

# Bridge Tutor 1

**Radio Shack®**  
A DIVISION OF TANDY CORPORATION  
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# Table of Contents

<b>Introduction</b> .....	<b>1</b>
<b>Required Equipment</b> .....	<b>1</b>
<b>Optional Equipment</b> .....	<b>1</b>
<b>Using Bridge Tutor I</b> .....	<b>3</b>
<b>Setting Up</b> .....	<b>3</b>
<b>Color and Play Options</b> .....	<b>3</b>
<b>Hand Selection</b> .....	<b>3</b>
<b>Hand Advice</b> .....	<b>4</b>
<b>Dealing and Bidding</b> .....	<b>5</b>
<b>Playing</b> .....	<b>6</b>
<b>Automatic Demonstration</b> .....	<b>10</b>
<b>Commentary on Hands</b> .....	<b>11</b>
<b>Fundamentals of Bidding and Playing</b> .....	<b>73</b>
<b>Point Count</b> .....	<b>73</b>
<b>Opening Bids</b> .....	<b>73</b>
<b>Responses to Opening Bids</b> .....	<b>74</b>
<b>Bidding Conventions</b> .....	<b>74</b>
<b>Take-out Double</b> .....	<b>74</b>
<b>Blackwood Convention</b> .....	<b>74</b>
<b>Gerber Convention</b> .....	<b>75</b>
<b>Stayman Convention</b> .....	<b>75</b>
<b>Fishbein Convention</b> .....	<b>76</b>
<b>Defensive Strategies</b> .....	<b>77</b>
<b>Opening Leads</b> .....	<b>77</b>
<b>Against No-Trump Contracts</b> .....	<b>77</b>
<b>Against Suit Contracts</b> .....	<b>77</b>
<b>Signals</b> .....	<b>77</b>
<b>Discards</b> .....	<b>77</b>
<b>Scoring</b> .....	<b>78</b>
<b>Glossary</b> .....	<b>79</b>
<b>Key Summary</b> .....	<b>83</b>

## Introduction

Bridge Tutor I is a program for the novice and average bridge player alike. There are 100 instructional hands, each teaching a unique offensive or defensive strategy. You can ask the computer for help if you have problems in bidding or playing. You can also have the computer review the bidding and play of the entire game. There is one more special feature in Bridge Tutor I which lets you sit back and watch a bridge game as an observer with the computer bidding and playing all four hands.

There are four basic sections in this manual. The first section tells you how to use the program, bid, and play. The second part of the manual provides an instruction commentary on each hand. The third part of the manual is for novices and provides a summary of the fundamentals of bidding and playing. There is also a glossary of bridge terms included in this section. The last part is a quick reference guide summarizing which keys to use in Bridge Tutor I.

## Required Equipment

TRS-80 Color Computer with 4, 16, or 32K memory

## Optional Equipment

Joysticks



## Setting Up

First, if you have Joysticks, make sure that they are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Bridge Tutor I cartridge in the slot on the right side of the computer. Next, when you turn on the computer, you see the title screen on an orange background:

BRIDGE TUTOR I

(C) PHILIDOR SOFTWARE 1982  
LICENCED TO TANDY CORPORATION

The title remains on the screen for a couple of seconds and then you see:

BRIDGE TUTOR I HAND 1

Adjust the tint and color controls so that the background is green and the letters and numbers are blue and purple.

## Color and Play Options

You have two options for screen colors. The original colors of letters and numbers are purple and blue on a green background. The second option is orange and pink characters on a buff background. To change colors, press **C**.

You can use the four arrow keys: **↑**, **↓**, **←**, **→**, or the right Joystick to run the Bridge Tutor I program. Press **J** to use the Joystick.

## Hand Selection

The 100 hands in Bridge Tutor 1 are arranged in increasing order of difficulty. HAND 1 is the easiest in the program. To select a particular hand using the arrow keys, press:

- ↑** to increase the hand number by 1
- ↓** to decrease the hand number by 1
- ←** to increase the hand number by 10
- to decrease the hand number by 10

If you are using the Joystick, hold the Joystick with the red button at the top (farthest from you) and push the Joystick away from you to increase the hand number. Pull the Joystick towards you to decrease the hand number.

## Hand Advice

Before the cards are dealt and the bidding begins, you can press **(A)** (Advice) to find out which side will be playing the contract and which position you will be playing. If you do not want any advice about the hand, simply press **(ENTER)** to make the computer deal the cards. (If you are using the Joystick, you can either press the red button or press **(ENTER)** whenever you see the instruction to press **(ENTER)**.)

The player in the South position is always declarer while North is dummy. The East-West side always defends.

For example, suppose you press **(A)** and the screen shows:

PLAY CONTRACT  
NORTH

This means that you and your partner will be playing the contract and you are currently dummy (NORTH).

If the screen shows:

DEFEND CONTRACT  
EAST

this means that you and your partner will be defending against the contract and that you will be in the EAST position.

You can swap positions with your partner by pressing **(X)** to bid or play in his position. Next, press **(ENTER)**. If you do not want to swap positions, simply press **(ENTER)** to proceed.

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## Using Bridge Tutor I (continued)

After three consecutive players have passed and the bidding has ended, the final contract is displayed. Your bidding score will appear in the upper left-hand area of the screen. The TOTAL percentage is your cumulative bidding score for all hands that have been played in the current session (i.e., since you have turned on the Color Computer).

The HAND % is your bidding score for the hand currently displayed. Both these scores are a good indication of how your bidding is progressing. If you keep a record of your bidding over a number of hands in a session and from one session to another, patterns will emerge to show you your weaknesses and strengths in various bidding situations.

After the bidding has ended, you can review the bidding sequence by pressing (R). The correct bids from the beginning will be displayed in order along with the crucial bids for your position.

### Playing

Press (ENTER) to start playing. If your partner is the declarer, you will see the message:

HIT ENTER TO SWAP SIDES.

Press (ENTER) to exchange your cards with your partner's so that you will be playing the contract yourself.

If you are declarer, the screen will look like this:

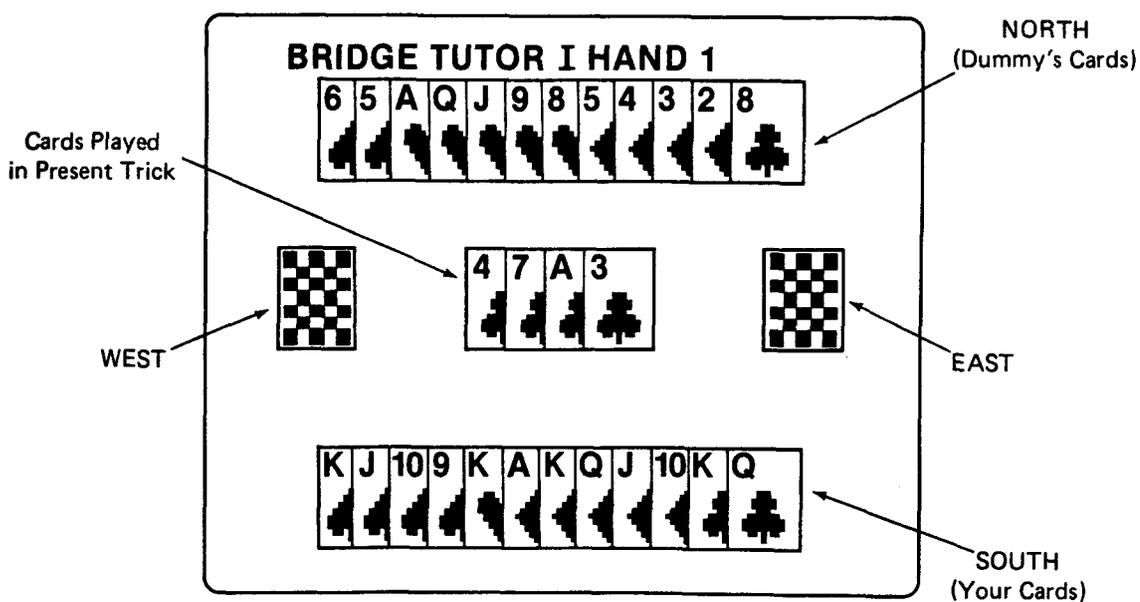


Illustration 1

## Using Bridge Tutor I (continued)

If you are defending and are in the West position with the player on your right as declarer, the screen will show:

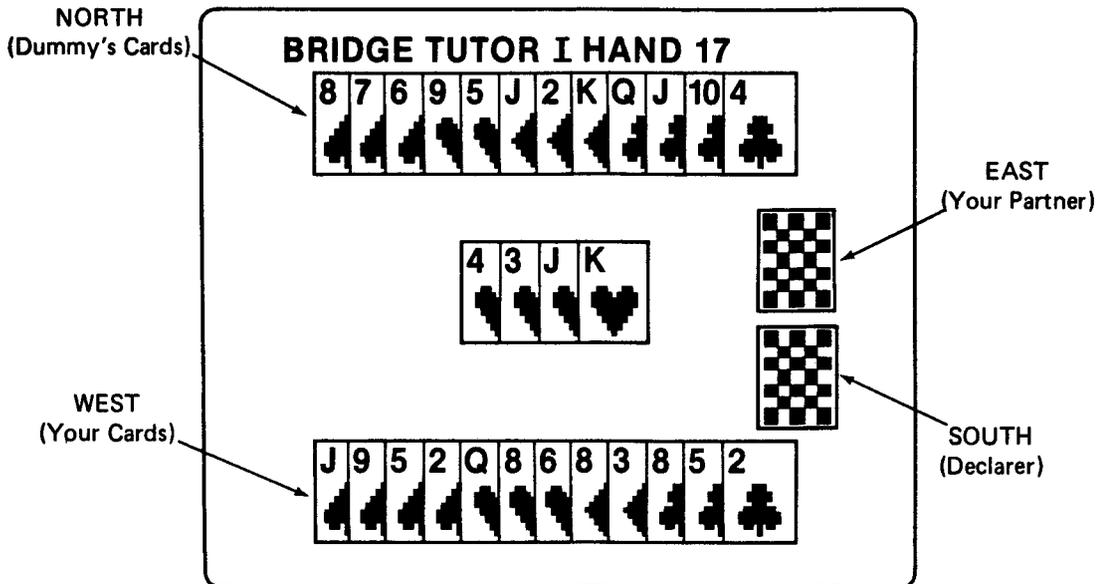


Illustration 2

If the player to your left is declarer, the screen will show:

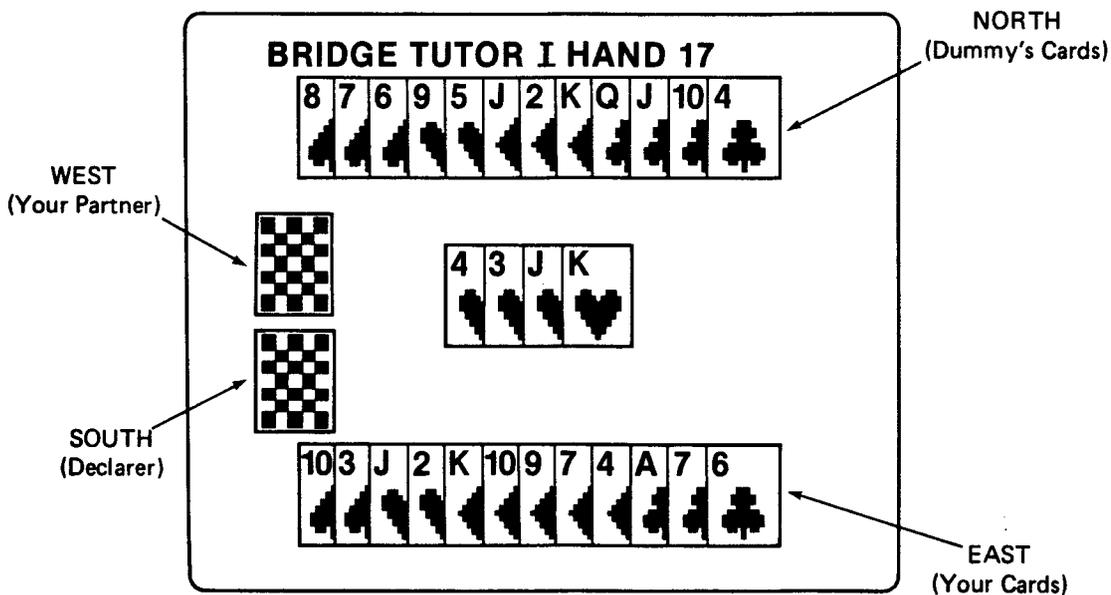


Illustration 3

The play begins automatically unless you are sitting in the West position. In that case, you would lead the first card. After the opening lead has been made, the dummy is spread. These cards are always displayed at the top of the screen.

