter 5

You are sitting North and keeping score for a rubber bridge game. For whatever reason, nine deals are played, with two possible sets of results (A) and (B) shown below. These are the same results as given in the scoring exercise for Chapter 2. Fill out a rubber bridge score sheet indicating the scores for each set of deals.

Deal	1	2	3	4	5
Results (A)	4HN+4	2NE+3	2CS+2	2SN+4	2DW+3
Results (B)	3HN+4	3NE+3	2CS+2	2SN+4	3DW+3

  

Deal	6	7	8	9
Results (A)	2CE+3	4SS+4	3HE+4	3NN+3
Results (B)	2CE+3	3SS+4	4HE+4	2NN+3

### Scoring Exercise for Chapter 6

You are sitting North and keeping score for a rubber bridge game. For whatever reason, seven deals are played, with two possible sets of results (A) and (B) shown below. These are the same results as given in the scoring exercise for Chapter 3, with two fewer boards. Fill out a rubber bridge score sheet indicating the scores for each set of deals.

Deal	1	2	3	4	5
Results (A)	6HN+6	3NE-1	3NS+4	4SN+5	6DW+7
Results (B)	4HN+6	3NE+3	5CS-1	6SN-2	7DW+7

  

Deal	6	7
Results (A)	3HE-1	6SS+6
Results (B)	3HE+3	4SS+6

### Scoring Exercise for Chapter 7

You are sitting North and keeping score for a rubber bridge game. For whatever reason, nine deals are played, with two possible sets of results (A) and (B) shown below. These are the same results as given in the scoring exercise for Chapter 4. Fill out a rubber bridge score sheet indicating the scores for each set of deals.

Deal	1	2	3	4	5
Results (A)	4HN+4	3CN-1	2NN+2	4HS-1	1NN+1
Results (B)	4SE-1	2SE+2	3DW-1	1NE+1	2HW-1

  

Deal	6	7	8	9
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Results (A)	2SN+2	4SN-1	4DS-2	5CN-2
Results (B)	3HE-1	4HW+4	3NE+3	4SW+4

### Scoring Exercise for Chapter 8

You are sitting North and keeping score for a rubber bridge game. For whatever reason, nine deals are played, with two possible sets of results (A) and (B) shown below. Fill out a rubber bridge score sheet indicating the scores for each set of deals. These deals are intended to illustrate the effects of doubles on the scores. In deals 1 and 3, a takeout double was made and passed in the A set but not in the B set. Similarly, in deal 4 the TO double was passed in the B set but not in the A set. Deals 2, 6, 7 and 8 show that in some circumstances bidding too much and going set can be a good strategy, even when vulnerable,. Deals 5 and 9 illustrate the danger of bidding too much when things don't work out very well.

Deal	1	2	3	4	5
Results (A)	1C <sup>X</sup> N+3	2HS+2	2H <sup>X</sup> N+2	3NS+3	3S <sup>X</sup> E-2
Results (B)	1SW-2	2S <sup>X</sup> E-1	2SW-1	1D <sup>X</sup> W-2	3HN+3

Deal	6	7	8	9
Results (A)	5D <sup>X</sup> S-1	6S <sup>X</sup> N-3	4S <sup>X</sup> S-1	3NN+3
Results (B)	4HE+4	6DW+6	4HE+4	4C <sup>X</sup> W-4

### Scoring Exercise for Chapter 9

You are sitting North in a duplicate bridge game. You are playing three boards per round. Your opponents for rounds 10 - 12 are pairs 11, 1, and 12, respectively. Two possible sets of results (A) and (B) are shown below. These are the same results as given in the scoring exercise for Chapter 8. Fill out a duplicate bridge score sheet indicating the opponents, contracts, results, and scores for each set of boards.

Board	28	29	30	31	32
Results (A)	1C <sup>X</sup> N+3	2HS+2	2H <sup>X</sup> N+2	3NS+3	3S <sup>X</sup> E-2
Results (B)	1SW-2	2S <sup>X</sup> E-1	2SW-1	1D <sup>X</sup> W-2	3HN+3

Board	33	34	35	36
Results (A)	5D <sup>X</sup> S-1	6S <sup>X</sup> N-3	4S <sup>X</sup> S-1	3NN+3
Results (B)	4HE+4	6DW+6	4HE+4	4C <sup>X</sup> W-4

## ANSWERS TO SCORING EXERCISES

### Answers to Scoring Exercises for Chapters 2 - 4

Results for the “A” contracts.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N/NONE	Chapter 2	8	4HN+4	420			
2	E/N-S	Chapter 2	8	2NE+3		150		
3	S/E-W	Chapter 2	8	2CS+2	90			
4	W/BOTH	Chapter 2	3	2SN+4	170			
5	N/N-S	Chapter 2	3	2DW+3		110		
6	E/E-W	Chapter 2	3	2CE+3		110		
7	S/BOTH	Chapter 2	5	4SS+4	620			
8	W/NONE	Chapter 2	5	3HE+4		170		
9	N/E-W	Chapter 2	5	3NN+3	400			
10	E/BOTH	Chapter 3	2	6HN+6	1430			
11	S/NONE	Chapter 3	2	3NE-1	50			
12	W/N-S	Chapter 3	2	3NS+4	630			
13	N/BOTH	Chapter 3	6	4SN+5	650			
14	E/NONE	Chapter 3	6	6DW+7		940		
15	S/N-S	Chapter 3	6	3HE-1	50			
16	W/E-W	Chapter 3	4	6SS+6	980			
17	N/NONE	Chapter 3	4	6NW-1	50			
18	E/N-S	Chapter 3	4	7NN+7	2220			
19	S/E-W	Chapter 4	9	4HN+4	420			
20	W/BOTH	Chapter 4	9	3CN-1		100		
21	N/N-S	Chapter 4	9	2NN+2	120			
22	E/E-W	Chapter 4	7	4HS-1		50		
23	S/BOTH	Chapter 4	7	1NN+1	90			
24	W/NONE	Chapter 4	7	2SN+2	110			
25	N/E-W	Chapter 4	10	4SN-1		50		
26	E/BOTH	Chapter 4	10	4DS-2		200		
27	S/NONE	Chapter 4	10	5CN-2		100		

Results for the “B” contracts.

<b>BD # PAIRS</b>	<b>DLR AND VUL</b>	<b>BD # TEAMS</b>	<b>VS</b>	<b>CONTRACT &amp; DECLARER</b>	<b>PLUS</b>	<b>MINUS</b>	<b>PTS EST.</b>	<b>PTS.</b>
1	N/NONE	Chapter 2	8	3HN+4	170			
2	E/N-S	Chapter 2	8	3NE+3		400		
3	S/E-W	Chapter 2	8	2CS+2	90			
4	W/BOTH	Chapter 2	3	2SN+4	170			
5	N/N-S	Chapter 2	3	3DW+3		110		
6	E/E-W	Chapter 2	3	2CE+3		110		
7	S/BOTH	Chapter 2	5	3SS+4	170			
8	W/NONE	Chapter 2	5	4HE+4		420		
9	N/E-W	Chapter 2	5	2NN+3	150			
10	E/BOTH	Chapter 3	2	4HN+6	680			
11	S/NONE	Chapter 3	2	3NE+3		400		
12	W/N-S	Chapter 3	2	5CS-1		100		
13	N/BOTH	Chapter 3	6	6SN-2		200		
14	E/NONE	Chapter 3	6	7DW+7		1440		
15	S/N-S	Chapter 3	6	3HE+3		140		
16	W/E-W	Chapter 3	4	4SS+6	480			
17	N/NONE	Chapter 3	4	6NW+6		990		
18	E/N-S	Chapter 3	4	6NN+7	1470			
19	S/E-W	Chapter 4	9	4SE-1	100			
20	W/BOTH	Chapter 4	9	2SE+2		110		
21	N/N-S	Chapter 4	9	3DW-1	50			
22	E/E-W	Chapter 4	7	1NE+1		90		
23	S/BOTH	Chapter 4	7	2HW-1	100			
24	W/NONE	Chapter 4	7	3HE-1	50			
25	N/E-W	Chapter 4	10	4SW+4		620		
26	E/BOTH	Chapter 4	10	3NE+3		600		
27	S/NONE	Chapter 4	10	4SW+4		420		



**Answers to Scoring Exercise for Chapter 5**

Score (A)			Score (B)		
	WE	THEY		WE	THEY
(4)	700		(4)	60	500 (6)
(4)	60	30 (2)	(1)	30	20 (6)
(1)	120		(1)	90	100 (2)
(3)	40	70 (2)	(3)	40	
(4)	60		(4)	60	
	980	100			60 (5)
	-100				40 (6)
	880			280	720
					-280
					440

  

	We	They		We	They
		30 (8)	(9)	100	
		20 (6)	(9)	30	
(9)	700	20 (5)	(7)	30	300 (9)
(7)	120	40 (5)	(7)	90	120 (8)
		40 (6)	(9)	70	
(9)	100	90 (8)		320	420
	920	240			-320
	-240				100
	680				400
	900				100
	700				500
	1600				

The parenthetical numbers refer to the deal numbers for the adjacent scores. In the (A) set, N-S won by 1600 points while in the (B) set, E-W won by 500 points. Note that although N-S made 4♠ on deal 4, it was necessary to bid only 2♠ to reach game because N-S had a part score of 40 from deal 3. Similarly, for deal 6 in the (B) set, E-W needed to bid only 2♣ even though they made 3♣. The score sheet for the second rubber of the (B) set illustrates the bonuses of 100 points for a part score and 300 for a game for an unfinished rubber. The last three lines of the second rubber for each set show the calculation of the total scores for the two rubbers, rounding the differences from each rubber.