## Using Bridge Tutor I (continued)

When it is your turn to play, a triangular marker appears under one of the cards in either your hand or dummy's. Move the marker under the card you wish to play by pressing the  or  keys. Each time an arrow key is pressed, the marker will move one card to the left or right.

You can also move the marker with the Joystick. Move the Joystick in the direction of the card you want to play. (If you've already pressed  to use the Joystick, you don't have to do it again.)

Press  when the marker is below the card you want to play. If you play the "correct" card (or its equivalent), the card will move from your hand to the middle of the screen. The play will automatically continue with the player to the left playing the next card.

There are some cases where strategy is extremely important. In these situations, if you do not play a crucial card (or its equivalent), you may not make your contract. Similarly, there are crucial defense plays you must make in order to defeat a contract. (Occasionally, when you are defending, two cards may seem to be equivalent but in fact are not. This is because you can signal information to your partner by playing the two cards in a particular order.)

If you play the correct card in a critical situation, the card will be moved to the middle of the screen and the message, CRUCIAL PLAY will be displayed.

You will score 1 point for a "regular" play and 5 points for a crucial play, if you play the correct card the first time.

If you play an incorrect card in a regular play, the message, WRONG CARD is displayed and you will hear a beeping sound. You will receive no points for a playing error. The card you selected will remain in your hand. You can either try to play another card or press  (Advice) to have the correct card played for you.

If you play an incorrect card in a crucial situation, the message, WRONG CARD CRUCIAL PLAY will be displayed and you will hear a beeping sound. You will not score any points. You can either try to play another card or press  (Advice) to have the correct card played for you.

As in bidding, there may be more than one correct choice. For example, you may hold two or more cards in sequence or two or more cards in a broken run where the missing cards have already been played. An example of a sequence would be if you hold the 7-8-9 of Spades. These are all "equivalent" cards. Similarly, if you hold the 6-7-9 of Spades and the 8 has already been played, these three cards are considered equally good choices.

For situations in which there is more than one "correct" card, the computer will consider all equivalent cards as "correct" plays and you will score 1 or 5 points.

## Using Bridge Tutor I (continued)

(At times, the computer, itself will not play the same card for a trick every time. That is, if you replay the same hand, the computer may play an equivalent card instead.)

After all four players have played a card, the trick will remain in the middle of the screen until the player who won the trick leads the first card of the next trick. To see the contract and number of tricks made so far by the declarer, press **(S)** (Score) when it is your turn to play. This information will be displayed in the middle of the screen until you have played a card.

After all 13 tricks have been played, the contract and final number of tricks made will be displayed in the middle of the screen. The **HAND %** is the final score for the hand just played, expressed as a percentage of the maximum possible points. The **TOTAL %** is a cumulative score for the current playing session.

After the hand is over, press **(R)** (Review) to have the hand played automatically for you. The entire hand from the beginning of the bidding process to the end of playing will be displayed showing only correct bids and plays. The crucial bids and plays will also be noted.

To play another hand, press **(ENTER)** at the end of a hand (when the final tally is displayed). The hand with the next highest number will be displayed. Press **(ENTER)** to start dealing the cards or select another hand.

Press **(BREAK)** at any time if you want to quit during a hand. The next hand will be displayed.

When you are finished playing, be sure the computer is turned off before removing the Bridge Tutor I cartridge.

### Automatic Demonstration

Press **SHIFT** **\*** to make the computer play all four positions. (After you press **SHIFT** **\***, you can press **F** to deal and sort the cards at a faster speed.) The cards for the hand number currently on display will be dealt and the computer will bid and play for all four players. After the entire hand has been played, the computer will start dealing the hand for the next highest hand number and continue bidding and playing for that hand.

The automatic demonstration will continue until you press **BREAK** or turn off the computer. After Hand 100 has been played, the computer will start playing Hand 1.

## Commentary on Hands

In the following commentary, refer to the illustrations on page 6 and 7 for the appropriate screen layout. If you are playing South, refer to Illustration 1. If you are defending and are in the West position, refer to Illustration 2. Refer to Illustration 3 when you are playing East.

An asterisk (\*) will indicate either a crucial play or a crucial bid. In addition, these card and suit abbreviations will be used:

J for Jack	C for Club
Q for Queen	D for Diamond
K for King	H for Heart
A for Ace	S for Spade
	NT for No-Trump

We suggest that you first play a hand before reading the prescribed play. If you are declarer, examine the two hands after dummy has been spread and plan your strategy. After you've played the hand, read the commentary, and study the recommended method of play. Also, note how you should bid if you swapped sides and bid in North's position instead.

If you are defending against the contract, you should also study the dummy and cooperate with your partner in trying to defeat the contract. After you've played the hand once and read the commentary, you may want to exchange positions with your partner and replay the hand.

Specific cards will often be cited in the instruction commentary. Remember, however, that often you (and the Computer) may play an "equivalent" card and not the card referred to in the manual.

## Commentary on Hands (continued)

### Hand 1

**South** As dealer, you bid first and should start with 1D.

**North** With your five-card major suit, bid 1H.

**South** Jump bid in a new suit by bidding 2S\*. This forces your partner to bid again and at the same time tells him that you do not want to stop short of game.

**North** Return to your partner's first suit since you have four cards for support by bidding 3D\*.

**South** Taking into account your partner bid Hearts and you have stoppers in the other three suits, bid 3NT\*.

West plays the 4C as the opening lead and East wins the first trick with the Ace. Take the Club return at Trick 2 and then run Diamonds in Tricks 3-7. (Since your weakest suit is Spades, discard a low Spade from dummy at Trick 7.) Cash the KC at Trick 8 and sluff another Spade.

Play the KH at Trick 9 and overtake it with dummy's Ace\*. The AH may be your last entry into dummy. You need one more trick to make the contract and if you are cut off from dummy's Heart winners, you could easily lose the last four tricks.

**Final Tally:** You get one overtrick and easily make the 3NT contract.

### Hand 2

**South** After North (the dealer) passes and East bids 1C, bid 2H for a jump overcall. This type of bid shows a one-suited hand which is inappropriate for a take-out double. A jump overcall simply describes your hand to your partner—it is not forcing.

**North** Since you have adequate trump support plus a singleton in Spades, raise to 3H.

**South** Since your hand is so strong, bid 4H\* to reach game.

Win the opening trump lead with dummy's 8H. To set up your ruffing tricks, lead the 9S\* to your Ace at Trick 2. Ruff the 6S\* at the next trick and then return to your hand by leading a low Club to the Ace.

Lead your last Spade (5S\*) with dummy's last trump and then lead a small Diamond. East wins this trick and leads the KS. Trump his King, then draw trump. At Trick 11, try for an extra trick by leading towards the QC. Although East's KC takes this trick, you trump the AD at the next trick and make the contract.

### Hand 3

**South** After West passes, bid 1NT with your 16 point hand.

**North** With 10 high-card points, your side should be able to make game. Bid 3NT. Next, press **(ENTER)** so that you'll be playing the contract.

Hold up playing the AS until the third round (two Crucial Plays). Next, lead the QD\* to flush out the Ace and set up dummy's Diamonds. Fortunately, East, who eventually plays the AD, has no more Spades and returns a Club. Do not take any chances and try a finesse. Play conservatively and take this trick with your AC\*. Lead a small Heart to dummy's Ace and then take your Diamond winners. At Trick 11, cross to your hand with the QH, then cash the KH.

Although you lose the last trick to East, you've made 3NT.

## Commentary on Hands (continued)

### Hand 4

**South** To show the strength of your hand (so that your partner won't be so quick to pass), bid 2NT.

**North** You have 4 high-card points and a nice Diamond suit. Raise to 3NT\*.

Note that there are very few entries to dummy. To reserve the JS as an entry, play the KS\* at Trick 1. Take the next trick with the QS. At Trick 3, lead the KD to start setting up that suit. Continue Diamonds but be sure to win Trick 4 in dummy in case your opponents refuse to play the Ace again\*.

After West wins the third round of Diamonds, he switches to Clubs. Take this trick with your King and then enter dummy via the JS. Cash the two remaining Diamond winners and then play your two Aces. Your opponents take the last two tricks but you've made your nine tricks.

### Hand 5

**South** Bid 1S with your solid, six-card Spade suit.

**North** Raise your partner's bid to the two-level since you have good support\*.

**South** Go ahead and bid game (4S\*).

After you win the first trick with your AD, draw the opponents' trumps in the next two rounds, ending in dummy at Trick 3. Next, lead a small Heart towards your Queen. Since this trick holds, continue with your last Heart towards dummy's K—J. East takes this trick and then your opponents win the next two Diamond tricks.

When East leads a small Club at Trick 8, you must refuse to finesse in case West has the missing King. After you win with the AC\*, lead a small Spade to dummy. Play your remaining high Heart and your last three trump in Tricks 11—13.

### Hand 6

**South** In spite of the five-card Diamond suit, 2NT\* is a much better bid than 1D or 2D. You need to show your partner (who has passed) that you have a strong, balanced hand.

**North** Since your partner has at least 21 high-card points and you have 5, raise to 3NT.

Win the first trick in your hand with the AC and then lead the 9S\* towards dummy. If you enter dummy via the Spade suit, you can lead up to your high Diamonds rather than away from them. Lead a low Diamond at Trick 3 and when East plays low, play the JD\* in case you can force out the Ace. (This proves to be the case.)

Win the next trick in your hand with the KC and lead the JS back to dummy overtaking with the Queen. Take the four established Diamond tricks, then cash your high Spade and Heart winners. You end up losing only two tricks and easily making your contract.

### Hand 7

**South** Bid your highest four-card minor by opening with 1D.

**North** Bid 1H to show your long suit.

**South** You can bid a four-card major suit during the second round so show your Spade suit by bidding 1S.

**North** With 12 points (including distribution) and four-card support, you should raise your partner's second suit (Spades) to the three-level (Crucial bid).

**South** Go to game by bidding 4S.

**North** Press **ENTER** so that you will be playing the contract.

With an even amount of trump in both hands and two singletons, this is the perfect type of hand to cross-ruff. Instead of drawing your opponents' trump, ruff your Diamonds in dummy and ruff Hearts in your hand.

After you win the opening lead, cash dummy's AH and then ruff a Heart. At Trick 4, cash your AC\*. When you start to cross-ruff it is important to play any other winners early in the game. Cash the AD and then, in Tricks 6-10, continue cross-ruffing Diamonds and Hearts. Your opponents win the last three tricks, but by then you've already made the 4S contract.

### Hand 8

- South** You have too many points for a 1NT bid, yet your hand does not have enough body for a 2NT bid. Bid 1D\* as your best suit.
- North** To show your five-card Spade suit, respond with 1S.
- South** After your partner shows some points (by continuing the bidding), show your strength by jumping to 3NT\*.
- North** Knowing that your partner has a 20+ point balanced hand, bid a small slam (6NT\*).

Win the opening Club lead and lead back to your A-K of Spades. Play both high Spades to start setting up that suit (two Crucial Plays). Cross to dummy by leading a small Diamond and winning with the Jack. At Trick 5, play the JS\*. Although it loses to East's Queen, you establish two more Spade tricks—the 10S and 9S.

You now have the required twelve tricks to make a small slam. Do not risk a finesse when East switches to Hearts. Win with the AH\* at Trick 6. Cross to dummy with a high Club, then cash the two Spade tricks. Take dummy's last Diamond trick (King) and then enter your hand via the AD. Play the last Diamond and Club winner for the last two tricks.

### Hand 9

- North** You have too many points for a 1NT opener. However, since you can support any suit, open the bidding with 1C to give your partner some bidding space.
- South** With 8 points (including distribution) and a five-card major suit, respond to partner by bidding 1S.
- North** Jump raise to the three-level to show your points and support.
- South** Go to game by bidding 4S.

Win the opening lead with the AH\*. You do not want your opponents to be in the lead early in the game because you have four potential losers (one Spade, one Heart, and two Clubs). At Trick 2, lead a small Diamond\* and win with your King. Lead your last Diamond\* to cross to dummy. Cash dummy's last Diamond, discarding your last Heart (7H\*).

Now that you've cut your losers to three, you can start drawing trump. After West wins with the AS, ruff the Heart return. Draw your opponents' two remaining trump and then cash your AC. West wins the next two Club tricks but you take the last three tricks with trump.

### Hand 10

**South** With 18 points (including distribution) and six Spades, bid 1S.

**North** East overcalls with a 2H bid, but since you have three trump as support and 7 points, raise to 2S\*.

**South** Go to game by bidding 4S.

**North** Press **ENTER** to swap sides.

Win the opening lead with dummy's AD\* and then lead the 5H\*. The first two tricks are important because you are setting up future ruffing tricks. West wins the Heart return and cashes his Diamond winner. After you win his trump return, lead another small Heart which East takes with the KH.

Trump East's Diamond return and lead your last Heart. Be sure to ruff high with dummy's JS\* because East may be able to overruff. Trumping high eliminates this risk and does not weaken your own trump holding. Draw trump in the next two tricks and win the rest of the tricks in your hand with your remaining trump and high Clubs.

### Hand 11

**South** With good points and a six-card Club suit, open 1C.

**North** Respond with 1D to show your strong suit.

**South** Since you have stoppers in the other two suits and 19 high-card points, jump to 2NT\*.

**North** You and your partner easily have game so bid 3NT\*.

Win the first trick with the AH. Lead a small Diamond and play low from dummy, allowing West to win this trick. By "ducking" and letting your opponent take a Diamond trick now rather than later, you prevent the possibility of not being able to get back to dummy and cashing the remaining Diamonds.

West wins Trick 3 with the KH. After your JH takes the fourth trick, lead to dummy and take five Diamond winners. Since West has discarded his two winning Hearts, go ahead and try a Spade finesse at Trick 10. Although West covers your QS, you win the last three tricks with the AS, and the A-K of Clubs.

## Commentary on Hands (continued)

### Hand 12

**South** With 17 high-card points, open the bidding with 1NT.

**North** Raise to game (3NT\*) with 10 high-card points instead of showing your Clubs. It's much easier to make nine tricks in No-Trump rather than ten tricks in Clubs.

You win the first trick with dummy's singleton KS. Play dummy's KC\* to win the next trick and as the first step to setting up your strongest suit. If an opponent is void, this safety play will guard against the bad split and prevent the other opponent from taking a Club trick. Continue with a small Club and win with the 6C when East plays the 5C. Play your remaining Clubs in Tricks 4-6. Next, play your high Hearts and then cash your AS as your ninth trick.

### Hand 13

**South** West opens with a pre-emptive bid (4H) trying to shut you and your partner out of the bidding. With a void in Hearts, a doubleton in Clubs, one Spade loser, and a terrific Diamond suit, be brave and overcall by bidding 5D\*. This contract may fail but you don't want your opponents to possibly get away with a 4H contract.

**North** Pass and then press (ENTER) to swap sides.

Trump the opening Heart lead and then draw the one outstanding trump. Examining your hand and dummy's, you see three potential losers: one Spade and two Clubs. You need to set up Clubs so that on the one winning Club trick in dummy you can discard the losing Spade. Therefore, at Trick 3, lead the 2C\* towards dummy's Q-J-8 and play the QC when West plays low. East wins with the AC and returns a Heart.

Ruff the Heart and lead your last Club (5C\*) towards dummy. West wins this Club trick and returns a Spade. Win this trick with the AS and cross to dummy by leading a Diamond. Cash the JC, discarding the losing 4S from your hand. Play Diamonds in Tricks 9-12 and cash the KS in the thirteenth trick.

## Hand 14

- South** After your partner and East pass, open with 1H to show your five-card major suit.
- North** Since you have good support and adequate points, raise your partner's bid to the two-level\*.
- South** Even though your partner offers Heart support, bid 2NT as a try for a nine-trick game since you have stoppers in the other suits.
- North** With two doubletons and good trump support, bid game in Hearts rather than No-Trump\*.

At the first trick, West leads a trump which you can take low in your hand with the 8H. Next, try to establish dummy's long Club suit by leading the KC\*. East overtakes with the Ace and returns a Diamond. Win this trick in your hand with the AD and lead your last Club (9C\*) at Trick 4.

After you play and win with dummy's QC, lead back and ruff another Club, getting rid of the one high outstanding Club\*. Draw trump in the next two rounds ending in dummy. Use dummy's three established Club winners to dispose of the losers in your hand (two Diamonds and a Spade). You win your last two tricks with a high Spade and a trump.

## Hand 15

- South** Since you don't have a five-card major, open with 1C.
- North** Since you also do not have a five-card major suit, respond with 1D.
- South** Show your Hearts by bidding 1H.
- North** Show your strong trump support by raising to 3H\*.
- South** You should go to game and bid 4H.

Win the opening Club lead with your Ace and then draw two rounds of trump. Do not try a trump finesse at Trick 3\* because if it loses, your opponents can take three more tricks (two Spades and Club) and set you. Next, lead the KD\* and continue with three more rounds of Diamonds discarding two Club losers in Tricks 6 and 7. West ruffs your last Diamond in Trick 7, but you can ruff his Club return at the next trick (because you have already sluffed your Club losers).

At Trick 9 start setting up your Spade suit by leading low towards dummy's 10S. Your opponents take two Spade tricks but you win the third round of Spades. You take the last two tricks with trump.

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## Commentary on Hands (continued)

### Hand 19

South bids 1C and North responds with 1D. South then switches to 1NT and his partner raises to 3NT.

#### West

For the opening lead, play from the top of the broken five-card Club suit (KC). After your partner signals to you that he has doubleton by playing the JC, you know that declarer has the Ace. Continue playing Clubs by leading the QC. After this holds the trick, force out the Ace by leading the 10C at Trick 3. East plays the AC and returns a Heart which you should win with the AH. Cash your two winning Clubs in Tricks 5 and 6. Play the 9C first to draw declarer's last Club (the 8C). Declarer takes the rest of the tricks but the damage has already been done—you have taken five tricks.

#### East

When your partner leads the KC at Trick 1 you must play your Jack\* to show your partner the location of this important card. If partner does not know where this key card is, he may switch to another suit and thereby lose an opportunity to beat the contract.

### Hand 20

South opens with 1C and his partner responds with 1D. South switches to Hearts and North raises to 4H.

#### West

As the opening lead, your best play is to lead from the top (AS) of your broken four-card Spade suit. Your partner discards high (9S) which is a signal for you to continue Spades. When you play the King at Trick 2, your partner plays the 2S, giving you the high/low signal. When you lead a third round of Spades, partner ruffs dummy's JS.

#### East

At Trick 1, you should start the high/low signal to tell your partner that you hold a doubleton Spade (9S\*). Play low at Trick 2 and then ruff the third round of Spades\*. At this stage, you and your partner have taken three tricks. Make sure of beating the contract by cashing the AC\* immediately at Trick 4. If you fail to do this, declarer can make his contract by drawing trump and sluffing dummy's singleton JC on his winning Spade.

### Hand 21

**South** With 16 high-card points and no five-card major suit, bid 1NT.

**North** Even if your partner bid a strong No-Trump with 18 points, your partnership lacks adequate points for slam (at least 33 points). Be conservative and stop at 3NT\*. Press **(ENTER)** to swap sides.

When West leads the 7S, hold up playing your one Spade stopper (AS\*). East wins with the QS and continues Spades. Again, do not play your AS\*. West leads a third round of Spades which you are forced to win with the Ace. At Trick 4, play Diamonds, leading the King first and then continuing with the JD. When West follows low, play the 8D\* from dummy. East wins this trick but cannot prevent you from regaining the lead since he has no more Spades.

After East returns a Diamond which you win in dummy, play your remaining Diamond and then take three top Club tricks. After you cash your high Hearts in Tricks 11 and 12, East takes the last trick with the QH.

Note that if you had played your one Spade stopper too early and West who had five Spades had also held the QD, the contract would have been defeated.

### Hand 22

**South** You have 19 high-card points which is a little too strong for 1NT. Bid 1D\* which is your best minor suit.

**North** You have a five-card major so bid 1H.

**South** After your partner mentions your one unprotected suit, you know it is safe to bid No-Trump. To show your points and even distribution, jump to 2NT\*.

**North** Go to game by raising to the three-level.

After West leads a Diamond, allow East to take the trick with his QD\*. Take the next trick with the KD when the suit is continued. Next, lead the JH to establish Heart winners in dummy. East wins and switches to Clubs since he has no more Diamonds to lead back to his partner. Win this trick with the AC and lead your last Heart to dummy. After your opponents duck, play another Heart. West plays the AH and returns a Diamond. However, you win this trick since you held on to a Diamond stopper. You take the rest of the tricks and make ten in all.

Note that if you had played both of your Diamond stoppers, West could have stepped in and taken three Diamond tricks, in addition to the A-K of Hearts defeating your contract.

### Hand 23

- North** With an even distribution and 23 high-card points, open with 2NT.
- South** You have 9 points (including distribution) and a seven-card Diamond suit, so respond by bidding 3D.
- North** Bid 3H\* to show that you have first-round control of that suit and that there is a fit in Diamonds.
- South** With your long trump suit, singleton Club and doubleton Spade, show slam aspirations by going past 3NT and rebidding Diamonds (4D).
- North** With your high points and partner's long trump suit, accept the slam invitation by bidding 6D\*. Press **(ENTER)** to exchange hands.

Win the opening Club lead in dummy. Draw the three outstanding trump in the next two tricks ending in your hand. At Trick 4, lead the 5S\* towards dummy's K-Q. After you win this trick, cash the KC discarding the 7S from your hand. Return to your hand by ruffing the 9C. Next, lead the QH finessing against West. East takes this trick but you can ruff his Spade return. Take two more Heart tricks and then play your remaining trump in Tricks 11-13.

Note that if West plays the AS at Trick 4, you don't need the Heart finesse because you'll be able to sluff two losing Hearts on dummy's promoted Spade winners.

### Hand 24

- South** You have 14 points (including distribution) but no major suit. Bid 1D.
- North** You have two options with your 14 point hand: either bid 2NT to show even distribution with points or jump raise your partner's bid to the three-level to show points and trump support. 3D is the recommended bid.
- South** You and partner obviously have points for game. Instead of trying an eleven-trick contract in Diamonds, bid 3NT\*.

Win the opening Spade lead with the AS. Start setting up the Diamond suit by leading low and when West also plays low, cover with the 8D\* from dummy. Continue Diamonds in the next three rounds. West wins Trick 5 with the QD but your fourth Diamond trick is now established. Take his Spade return in dummy and cash your remaining high Spade at Trick 7. Cross to your hand with the AH

and then cash your last Diamond trick. Win with dummy's KH as your last trick.

Your play of the 8D at Trick 2 is a safety play which guards against West's Q-10-7-6. Note that if you play the A-K in the first two rounds of Diamonds, West will be able to take two Diamonds tricks instead of just one.

### Hand 25

**South** You have 18 high-card points and even distribution so bid 1NT.

**North** With 9 high-card points and even distribution, raise your partner's bid to the three-level\*.

Do not play your one Spade stopper\* when West leads that suit nor when East continues Spades at Trick 2. After you are forced to win the third round of Spades, count your sure tricks. You have: one Spade winner, two Heart winners, three Diamonds winners, and one sure Club winner. You need two more Club tricks so start setting up that suit by leading the 3C\* towards dummy's AC at Trick 4.

Continue Clubs by leading a small one\* towards your Q-J. When the QC holds, return to dummy by leading the 9D\* to the Queen. Next, lead a Club towards your JC. East plays the King establishing your last Club as your third Club trick. Take the next five tricks with two top Diamonds, two top Hearts and the QC. West takes the last trick but you've made your contract.

Leading up to your Clubs allows you to make three tricks in that suit if East holds the KC. If you play dummy's AC and then later lead from rather than to your Q-J, you will only make two Club tricks. If Clubs had been split 3-3, you would also make three Club tricks regardless of the position of the KC.

### Hand 26

**North** After the dealer passes, you should open with 1D.

**South** With a five-card major suit, you should respond 1H.

**North** Although partner's response does not guarantee five Hearts, an immediate raise (2H\*) may be given on three-card support when ruffing values are present (in this case, a doubleton Club).

**South** Since your partner opened and you have 14 points (including 1 distribution point), rebid 4H. You know there is no possibility of slam since your partner's raise was minimal.