**Answers to Scoring Exercise for Chapter 6**

Score (A)				Score (B)			
	We	They			We	They	
(3)	700					500	(5)
(3)	30					1500	(5)
(2)	50					200	(4)
(1)	500			(1)	60	100	(3)
(1)	180			(1)	120		
(3)	100					100	(2)
	1560					140	(5)
					180	2540	
						-180	
						2360	
	We	They			We	They	
(7)	500						
(7)	750						
(6)	100	500	(5)				
(4)	30	20	(5)	(7)	300		
(4)	120			(7)	60		
		120	(5)	(7)	120	90	(6)
(7)	180						
	1680	640			510	90	
	-640				-90		
	1040				420		
						2400	
	1600					-400	
	1000					2000	
	2600						

The parenthetical numbers refer to the deal numbers for the adjacent scores. In the (A) set, N-S won by 2600 points while in the (B) set, E-W won by 2000 points. The score sheet for the second rubber of the (B) set illustrates the bonus of 300 points for a game for an unfinished rubber. The last three lines show the calculation of the total scores for the two rubbers, rounding the differences from each rubber.

**Answers to Scoring Exercise for Chapter 7**

Score (A)			Score (B)		
WE	THEY		WE	THEY	
			(6) 100		
	100	(4)	(5) 100		
(5) 700	100	(2)	(3) 50		
(1) 120			(1) 50	700	(7)
(3) 70				60	(2)
(5) 40				40	(4)
				120	(7)
930	200		300	920	
-200				-300	
730				620	

  

We	They		We	They	
	100	(9)			
	100	(8)		700	(9)
(9) 100	50	(7)		100	(8)
(6) 60				120	(9)
160	250			920	
	-160				
	90				
700				600	
-100				900	
600				1500	

The parenthetical numbers refer to the deal numbers for the adjacent scores. The last three lines show the calculation of the total scores for the two rubbers, rounding the differences from each rubber.

**Answers to Scoring Exercise for Chapter 8**

Score (A)		Score (B)	
We	They	We	They
(3) 700		(4) 300	
(3) 50		(3) 50	
(1) 50		(2) 100	700 (7)
(1) 200		(1) 100	750 (7)
(1) 40		(5) 90	120 (6)
(2) 60			120 (7)
(3) 120		640	1690
1220			-640
			1050

  

We	They	We	They
	200 (8)		
(9) 700	800 (7)	(9) 1100	300 (9)
(5) 300	200 (6)		120 (8)
(4) 100			
(9) 100			
1200	1200	1100	420
-1200		-420	
0		680	
1200			1000
0			-700
1200			300

The parenthetical numbers refer to the deal numbers for the adjacent scores. The last three lines show the calculation of the total scores for the two rubbers, rounding the differences from each rubber.

**Answers to Scoring Exercise for Chapter 9**

Results for the “A” contracts.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
28	W/N-S		11	1C <sup>X</sup> N+3	540			
29	N/BOTH		11	2HS+2	110			
30	E/NONE		11	2H <sup>X</sup> N+2	470			
31	S/N-S		1	3NS+3	600			
32	W/E-W		1	3S <sup>X</sup> E-2	500			
33	N/NONE		1	5D <sup>X</sup> S-1		100		
34	E/N-S		12	6S <sup>X</sup> N-3		800		
35	S/E-W		12	4S <sup>X</sup> S-1		100		
36	W/BOTH		12	3NN+3	600			

Results for the “B” contracts.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
28	W/N-S		11	1SW-2	100			
29	N/BOTH		11	2S <sup>X</sup> E-2	500			
30	E/NONE		11	2SW-1	50			
31	S/N-S		1	1D <sup>X</sup> W-2	300			
32	W/E-W		1	3HN+3	140			
33	N/NONE		1	4HE+4		420		
34	E/N-S		12	6DW+6		920		
35	S/E-W		12	4HE+4		620		
36	W/BOTH		12	4C <sup>X</sup> W-4	1100			

Are you tired of learning/teaching bridge from a cookbook? Tired of memorizing how many points you need to bid this or that? Do you have trouble determining if you have a minimum, medium or maximum hand and what you are supposed to do if it fits in a particular category? Then *Yes, No or Maybe* is what you need.

This is a series of three textbooks and companion workbooks for beginning bridge students. The series uses a logical paradigm for making bidding decisions by formulating two basic questions: ‘Do we have a fit in a major suit?’ and ‘Do we want to be in a game contract?’ All partnership bidding after an opening bid or intervention is guided by the answers (*Yes, No or Maybe*) to these questions and some fundamental bidding guidelines.

This workbook accompanies the first textbook, *Introduction and Card Play Basics*, which covers the mechanics of the game, a little bridge history, scoring, hand valuation and preferred contracts, along with the basics of declarer play and defense. No real bidding is included but MiniBridge or a variant is used for sample and practice deals. The Yes, No, Maybe bidding concepts are introduced for the determination of preferred contracts.



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