After West leads the QS, you can examine your hand and dummy's. There are four potential losers: two Spades, one Club, and the opponents' QH could also take a trick. Since you want to be in the lead and maintain control early in the game, take the opening Spade lead with your AS\*. Draw trump in the next three rounds, first leading\* to dummy's KH and then leading to your Ace\*.

After East wins Trick 4 with the QH, he switches to Spades and he and partner take the next two tricks. When West returns a Club at Trick 7, you must take the trick with your AC\* or you'll go down one. Next, play four rounds of Diamonds, discarding two losing Clubs from your hand. (Since all trump have been drawn, your opponents cannot ruff when you run Diamonds.) Your last two tricks are won with trump.

### Hand 27

**South** Bid 1NT with your balanced, 17 high-card point hand.

**North** You may be tempted to show your Diamonds (especially with two doubletons) but since nine tricks are easier to make than eleven in a minor contract, raise to 3NT\*.

When West plays the KS as the opening lead, hold up playing your Ace stopper\*. Since he can't continue Spades without giving you an extra trick in that suit, he switches to Hearts. (Note that if the QS is played, you can cover with the Ace and if it is not played, your JS is good.) Win this trick with your QH and immediately turn to Diamonds to start setting up that suit. Your opponents hold up playing the AD till the third round of that suit has been played.

At Trick 6, East returns a Spade which you should go ahead and win with your Ace. Return to dummy with the 10D and cash your other Diamond. Cash your

last dummy winner, the AH at Trick 9 and then lead a small Club to your AC. The KH is your ninth trick.

The key play is in playing low on the opening lead. This gives you the breathing space necessary to develop your Diamond tricks before your AS is knocked out.

### Hand 28

**South** You have 23 points (including distribution) alone in your hand with a great, seven-card Heart suit. Open with a 2H “demand” bid\*.

**North** Take the opportunity to show your good suit by bidding 2S\* rather than immediately raising your partner’s suit.

**South** Return to your suit by bidding 3H and wait to see if your partner responds. (He may have no points at all since he was forced to bid.)

**North** You have 9 high-card points and 1 distribution point. You have the right to bid again. This time show support for your partner’s suit by bidding 4H.

**South** Start the Blackwood convention by bidding 4NT.

**North** Since you have one Ace, respond 5D. (5C—All or No Aces; 5D—one Ace; 5H—two Aces; 5S—three Aces)

**South** You obviously have points for slam but you don’t know your partner’s distribution. Settle for a small slam by bidding 6H.

Win West’s opening Diamond lead with your Ace and then examine your hand and dummy’s. You could lose two tricks: a Diamond and a Club. Draw trump in the next two rounds, then lead a small Spade towards dummy’s AS\*. Continue Spades by playing the QS and discard the losing diamond (7D\*) from your hand. West takes this trick with the KS and returns a Diamond. Ruff in your hand. Return to dummy by leading a low Heart to the JH. Cash the two high Spades, discarding the Q-J of Clubs from your hand. Lead a small Club towards your AC and then play your remaining trump.

Trick 5 is indeed a crucial play. Not only are you able to discard a losing Diamond from your hand but at the same time, you are setting up two Spade tricks in dummy. Also, Trick 4 is an extremely important one because you may be tempted to try a “straight” finesse and play the Queen. Instead of the normal finesse, you opt for the “ruffing” finesse, playing the AS instead of the QS. Note if East covers the QS in the next trick, you can trump and sluff your losing Diamond on one of dummy’s high Spades later.

### Hand 29

**North** After your partner and West pass, bid 1C to reflect the length in that suit.

**South** Bid 1D rather than 1H since it is best to reply with four-card suits in ascending order.

**North** Bid 3C\* as a jump bid. Although technically you need a few more high-card points to make a jump bid, the quality of your Club suit is excellent with only one missing honor. A rebid of 2C is too weak and partner may pass.

**South** You have stoppers in the unmentioned suits plus 11 high-card points, so bid 3NT.

**North** Pass and press **(ENTER)** to swap sides.

Win the opening Spade lead in your hand and immediately try a Club finesse by leading towards dummy's Queen. The QC holds the trick but resist the temptation to return to your hand to repeat the finesse. Instead, play the AC\* at Trick 3 and continue with the 9C at the next trick. Note that your Club suit is worth five tricks, no matter who holds the KC or when it is played. It is simply not worth throwing away your one Heart stopper and risking a subsequent run in Hearts if the Club finesse does not work.

East plays the KC at Trick 4 and returns a Heart which you should win with your Ace. Lead your last Spade to dummy's QS and then cash dummy's three winning Clubs and KS. Your opponents take the last three tricks but you've already made the required nine tricks.

### Hand 30

**South** With 19 high-card points, your hand is too good for 1NT so open with 1C\* to show your best suit.

**North** You have no major suit to bid and your hand is not balanced enough for No-Trump. Respond by bidding 1D.

**South** You have enough power for a jump bid and enough balance for No-Trump. Bid 2NT\*.

**North** Bid 3NT with your 8 high-card point hand as support.

You luck out by being able to win the opening lead with the QS. Next, cash your AH\* to start setting up that suit, then lead the JH at Trick 3. Overtake the JH with your Queen\* so that you can continue establishing the suit in case an opponent holds up playing the KH. (Note that besides the QH, your only other sure entry to dummy is the QC.) At Trick 4, lead the 10H\*. West finally plays his King and switches to Spades.

When West returns the 10S, play low from your hand. You win the next Spade lead in your hand. Cross to dummy with the QC and then cash your third Heart trick. Take the next three tricks with your Club winners. Since East holds the A-Q of Diamonds, dummy's high Diamonds fall in Tricks 12 and 13, but you've already made your contract.

### Hand 31

**North** Your 20 high-card point hand is too good for 1NT. Bid 1H to show your best suit.

**South** You only have 7 points in high cards so you cannot bid at the two-level. Settle for 1NT\*.

**North** Jump bid to 3C\* to show your points and just in case your partner has Heart support.

**South** Since your partner has indicated some strength in the two suits in which you don't have stoppers and you have a doubleton in Hearts, rebid 3NT.

Do not take the opening Spade lead in your hand. Instead, win with dummy's AS\*. This is crucial because if you do win with the KS or even finesse with the JS, you lose the only possible entry to your hand and consequently to your long Diamond suit. Immediately cash dummy's high Diamonds (two Crucial Plays) and then play the JC\* to establish dummy's Club winners.

West takes this trick and returns a Heart. Play a middle card of dummy's Heart suit (9H\*) rather than throwing away your one Heart stopper. East takes this trick and returns a Spade on which you should play the key entry to your hand—the KS\*. In Tricks 7-9, cash your remaining Diamonds and then cross to dummy by leading towards the K-Q of Clubs. Cash your two top Clubs. The Club split is 2-4 so you only make two Club tricks instead of three. East wins your Club return and takes the last trick with his AH but you've made your nine tricks.

### Hand 32

**South** After West opens the bidding with a pre-emptive 3H bid and your partner and East pass, it is very tempting to defend against (and possibly double) your opponent's contract. However, since your Spades are excellent, overcall with 3S\*. Remember that it is more important to get points towards game below the line, rather than penalty points above the line.

**North** Knowing that partner must have a good suit in order to enter the bidding at the three-level (plus the fact that you have 7 high-card points and a singleton Heart), raise to 4S\*.

Take the opening Heart lead with your AH and at Trick 2, ruff a Heart with dummy's KS\*. Don't make a mistake of ruffing with the 6S since East could probably overruff. (Remember that since West opened with a pre-emptive Heart bid, East also assuredly held a singleton Heart.) Next, lead dummy's last trump (6S\*) and continue drawing trump in Tricks 4 and 5. Play out the rest of your Spades, then cross to dummy with the AC. Cash the AD. You make ten tricks by way of six trump, a Heart ruff in dummy, and three Aces.

### Hand 33

**North** You have adequate (yet minimum) points for an opening bid and must settle for a 1D bid\* since you only have a four-card Spade suit.

**South** After East overcalls with a 1H bid, show your partner that you have over 10 points and a nice Club suit by bidding 2C.

**North** After West overcalls by raising his partner's bid to the two-level, pass\* to show your partner that you have a minimum hand and leave the decision of whether or not to rebid up to him.

**South** Since you have enough points to bid again, show your Spade suit by bidding 2S.

**North** Give your partner support by raising to the three-level but let him decide whether or not to go to game.

**South** Since your partner had an opening bid and has some support for your Spades, go to game by bidding 4S.

Win the opening Heart lead and draw trump in the next two tricks (two Crucial Plays) ending in dummy. Next, play the QC\*. Continue Clubs by playing the KC which East ruffs. He switches to Diamonds. If you play the KD, you could lose three Diamond tricks in addition to the ruffing trick you just lost. Therefore, play low from your hand. West's JD takes the trick and his AD wins the next trick. Ruff the Heart return and cash the good Clubs, discarding two Diamonds and a Heart from dummy. You win your ninth and tenth tricks with dummy's remaining trump.

### Hand 34

**South** With 16 points (including distribution) and a six-card club suit, bid 1C as your first bid.

**North** Respond 1H to show that you have length in that suit.

**South** You need to discourage Hearts. Since your Clubs are rebiddable, bid 2C.

**North** Show your five-card minor by bidding 2D.

**South** Your excellent Spade holding makes 2NT a much more descriptive bid than repeating Clubs or supporting Diamonds.

**North** Go to game by bidding 3NT\* rather than rebidding your Diamonds which are rather poor in quality. Press **ENTER** to swap sides.

West's opening Spade lead up to your A-K-J is very helpful as it ensures a third Spade trick. After you take the first trick with your Jack, look at the two hands. You can make six Club tricks in your hand but if you cross to dummy there is no way to get back into your hand to take advantage of the Clubs.

Therefore, at Trick 2 and 3 play your high Spades while discarding dummy's A-K of Clubs (two Crucial Plays). Now, you are free to run your Clubs at Tricks 4-9. At Trick 10, lead a Heart towards dummy's K-Q. East wins with the Ace and West takes the last three tricks with two Spade winners and the AD.

### Hand 35

**South** Although your Clubs are weak, you have stoppers in the other three suits and enough points, so bid 1NT. If you open with 1D, you may have trouble later in describing the full value of your hand.

**North** Since you have 11 high-card points, raise your partner's No-Trump to the three-level.

Win the opening Heart lead with dummy's KH. Counting your winners, you can depend on: two Spades, three Hearts, and one Diamond. You really can't rely on any Club winners, so you must try to stretch your Diamond suit by finessing to take three more tricks. Therefore, at Trick 2, lead the 4D\* towards your A-Q-J. Play the JD after East plays low. This holds the trick so cross to dummy with the AS and repeat the finesse by leading low (6D\*). Your efforts are rewarded when East plays the King. Win with the Ace and then cross to dummy via the 10D.

Your contract is now safe so try for an overtrick in Spades by leading low and ducking in your Hand, allowing West to take the trick with the QS. Take the Heart return with the AH and then cash your QD, JH, and KS. Since Spades split 4-2, you can't make an extra Spade trick so the defenders take the last three tricks.

### Hand 36

South opens with 1C and North responds with 1D. South switches to No-Trump and his partner timidly raises to the two-level. South rebids 3NT.

**West**

Lead your fourth highest Spade—the 4S. When your partner returns a Spade at Trick 4 and declarer holds up playing the Ace, win with the KS. Lead another Spade to force out declarer's Ace. When declarer leads a Diamond at Trick 6, cover with the KD and then cash your two Spades tricks. After you lead the 9C, declarer takes the rest of the tricks but you and your partner have already defeated the contract.

**East**

To show your partner that you have a Spade doubleton, play the JS at Trick 1. Declarer wins with the QS and then crosses to dummy with the KC. Win the Diamond return with your AD\* so that you can lead back a Spade to your partner. It is obvious that declarer holds his partnership's Spades so you want to lead through his strength towards your partner. You must try to establish your

partner's Spade winners before his entry has been removed. If you had played low when Diamonds were first led at Trick 3, your partner's KD would have fallen on your AD, allowing declarer to take ten tricks.

### Hand 37

East passes and then South opens with 1H. His partner immediately goes to game by bidding 4H.

#### West

You don't want to imperil your high Diamond or good Club suit, so lead the top of your worthless Spades (8S). After declarer takes this trick, he draws two rounds of trump. At Trick 4, when declarer tries a Diamond finesse, cover with your King and return another Spade. Your partner takes the next two tricks and returns a Diamond. Declarer takes this trick in dummy and cashes another Diamond trick. At Trick 9, when declarer leads the first Club, cash your AC\* to beat the contract. (If you don't play the Ace at the first opportunity, declarer will be able to trump in his hand since he held a singleton Club.)

#### East

Play the 10S\* at Trick 1 when declarer plays low from dummy. Although South takes the trick with the Queen, your A-J are now poised over dummy's King and you can take two tricks with another Spade lead from your partner. This is exactly what happens when your partner takes Trick 4 with the KD. After you cash your Spade tricks, lead another Diamond and hope that your partner can provide the setting trick.

### Hand 38

South opens the bidding with 1D and his partner responds with 1H. After South switches to No-Trump, North goes to game by bidding 3NT.

#### West

Lead the fourth highest card from your longest suit, the 3S. Your partner's 10S holds the trick and he returns the 8D. Take declarer's QD with your Ace and return another Spade to your partner. Partner wins this trick and returns another Spade. Declarer takes Tricks 4-7. When he plays the third round of Hearts at Trick 8, discard a Spade to protect your Club and Diamond holdings. Win the Diamond return with your JD and then cash your Spade. Lead a Club at Trick 11.

#### East

When your partner leads a low Spade and you see the A-Q when dummy is laid out, play the 10S\*. Return the 8D\* which will detract the least from your hand. After your partner wins this trick and returns a Spade, cover dummy's QS with your King and then lead your last Spade to force out the Ace.

When declarer leads the JC from dummy, do not play your King\*. If you do, declarer can win in his hand with the Ace and then finesse against your partner's 10C. Declarer cashes three top Hearts in Tricks 6-8, then your partner takes his Diamond return at Trick 9. Discard the 10H at Trick 10 when your partner plays his last Spade which proves to be the setting trick. Play the 5C on his next lead since you know declarer holds the Ace anyway.

### Hand 39

If you are playing East, you have a perfect hand for a pre-emptive bid: less than 10 high-card points, uneven distribution, and a seven-card Heart suit with four honors. To try to knock your opponents out of the bidding, bid 4H\*. South, undaunted, goes ahead and bids 4S.

#### West

Since your partner bid Hearts and you have a doubleton, play the higher card first (QH). Your partner wins the first two tricks and returns another Heart. After South ruffs high with the KS, discard the 3D\*. Do not play your AS. If you overruff, the declarer wins whatever you return and draws trump, making his contract. By refusing to overruff, you are certain to take two trump tricks for you still hold the A-10-3 over declarer's Q-J-9-8-5-2.

At Trick 4, the declarer crosses to dummy with a Diamond and leads a Spade, playing the QS from his hand. Take this trick and then return a Club. South wins this trick in his hand with the AC and returns another high Spade. He also takes this trick but you win the next Spade return with the 10S and set the contract.

**East**

Overtake your partner's opening lead and cash another top Heart. Return another Heart in the attempt to promote trump tricks for your partner.

### Hand 40

North opens the bidding with 1C and his partner responds 1S. North raises his partner's bid to the two-level and South goes to game.

**West**

Lead the top of your Diamond sequence (QD). After you take Trick 2 with the QS, lead another top Diamond. Declarer wins this trick in his hand and returns a Club which your partner takes with the KC. Let your partner's 9D win at the next trick and when he returns a Heart, cover declarer's QH with your King. You and your partner have taken one trick in each suit and consequently have defeated the contract.

**East**

After declarer takes the first trick in dummy and leads the 10S, play the 2S\*. Do not cover dummy's 10S with your King. (There is a bridge adage that says: Second hand low, third hand high.) Remember that your opponents chose Spades as their trump and that they are likely to hold a long suit. If you do cover on this particular occasion, your partner's singleton QS falls to your King and the declarer loses no trump trick.

When declarer returns a Club at Trick 4, foil his finesse by covering dummy's QC with your King. Lead your last Diamond and when this holds, switch to Hearts by leading the 7H.

## Commentary on Hands (continued)

### Hand 41

**South** Although your Diamonds are unprotected, bid 1NT as you have 17 high-card points.

**North** Since you have enough high cards for support, raise your partner's bid to the three-level.

West plays the JS as the opening lead which his partner covers with the King. Win this trick with the AS and then examine your cards. You can see eight tricks in all (two Spades, one Heart, three Diamonds, and two Clubs) and it is now a question of which line of play offers the best chance of developing the ninth trick. The Diamond suit offers good possibilities and it will provide an extra trick as long as the outstanding cards are not split worse than 4-2.

At Trick 2, lead the 4D\* and duck in dummy by playing the 5D\*. East takes this trick cheaply with the 6D but you win his Spade return and take the next four tricks with Diamonds. Cross to your hand with the KC, then cash the AC and AH.

### Hand 42

South opens with 1NT and his partner goes to game.

**West**

Lead the JS\* as the top of your Spade sequence. South takes this trick and returns a Club which your singleton KC takes. The only effective defense is to try to stop the declarer from using dummy's long Club suit. Therefore, lead your KH\* in an attempt to force out the Ace which is declarer's only good entry to dummy. When your King holds the trick, return a low Heart (5H\*).

At Trick 5 declarer leads the JC from dummy and after this holds, he switches to Diamonds. Win this trick with the QD and then lead the 9S. Declarer takes this trick and the next one with his two high Spades. He returns a Club which your partner takes. Your partner leads a Heart since he has no more Spades and South takes this trick with the QH. At Trick 11, you regain the lead when South returns a Heart and your JH takes the trick. Cash your last Spade. In the final tally, you and your partner have caused the declarer to go down two tricks.

**East**

At Trick 5 when declarer leads the JC from dummy, do not cover with your Ace\*. If you don't reserve the AC for later use, declarer has access to dummy's Clubs and makes his contract. At Trick 9 when the third round of Clubs is lead, you play your Ace which provides the setting trick. Return a Heart.

### Hand 43

**South** After your partner and East pass, bid 1NT with a balanced, 17 high-card point hand.

**North** Facing a 1NT opener, there is no chance of an eleven-trick contract in Diamonds so it is futile to mention them. Bid 3NT\*.

The opening 6S lead looks as though it could come from a five-card suit. When East plays the QS, refuse to win playing the 4S\* instead. When East continues Spades, continue holding on to your Ace and play the JS\*. West wins with the KS, and returns another Spade which you are forced to take.

At Trick 4, try a Diamond finesse by leading the Jack towards dummy's A-Q. This holds the trick, so lead another Diamond playing the QD from dummy. East wins and having no more Spades, returns a Club. Take this trick with your AC. Cross to dummy with a Diamond and then cash the two remaining Diamond winners. Win Tricks 10-12 with two top Hearts and the KC.

### Hand 44

South opens the bidding with a dramatic 6D bid and his partner goes to a grand slam.

**West**

You may be tempted to cash the AH at Trick 1 but declarer is likely to have a void. A trump lead against a grand slam in a suit contract is usually the best policy so lead your singleton Diamond (6D\*) at Trick 1. Declarer wins in dummy and leads the AS discarding a Club from his hand. You can take this as confirmation of your suspicion that he is void in Hearts as well as Spades—otherwise, a losing Heart would have been discarded. Therefore, discard everything except Clubs. You win the last trick with the 10C, defeating the opponents' grand slam attempt.

**East**

At Trick 6, when declarer is running Diamonds and you cannot follow suit, make your first discards in Hearts. Throw them from the top card downwards to give your partner a count of the suit making it easier for him to defend.

### Hand 45

- South** You have a minimum hand but go ahead and open 1D.
- North** You have 11 high-card points plus five trump as support. Jump raise by bidding 3D.
- South** You definitely don't have enough to make eleven tricks. Since you have protection in the other suits, try 3NT.
- North** Pass even though you may be tempted to insist on a game in Diamonds. Press **(ENTER)** to swap sides.

Dummy's singleton QS hold the first trick. Next, try to finesse\* with the QH at Trick 2. This loses to the King but West cannot continue Spades (probably his long suit since he led them) without leading into your A-J. When he switches to a Club at Trick 3, you must take this trick with dummy's AC\* so that you can start setting up Diamonds by forcing out the Ace. Counting your tricks, you can make: two Spades, two Hearts, four Diamonds, and one Club.

Failure to follow this exact sequence of play will result in defeat. If, for example, you play Diamonds at Trick 2, East will win and your Spade stopper will be knocked out before a second Heart trick is established. Similarly, if the AC is not played at Trick 3, the AS will be knocked out before the Diamonds are set up.

### Hand 46

- South** You have 24 high-card points but no Heart stopper so bid 2C (which forces your partner to bid), intending to rebid in No-Trump to show a balanced hand.
- North** Show your best suit by bidding 2H.
- South** Your position is much surer now that your partner has mentioned Hearts but don't rush things—bid 2NT.
- North** Your partner has 21+ points and you have 10 points. Bid a small slam in No-Trump (6NT).

Win the opening Club lead with the JC and then cross to dummy by leading the 9S and overtaking it with the 10S\*. Examining your two hands, you can count eleven sure tricks: four Spades, two Hearts, one Diamond, and four Clubs. You need to make one more trick either in Hearts or Diamonds. Try a finesse by leading a low Heart (2H\*) towards your J-5. East's QH wins.

At Trick 4, East switches to a Diamond. There is no need now to risk a Diamond finesse, so play the AD\*. Cash the JH at Trick 5 and cross to dummy by playing the JS and overtaking with the King. Cash the two top Hearts, discarding the two remaining Diamonds from your hand. Take the rest of the tricks with your Spades and Clubs.

Leading low towards your J-5 of Hearts at Trick 3 gives you an extra option. If you have to play your Jack and it falls, then the Diamond finesse can be tried later.

### Hand 47

You and your partner are playing in the East-West positions. If you are playing West, open with 1D. North bids a take-out double. If you are playing East, bid 3D\*. Over a take-out double, a jump raise in your partner's suit loses its original meaning. The idea is to make bidding difficult for the opponents by putting up a barricade. South goes ahead and responds to his partner's take-out double by bidding 3H which his partner raises to the four-level.

#### West

Lead the QD as the top of your Diamond sequence at Trick 1. Declarer wins with his AD, then leads another Diamond which he ruffs in dummy. At the next trick, cover declarer's KH with your Ace. At this stage, you have a critical lead to make. The declarer is hoping to make tricks in Clubs, so the only defensive tricks you can try to make are Spades. Lead the QS\* in an attempt to establish the 10S. Declarer covers with dummy's KS, then cashes a top Club trick.

At Trick 6, declarer returns to his hand with a trump and then tries a Club finesse. Your partner overtakes the JC with his Queen and returns a Spade. When declarer plays low from his hand, you can take this trick with the 10S. Cash the AS, thereby setting the contract by one trick.

Note that the QS is the correct card to lead at Trick 4. A small Spade lets the declarer play low in dummy and win in his hand with the Jack. The lead of the QS allows for the two possibilities of the Jack being either with your partner or with the declarer.

#### East

Foil declarer's Club finesse by taking dummy's JC with your Queen. Return the 7S to your partner.

### Hand 48

**South** You have 19 points (including distribution) so you don't have enough to bid at the two-level. Bid 1S.

**North** After West overcalls with a 2D bid, raise your partner's bid to the two-level\*.

**South** With good distribution and plenty of high cards and controls, it isn't necessary to hold back. Bid 4S\*.

West cashes the AD at Trick 1 and then leads the KD which you should ruff in your hand. Draw trump in two rounds and then cash your AH. Lead a small Heart towards dummy's KH\*, refusing to finesse. Next, lead the JH\* which East covers with the Queen. He switches to Clubs. Play low and let West win this trick with the QC. At this stage, West is end-played because he has to either concede a ruff and discard or lead a Club into your tenace (A-J-10). The latter is what actually happens and you win Trick 9 with the 10C. Win the rest of the tricks with two more Clubs and two Spades.

You can also make the contract by a less elegant line of play. If after drawing trump, you play the AC followed by another Club, you will have enough time to set up a Club winner on which to discard a Heart from dummy.

### Hand 49

South opens with 1D and his partner responds with 2C. South rebids 2D and North jump raises to 4D. South goes to game.

**West**

Both your major suits are long but it is bad practice to lead away from a tenace (A-Q of Spades), so lead the 2H. At Trick 3, cover declarer's KS with your Ace and then cash the QS which proves to be the setting trick.

**East**

At Trick 1, play the JH\*. This is a "discovery play" for you are interested in knowing whether your partner or the declarer holds the Queen. The declarer the QH and then tries a Diamond finesse by leading the 10D from his hand. Win this trick with the King. Since you know that the declarer holds the AH (your partner wouldn't lead away from an Ace in a suit contract), switch to Spades by leading the 5S\*.

## Hand 50

**South** West opens the bidding with 1D and his partner raises to 2D. With a void in Diamonds and your seven-card Heart suit, this is a perfect opportunity to obstruct your opponents' bidding with a pre-emptive bid. Bid 3H\*.

**North** Your additional Hearts give your partner a trump reserve and your Spade suit is terrific, so go to game (4H\*).

After West plays the AD as the opening lead, discard the 2S\* from your hand rather than ruff. Ruff the next Diamond, then draw trump in two rounds. Cash your top Spades followed by the JS at Trick 7. When East plays low on this trick, discard the 4C\*. Next, lead a low Club from dummy and play the KC. This loses to West's AC but you can trump his Diamond return. You take the next three tricks with trump and East wins a Club at Trick 13.

Note that you make the contract no matter which opponent holds the QS so long as you play in this fashion. Your discard of the 2S at Trick 1 is necessary to enable the Spade winner to be established without allowing East to gain the lead.

## Hand 51

**South** With 17 points (including distribution) plus your superb six-card Spade suit, bid 1S.

**North** You have over 10 points so you can bid at the two-level in a suit. After East interjects with a 2C bid, show your Diamonds by bidding 2D.

**South** Now show the full strength of your hand by a 3S jump bid\*. It is probably better in this case to stress the quality of the Spades rather than to show Hearts.

**North** You have 11 points and high cards that will help your partner, so bid 4S\*. With no stopper in Clubs, you cannot bid 3NT.

Ruff the opening AC lead with your 4S. Cash the A-K of Spades at Tricks 2 and 3 (two Crucial Plays). Next, try a Diamond finesse leading the QD\* from your hand. East takes this trick with the King and returns a Club. Ruff with a low Spade.

At this point of the game, you only have the J-10 of Spades left, while the opponents have the Q-9 between them. Apart from trump, you have nothing left but winners. Start by cashing two high Hearts in the next two tricks. West ruffs the third round of Hearts and plays off his other trump. At Trick 10, he continues Clubs. Ruff this trick with your last trump and the remaining tricks are yours.

### Hand 52

South opens the bidding with 1NT and his partner quickly goes to game. If you are playing East, you can see four instant Club tricks and a possible fifth one depending on the split. Although your opponents probably have the necessary points to go to game, it may be that they have a mutual weakness in Clubs. If you're playing East, you should double this contract\*. The double is not only for penalties but also is asking your partner to refrain from making his "normal" lead and to look for an unusual one, instead.

#### West

Without the double, you would have had to make a choice between your three 4-card suits. The double makes it imperative for you to make an unusual lead which in this case is your singleton Club (7C\*).

#### East

Take the first five Club tricks and then switch to the 9D (which is as good as anything).

**Note:** South opened with a very weak 1NT bid. He only had 13 high-card points.

### Hand 53

**South** You have 14 high-card points and your longest suit is Clubs so open with a 1C bid.

**North** With 16 high-card points, you may be tempted to jump to 2NT but if you do, a possible fit in Hearts may be lost. Therefore, bid 1D\* as a temporary measure.

**South** Since you have no major suit in which to respond, switch to No-Trump.

**North** Raise immediately to 3NT.

Win the opening Spade lead in your hand. You're going to have to squeeze out another trick because you only have eight sure tricks (three Spades, one Heart, three Diamonds, and one Club). At Trick 2, lead a low Heart and duck by playing the 3H\* when West plays the 6. Win the Spade return in your hand with the Ace and play another Heart, this time taking the trick with dummy's AH\*. When the KH falls, there is no further problem because dummy's QH has been established as the necessary ninth trick. Continue to cash your winners hoping to

take an extra Diamond trick with a 3-3 split. This doesn't materialize so you take just nine tricks.

The play of the Heart suit may look peculiar but gives the best chance of making two tricks in that suit without having to rely on a 3-3 split or on West having the King.

### Hand 54

**South** You have a powerful hand plus a six-card major, so bid 1S.

**North** With enough points and four cards as trump support, raise your partner's bid to the two-level.

**South** Bid 3D\* to ask partner to go to 4S rather than just 3S if his original raise to 2S was a strong one.

**North** Go to game since you hold 10 points (including 1 distribution point) and a King in a suit (Diamonds) in which your partner showed interest (4S\*).

At the first trick, play low from dummy\*, allowing West's JC to hold the trick. Looking over the situation, you see four possible losers: two Hearts, one Diamond, and one Club. Win the Diamond return in your hand, then draw trump in two rounds ending in dummy\* at Trick 4. Next, play a high Club\* and when East covers with the AC, ruff in your hand.

Cross to dummy with the KD. Play dummy's established high Club, discarding the 9H from your hand. Let your opponents take the next trick by leading a Diamond. East wins and returns a Heart which West takes with the AH. Ruff West's Heart return and then lead a Diamond which you can trump in dummy. You win the last two tricks with your remaining trump.

You need to be able to discard a loser (a Heart, Diamond, or Club) and the best bet is on an established Club winner. Note that East cannot beat the contract by overtaking the JC at Trick 1 and switching to Hearts. If he tries this defensive strategy, you'll be able to discard two Diamond losers on dummy's two established Club winners.

### Hand 55

South opens the bidding with 1S and his partner raises to 2S. South switches to 3C, North responds with 3H, and then South goes to game by bidding 4S.

#### West

Lead the top of your Diamond sequence (KD) at Trick 1. Win the Diamond lead from your partner at Trick 4 and return a Heart.

#### East

Overtake your partner's opening KD lead with your Ace\* and then switch to your singleton Heart (2H\*). (With your distribution and key high cards, you must take responsibility in directing the defense.) Declarer takes this trick and returns a Spade. Overtake dummy's JS with your Ace\* and then return a Diamond to your partner. Ruff his Heart return and then lead your fourth highest Club (4C).

### Hand 56

**South** Pre-empt by bidding 4S\*. If your partner has nothing, the opponents will be able to set you but generally, conceding a penalty is better than allowing the opposition to make game.

**North** Pass and press **ENTER** to swap sides.

There are ten top tricks but you must take care at Trick 1 so that you don't end up with nine. When West plays the QH as the opening lead, do not cover with dummy's Ace\*. The AH is your sole entry to dummy and the only access to the AC. Therefore, play low at Trick 1 and when East returns a Spade at the next trick overtake with your Ace. Draw trump in the next two rounds. At Trick 5, cash the KC, then cross to dummy with the AH. Next, cash dummy's AC, discarding your last losing Heart. Ruff a Club, then play off your trump to make your contract.

Note that East cannot beat the contract by leading Hearts at Trick 2. You can still ruff a Diamond at Trick 3, cash the KC, and then ruff your last Heart with dummy's singleton trump. After you discard a losing Diamond (instead of a Heart as in the original play) on the AC and play the rest of your winners, you will end up making 11 tricks.

If you win the AH at Trick 1, the contract is defeated. (The opponents will be able to take two Heart and two Diamond tricks.)

### Hand 57

If you are playing West, open the bidding with 1D. North overcalls with a 2H bid and then South switches to a 2S bid. North raises his partner's bid to the three-level and then South goes to game by bidding 4S.

#### West

Lead the top of your Diamond sequence (AD) at Trick 1. At Trick 2, lead a low Diamond\* to your partner's JD. Your QC and AC takes Tricks 3 and 4. Continue with a Club at Trick 5.

#### East

At Trick 1, drop the QD\* from your hand. Since standard procedure calls to play the Ace from an A-K holding, your partner should have the King and it doesn't cost you anything to play the Queen from your Q-J holding. What you are trying to do is get your partner to underlead so that you can take the trick and return a Club to your partner's possible tenace.

Win your partner's Diamond return and then switch to Clubs (2C\*) hoping partner can make two tricks. (Obviously, facing dummy's powerful Spade and Heart suits, Clubs is the only bet.)

### Hand 58

**South** After three passes, you need to show the power of your hand, so bid 2NT.

**North** With your six-card Diamond suit, it is a close decision between bidding 3D and 3NT. As the Diamonds are poor in quality and you have an honor in each of the other suits, bid 3NT\*.

Dummy's singleton Ace takes the opening Spade lead. Immediately try a Heart finesse by leading dummy's 9H\*. After the 9H holds the trick, continue with the JH\* at Trick 3. East again plays low (it doesn't help him to cover) so the Jack takes this trick. You are still in dummy, so repeat the finesse playing the QH when East ducks. You take the next five tricks, losing the last four to the opposition.

The contract will be defeated if you lead the JH at Trick 2. Although the finesse succeeds, you find yourself in your own hand the second time you lead Hearts. You will be unable to get back to dummy to pick up East's K-8-3-2 of Hearts.

### Hand 59

- North** Open the bidding with 1D.
- South** With over 10 points, you can bid at the two-level so show your Clubs by bidding 2C.
- North** Since you have no other suit to bid and no Heart stopper, stick with Diamonds by bidding 2D.
- South** Once your partner can only make a single rebid in his first suit, a slam becomes unlikely. Settle with the best practical bid under the circumstances—3NT.

Win the opening Heart lead with your Ace\*. You have eight sure tricks (two Spades, one Heart, three Diamonds and two Clubs). Your best bet for the ninth trick is in Diamonds. At the same time, you must protect your J-6 of Hearts by not allowing East to gain the lead. At Trick 2, cross to dummy with KC and then return a low Diamond. Try finessing with the 10D\*. Although this loses to West's Jack, he cannot profitably lead Hearts without establishing your Jack so he switches to Spades. Take this trick with your KS and then cash the AD at Trick 5. Cross to dummy with the AS, take three more Diamond winners, and then cash your AC as the ninth trick.

### Hand 60

- South** With opening points and your five-card major, bid 1H.
- North** Jump raise to force your partner to go to game by bidding 3H\*. In this case, with equal number of trump in both majors, it is better to immediately agree on the trump suit than bid a suit (Spades) in which you have no high cards.
- South** With good controls, you could be more ambitious. However, too many of your high cards are in short suits so settle with 4H\*.

West plays the 3S as the opening lead which his partner takes with the Ace. When East returns the QS, it is vital that you play low in case the opening lead was a singleton (6S\*). The singleton lead becomes apparent when West discards a Diamond. East continues Spades (9S) on which you should again play low. West has to ruff since the 10S is in dummy but there are no further tricks for the defense.

Note that if you make the mistake of covering the QS at Trick 2, the contract is defeated. West ruffs and you still have two Spade losers.

### Hand 61

**South** With your excellent six-card Spade suit, bid 1S.

**North** In this round, show your partner that you have over 10 points by first bidding 2C rather than supporting his Spades.

**South** Your hand is not quite good enough for a jump rebid, so settle for 2S\*.

**North** Now show your trump support by bidding 3S.

**South** You and your partner should have enough points and trump for game so bid 4S.

West's opening lead of AD wins the first trick and he returns another Diamond which you take with your Queen. While you still have stoppers in the other suits to regain the lead, try a Club finesse at Trick 3 by leading the 3C\*.

Unfortunately, dummy's QC is taken by East's King. Win East's Heart return with your Ace and lead your last Club, winning with dummy's AC. Lead a Club and ruff in your hand with the 8S or higher\*. (Since this is the third round of Clubs, you can't afford to trump low.)

Draw one round of trump winning in dummy. Ruff another Club at Trick 8 with the JS or higher. By this time, a Club winner has been established in dummy. Draw and win two rounds of trump in dummy by playing low from your hand. At Trick 11, play the Club winner, discarding a losing Heart from your hand. Concede a Heart trick and take Trick 13 with your last trump.

There are two things necessary to make this contract: (1) you must set up dummy's Club suit before drawing trump, and (2) you must play off your high Spades in order to use dummy's Spades as entries.

### Hand 62

- North** Open with 1S.
- South** You must bid 2C\* because any other bid would misrepresent your hand.
- North** Since your Spade suit is rather poor in quality with only one honor, show your Hearts by bidding 2H.
- South** You have a stopper in Diamonds and your partner has showed some strength in the major suits, so settle with 2NT\*. Since you passed originally and don't have enough points, you can't go immediately to 3NT.
- North** Your partner has at least 10 points and you have 17 high-card points, so go to game by bidding 3NT.

When West leads the 5D at Trick 1, play the KD\* from dummy. You must save your Q-J of Diamonds as entries after your Club has been established. Next, lead dummy's AC and then return to your hand with the AS. Lead the 8C\* to start setting up that long suit. West wins Trick 4 with the KC and switches to Hearts. Win in dummy and then lead a Diamond towards your Q-J. West takes your QD with the Ace and returns another Heart. Cover his Jack with dummy's KH, then return to your hand via the JD. In Tricks 9-12, cash your four Club winners. Dummy's KS takes the last trick.

### Hand 63

- South** Open with 1C to give your partner more bidding space.
- North** Show your best suit by bidding 1D.
- South** Now show your major suit by bidding 1S.
- North** Since your partner has bid the two suits in which you have little strength and most of your values are in Hearts and Diamonds, bid 1NT\*. Although 1NT is a slight underbid, it is the most practical bid in this situation.
- South** To show the power of your hand, jump rebid in Spades by bidding 3S.
- North** Although you only have two trump, you know your partner has long Clubs and Spades. Bid 4S\*.

Take West's opening Heart lead with dummy's Ace. Cash two top trump (two Critical Plays), then lead the 6C\* to dummy's KC. This loses to East's Ace and he returns a low Heart at Trick 5. Ruff with the 4S, then play your Clubs until West ruffs at Trick 7. Trump his Heart return and then lead another Club. West ruffs with the QS and returns another Heart. Ruff the Heart and cash your remaining Club winner. Make the last two tricks with the A-K of Diamonds.

It is very important for you to refuse the Spade finesse. If it loses and the QC takes the trick, West will still be able to ruff two Club tricks after his partner cashes the AC.

### Hand 64

**South** Bid 2NT\*. This is not a forcing bid but if your partner has at least 4 high-card points, he will go to game.

**North** You have just the minimum number of points to raise your partner's bid to the three-level.

Win the opening Spade lead with your Ace and then cash two of your Clubs. Both opponents follow suit so at Trick 4, lead a high Club\* overtaking with dummy's AC\*. Try a Diamond finesse by leading a low Diamond from dummy\*, inserting the 9D from your hand. West takes this trick with the King and he continues Spades by leading the 8S. After you take this trick with your QS, cross to dummy by leading the 4C to dummy's 5C. Continue the Diamond finesse by leading the 10D and playing low in your hand. After the finesse works, cross to your hand with the AD and then cash the AH as your overtrick.

It is crucial that you play Clubs in such a way that you can enter dummy two times so that Diamonds can be led twice from dummy.

### Hand 65

**North** Open the bidding with 1D.

**South** After East overcalls with a 1H bid, you have a difficult decision to make. Some players might stretch this hand by bidding 2NT immediately. However, the safe bid is 2C\* since this suit is lower in rank than your partner's.

**North** Your Diamonds are rebiddable so go with 2D.

**South** Now show your balanced hand by bidding 2NT.

**North** Since your partner has enough strength to bid twice, go to game.

Win the opening Heart lead with dummy's Ace\*. Return to your hand with the KC. Try a Diamond finesse by leading the 7D and playing low from dummy. East wins this trick and since he doesn't want to set up your QH, returns a Club. Win in your hand with the QC and lead another Diamond to force out the Ace. East plays the AD and returns another Club. Take this trick, cross to dummy, and cash four Diamond tricks. Lead a Heart at Trick 11. After East wins with the KH, he is forced to lead into dummy's A-Q of Spades. You take the last two tricks.

Ten tricks can be made if you make the key play of winning the first trick with dummy's AH. If you play low, East will allow your finesse (QH) to win, then force out the Ace setting up his Hearts, before dummy's Diamond suit is established.

### Hand 66

**South** West opens the bidding with 1C and his partner responds with 1S. You have enough high-card and distribution points plus a solid six-card major so overcall with a 2H bid.

**North** With your excellent trump support and adequate points, raise your partner's bid to the three-level.

**South** Go to game by bidding 4H.

Allow West's opening lead of the QS to hold the trick by ducking in your hand\*. After you win the Spade return, draw trump in two rounds ending in dummy. At Trick 5, lead a low Diamond, playing the 10D from your hand. Although this loses to the QD, West has no good lead. He cannot lead Clubs without setting up your KC and you can ruff and discard on a Spade return. West ends up leading a Diamond which you can take in dummy. Cash two more Diamonds, discarding

the JC from your hand in Trick 8. Lead a Club towards your KC. West wins this trick but you take the rest of the tricks with trump winners.

It is important to allow West's QS to hold the first trick. If you play the Ace, East will gain the lead with the KS and be able to lead through your Club tenace (K-J). You'll end up losing two Club tricks, one Spade, and one Diamond.

### Hand 67

**North** With your balanced hand and high points, bid 2NT.

**South** Show your five-card major by bidding 3S.

**North** You agree upon Spades for the trump suit, so show interest in going to slam by bidding 4C\*. This also shows that you have control of one round in Clubs.

**South** Go past 4S by bidding 5C\* which also indicates that you have a control in that suit.

**North** No further encouragement is needed. Bid 6S\*.

Cover West's opening QH lead with your King. Next, draw the outstanding trump in three rounds, ending in your hand. Cash dummy's KH at Trick 5, then lead the 5H\*, ruffing in your hand. Cash dummy's high Diamonds. Lead dummy's last Diamond at Trick 9 (3D\*). West takes this trick but has no good lead to make. He must either concede a ruff and a discard or lead a Club. West returns a Club which you win cheaply with the 10C. You lose no more tricks.

### Hand 68

**North** Overcall West's 3S pre-emptive bid by bidding 4D\*.

**South** With your partner's aggressive bid, you may well have game. Bid 4H.

West takes the first three tricks with Spade winners. At Trick 3, the best line of play is to discard from dummy (2D). When West switches to Clubs, win with dummy's AC. Lead the KH and overtake with the Ace\* so that you can draw trump immediately. Draw the remaining trump in the next three tricks. Cross to dummy with a Diamond and cash two more Diamond tricks, discarding your two losing Clubs. Your last two tricks are trump.

You could also make the contract by ruffing the KH at Trick 3. You would then cross to your hand by playing a top Diamond. Next, ruff a Diamond return. Draw trump, then use the AC as an entry for dummy's winning Diamonds. The slight risk is that West (who pre-empted in Spades) is void in Diamonds and will ruff the AD.

### Hand 69

**North** Open with 1H.

**South** Show your Spades by bidding 1S.

**North** Mention your Clubs by bidding 2C.

**South** Since you have stoppers in all suits except the first one your partner mentioned, bid 2NT. It's not wrong to bid 2D but 2NT is a more descriptive and constructive bid.

**North** Since you have indicated that you have five Hearts and four Clubs, it would be misleading not to go to game (3NT\*).

Win the opening Club lead with dummy's KC\*. It is important that you preserve your AC because of the lack of entries into your hand. Without entries, you won't have use of your five-card Spade suit. Next, to start setting up the Spades, lead dummy's KS\* at the next trick. East takes this trick and returns the QC. Cover with your Ace\* so that East cannot lead through your A-Q tenace in Diamonds at the next trick.

At Trick 4, lead another Spade and when this holds, continue Spades. West wins with the QS, then cashes two Clubs. Discard a Diamond from your hand on the second trick. After West returns a Heart, you win the remainder of the tricks with three top Hearts, the AD, and two established Spade tricks.

### Hand 70

**South** Bid 1H as your five-card major.

**North** With 15 high-card points plus four-card trump support, jump raise by bidding 3H.

**South** Although your trump holding is very good, you opened with minimum points. Stick with 4H\*.

Win the opening trump lead in your hand. Lead a high trump which draws the two outstanding trump. Cross to dummy with the KD, then return to your hand with the AD. Play your last Diamond, discarding the 7C\* from dummy. At Trick 6, lead a Club to dummy's Ace and then exit from dummy with the QC\*. East wins, then West takes his Spade return. East wins his partner's Spade return and leads another Spade at Trick 10. Take this trick in your hand with the JS. You win the last three tricks with remaining trump.

You have four possible losers: one Club and three Spades. A losing Club finesse would mean defeat because after East covers your QC, he could return a Club, forcing you to lead Spades. Dummy's QS and your Jack will fall unless you make your opponents lead this important suit.

### Hand 71

**North** Bid 1D to show your best suit.

**South** There are three possible bids: 1S, 1NT, or 2C. With your singleton Diamond and no honor in an unmentioned suit (Hearts), it is not a good idea to bid No-Trump. You do not have 10+ points, so it is not a good idea to go to the two-level in order to show your Clubs. Therefore, your best bet is to bid 1S\*.

**North** Issue a strong invitation to game by jump-raising to 3S\*.

**South** With a little to spare for the initial response, you should go on to game by bidding 4S\*.

Win the opening Heart lead in dummy and draw two rounds of trump ending in your hand (two Crucial Plays). At Trick 4, lead your singleton 5D\*. East cashes his AD and cashes his last trump (QS). He returns a Club which his partner takes with the QC. Win West's Heart return in dummy, then cash four Diamond tricks, discarding a Heart and three Clubs from your hand. Take the last two tricks by crossruffing a Heart and a Club.

This is the type of hand in which it is better to set up the Diamond suit for discards rather than play the hand completely by crossruffing Diamonds and Clubs.

### Hand 72

- South** Open the bidding with 1C.
- North** First, show your five-card major by bidding 1S.
- South** Although it is a slight underbid, 2C\* is your best response. Your Clubs are not good enough for a jump.
- North** You have enough points to bid again. This time show your Hearts by bidding 2H.
- South** Clearly the final contract has to be in No-Trump. You can now make up for your earlier underbid. Bid 3NT\*.

Win the opening lead cheaply in your hand with the 10D. Cross to dummy by leading the 10H, overtaking with the Jack\*. At Trick 3, lead the 3C\*, winning with your QC. Next, switch to Spades to set up that suit. East covers dummy's KS and returns a Diamond. Play your QD which loses to West's King. West returns another Diamond which you take with the AD. Take the next five tricks (three Hearts and two Spades) and concede the last two tricks to East.

It is necessary to make the first Club lead from dummy to guard against East's Club holding of the A-10-9-8. It doesn't matter if West holds the Clubs since he can't lead a Diamond effectively into your A-Q.

### Hand 73

- South** You have a nice, balanced hand yet too many points for a 1NT bid. Settle for 1C to show your best suit.
- North** Although your Spade suit is bad, it is better to show it rather than bid 1NT (1S\*). No-trump will be best played from the other hand with the power hidden.
- South** Now show your high points, by jumping to 2NT.
- North** Since you and your partner have adequate points for game, go to 3NT.

Win the first trick in you hand with the QH rather than play dummy's Ace\*. (Note the lack of entries to dummy.) Now start setting up your Spades by leading the KS\*. West takes this trick and switches to Diamonds. Cover his QD with your King, then lead another Spade. West wins with the QS and returns another Diamond. Duck this trick allowing West's 10D to hold. He leads his last Diamond which dummy's AD overtakes. Lead a Spade towards your hand, then

cross to dummy with the AH. Cash dummy's JS, then return to your hand with your last Heart. Cash your two high Clubs and concede the last trick.

You need to win two Spades tricks to make your 3NT contract. (You have seven sure tricks: three Hearts, two Diamonds, and two Clubs.) A shortage of entries into dummy makes it more practical to establish Spades by leading them from your hand. If you win the opening Heart lead in dummy, East will foil your Spade finesse and eventually make you use up your other dummy entry (AD) before you can cash a Spade trick in dummy.

### Hand 74

- South** With all five honors, your Spade holding is excellent and with adequate points, you should open with 1S.
- North** You have more than 10 points so you can bid at the two-level. Bid 2D\* rather than 2H which would suggest a five-card suit.
- South** Rebid Spades (2S\*). You have a few extra points than necessary for this bid but not enough to go to the three-level.
- North** You have adequate points to rebid but cannot support your partner's suit. Bid 2NT.
- South** Since your partner rebid and you have two doubletons and a control in Clubs, go to game (4S\*).

Win the opening lead with the AC\*, then lead the 2H\* towards dummy's K-Q. Your QH holds so return to your hand with a Spade and continue drawing trump in Tricks 4 and 5. Next, led the 8H\*. West wins with the AH, cashes two Clubs, then leads the 10D at Trick 9. Win with the AD. Cash dummy's KH, discarding your losing Diamond. Your last three tricks are trump.

After you take the first trick with your AC, you must devise a way to discard either a Heart or Diamond loser. (There are two sure Club losers.) Your best bet is to lead to dummy's Heart sequence (K-Q) rather than to the Diamond A-Q tenace. It is important not to draw trump immediately as dummy's singleton Spade is the only means of getting back to your hand. You lose one Heart but discard a losing Diamond on dummy's established Heart winner.

### Hand 75

**North** Bid 1NT to show your points.

**South** You and your partner obviously have a slam and simply have to decide upon a suit. Show your strength and your five-card major, by jumping to 3H.

**North** Take the bidding past 3NT by bidding 4C\*. This implies that you agree to your partner's suit and also shows first round control of Clubs.

**South** Start the Blackwood convention by bidding 4NT.

**North** Bid 5S to show that you hold three Aces.

**South** Your partner has no more than 18 points so although you and your partner have all four Aces, stop at 6H\*.

Do not attempt to finesse the opening Diamond lead. Win with dummy's AD\* and draw four rounds of trump, discarding the JC at Trick 5. Lead the QD at the next trick. East takes the trick and returns a Club which you win in dummy. Ruff a Diamond with your last trump and re-enter dummy with the AS. Cash your established Diamond at the next trick, discarding your JS. Your KS is the last trick.

Drawing the outstanding trump early in the hand and conceding only one Diamond while setting up that suit is a safer line of play than attempting to ruff a Spade in dummy.

### Hand 76

If you are playing East, with 12 points (including 2 distribution points) and a six-card major suit, you should bid 1S\*. If you pass during the first round of bidding, it may prove inconvenient to show your Spades later. South bids a take-out double and his partner responds with 3C. South goes to game by bidding 3NT.

**West**

As your opening lead, you should play the singleton QS, leading the suit your partner mentioned.

### East

Overtake your partner's QS at Trick 1 with your King\*. Continue setting up Spades by leading the 10S. The declarer takes this trick and returns a Club. Win Trick 3 with the KC and lead another Spade, establishing the suit while you still have another Club entry. South is forced to play his last high Spade and returns another Club which you can win with the Ace. After you cash three more Spades, your opponents have gone down two tricks.

Note that if you don't take Trick 1, the declarer plays low. Your partner has to switch suit (having no more Spades) and the declarer has enough time to establish dummy's Clubs.

## Hand 77

South opens with 1S and North responds 1NT. After South jumps to 3S, North goes to game by bidding 4S.

### West

Lead the top of your Club sequence by playing the A-K in Tricks 1 and 2. Note your partner's high-low signal and lead another Club at Trick 3.

### East

To show that you have a doubleton, play the 7C\* on your partner's AC at Trick 1, then play the 3C at the next trick. When your partner continues Clubs at Trick 3, it is very important that you preserve your trump holding by throwing off a low Diamond\*. South takes this trick with the JC and crosses to dummy with a Diamond.

When declarer leads a Spade from dummy, play the 9S\*. He finesses and wins the trick but note that now he cannot return to dummy to repeat the finesse. At Trick 6, ruff dummy's AD. You still have two more Spades and your King eventually wins as the setting trick.

Note that if you had ruffed the Club at Trick 3, the declarer would have made his contract by entering dummy twice with the A-K of Diamonds and picking up your K-10-9 of Spades by finessing.

## Commentary on Hands (continued)

### Hand 78

North opens the bidding with 1C and South jumps to 2NT. North goes to game by bidding 3NT.

#### West

Lead your fourth highest Spade (4S) at Trick 1. When your partner returns a low Spade at Trick 4, take the next three tricks with your remaining Spades.

#### East

The only chance for defense in this hand is for your partner to hold a five-card Spade suit headed by the JS. (Your opponents must have at least 26 points and with your 13 high-card points, that only leaves 1 point with your partner.) Play the QS\* at Trick 1. South takes this trick with his one Spade stopper (KS) and returns a Club. He plays low from dummy, trying to finesse. Take this trick with your KC\*, cash the AS\*, and return the 5S\* to your partner.

Note that if you play the AS at Trick 1 and continue with the QS, the declarer can hold up playing his KS until the third round, preventing your partner from cashing his Spade winners. By playing the QS at Trick 1, you make it impossible for the declarer to hold up since he doesn't know the position of the AS.

### Hand 79

North opens with a 1C bid and his partner responds 1H. North raises to 2H and then South starts the Blackwood convention by bidding 4NT. North shows that he has one Ace by bidding 5D and then South bids a small slam in Hearts (6H).

#### West

Play the top of your Diamond sequence (JD) as the opening lead. Declarer covers with the AD in dummy, then crosses to his hand with the AS. When South leads the JC from his hand, play your QC\*. After the declarer lets your Queen take the trick, make the crucial switch to your singleton trump (3H\*).

It should be clear from the play so far that the declarer is playing the hand on a crossruff. He can't have a Diamond loser, otherwise he would have tried a Diamond finesse at Trick 1. If you fail to switch to trump, the declarer will make the rest of the tricks by ruffing four Spades in dummy, returning to his hand with a Club or Diamond ruff. A Heart lead leaves him a trick short. You make the last trick with the QS.

#### East

Play the 8D at Trick 1 as a signal that you have a high card in that suit. At Trick 3, let your partner's QC hold the trick by playing the 2C.

## Hand 80

South opens the bidding with 1D and his partner responds with 1H. South switches suits by bidding 1S and then his partner mentions the last suit by going to 2C. South bids 2NT and North ends the bidding by going to game in No-Trump.

### West

Lead the top of your Club sequence (QC) at Trick 1. When you regain the lead at Trick 3, continue Clubs by playing the JC. After your 10D takes Trick 7, switch suits by leading the QH. When your QS takes Trick 10, lead your last Heart.

### East

On your partner's opening QC lead, play the 9C\*. When the declarer leads dummy's JD at Trick 2, win with the AD\*. Continue Clubs by leading the 6C. Declarer, wanting to hold on to his last Club stopper, plays low allowing your partner to win with the 10C. Discard Hearts at Tricks 6 and 7. You win the last three tricks with two Hearts and one Club.

The key play is in covering the JD. This means that the declarer cannot develop the Diamond suit without losing two tricks (your partner holds the 10-7-6-3). Failure to cover would result in your partner not making a trick with the 10D, and the declarer would easily make his contract.

## Hand 81

**South** Open with 1S to show your best suit.

**North** You only have 8 high-card points but you do have a good six-card suit. Go to the two-level by bidding 2H\*.

**South** Show your Diamonds by bidding 3D\*. Also, a new suit at the three-level is a game-forcing bid.

**North** With your hand, you can only afford to stick with Hearts. Bid 3H.

**South** With all suits covered, bid 3NT.

Play the KH\* at Trick 1. This holds the trick so continue with the 10H\* which loses to East's JH. Let West take the next trick with the QS, holding on to your Ace stopper. Win the Diamond return in dummy and lead another Heart. East wins with the AH and returns a Spade. Play your AS and cross to dummy with the KD. Cash two Hearts, discarding a losing Spade and Club. You win the last four tricks in your hand with two Diamond winners and two Club winners.

If you play low from dummy at Trick 1, the contract will be defeated. East, with the A-J-5 of Hearts can hold on to the AH for three tricks and you will not be able to make use of dummy's Heart suit. Therefore, you need three entries to dummy: KH, KD, and QD and must overtake your QH at Trick 1.

### Hand 82

- North** Open with 1H to show your five-card major.
- South** Since you only have 6 high-card points, you can't show your Clubs by going to the two-level. Although you don't have stoppers in the other three suits nor is your hand balanced, bid 1NT\*.
- North** Show your next best suit by bidding 2S.
- South** Now you can bid 3C without misrepresenting your point count.
- North** Encourage your partner and show him there is a fit in Clubs by going to the four-level (4C\*).
- South** With your distribution and long-trump suit and your partner's points, you have a shot at game. Bid 5C\*.

Win the opening Spade lead with dummy's Ace. Next, lead a small Heart\* towards your King, then cross to dummy with the AH. Ruff a Heart in your hand and then lead the 4D\* towards dummy's singleton KD. West wins this trick and cashes his AC. Win the next Club lead, then ruff another Heart to establish dummy's fifth Heart. Cross to dummy by ruffing a Diamond and then cash the Heart, discarding a losing Diamond from your hand. You win the last three tricks with trump.

Note that at Trick 2 if you had led the KD, your opponents could have set you by cashing the AD, AC, and playing another round of trump. That would leave only one trump in dummy and you would eventually lose another Diamond trick.

### Hand 83

- North** You have too many points for 1NT, so show your best suit by bidding 1D.
- South** You have a balanced hand with 13 points. Jump to 2NT.
- North** With your 20 points and partner's minimum 13 points, go to slam by bidding 6NT\*.

Win the opening lead with the QS and immediately try a Club finesse leading the 4C\* to dummy's QC\*. After the finesse works, test the Diamond distribution by laying down the AD\* at the next trick. Lead a small Diamond towards your K-9 and when East plays the 8D insert your 9D\*. You win two more Diamond tricks and lose only one trick to East's QD.

If you had lost the Club finesse at Trick 2, it would have been necessary to look for five tricks in Diamonds. In that case, the normal practice of a finesse against the QD would have been best.

### Hand 84

**South** The probability of holding an eight-card suit is obviously not very great. In this case, you cannot make a pre-emptive bid because an opening bid at the three-level denotes a weak hand, i.e., with less than 11 high-card points with a long suit. You have too much strength outside of Spades to pre-empt. Settle with a 1S\* bid.

**North** You have 12 points (including 3 distribution points for the void in Spades) so you can go to the two-level. Show your Hearts by bidding 2H.

**South** With your partner's indicated strength and your incredibly good Spade suit plus points, you must play for game and it has to be in Spades. Bid 4S\*.

You take West's opening KD lead with your singleton AD. Start drawing the outstanding trump by leading a low Spade (7S or lower\*). West's Queen takes the trick and he returns a Diamond which you can trump in your hand. At Trick 4, continue drawing trump but this time lead your highest Spade (JS\*). West discards a Diamond and East wins with the KS. Your singleton KH takes East's heart return. Lead the 9S to force out the Ace. The AS is the last trick the opponents get. Win Tricks 7-13 by cashing high Clubs and ruffing.

You lose only to three top trump despite the 4-1 break by using this method of play. You could have drawn trump in any fashion if trump had split 3-2. However, you must foresee the contingency of a 4-1 split by leading a small trump in the first round. A small trump lead will help you when an opponent's singleton trump is either the AS, KS or QS. The lead of the JS at Trick 2 would be advantageous only if the singleton is the 8S.

## Commentary on Hands (continued)

### Hand 85

- North** Bid 1C with this minimum hand.
- South** With this 19 high-card point hand, jump bid to 2S.
- North** Show your support of Spades by bidding 3S.
- South** Indicate your interest in slam possibilities, by starting the Gerber convention. Bid 4C\*.
- North** Indicate you hold one Ace by bidding 4H\*.
- South** Since there may be a trump loser, settle for small slam by bidding 6S\*.

Win the opening lead by covering East's KD with your Ace, then draw two rounds of trump by playing the A-K of Spades. When East does not follow suit at Trick 3, you discover the 3-1 trump break. To make the contract, you must discard your two Diamond losers on a Heart and Club winner from dummy. Make the last discard on the same trick that West ruffs.

Therefore, play three rounds of Clubs in Tricks 4-6. First, cash your AC\* and JC\*. Lead the 5C\* to dummy's QC. When East does not follow suit at Trick 6, you realize that West has the remaining Club. Since West cannot ruff, cash your KC at Trick 7, discarding a Diamond from your hand. Next, cash your KH and at Trick 9, cross to dummy with the AH. Lead your last Heart at Trick 10, discarding your other Diamond loser. West ruffs but there are no more losers.

Since the contract cannot succeed unless West holds at least three Clubs, it is important to test Clubs before Hearts in case he holds a doubleton Heart and four Clubs.

### Hand 86

- North** With opening points and a six-card Diamond suit, bid 1D.
- South** Jump raise in a new suit to force partner to game by bidding 3C\*.
- North** Repeat Diamonds by bidding 3D.
- South** Since your partner has at least six Diamonds (he bid them twice), the trump suit is decided. Start the Blackwood convention by bidding 4NT\*.
- North** Bid 5D to show one Ace.
- South** Continue Blackwood by bidding 5NT.

**North** You have two Kings so bid 6H.

**South** Two Kings are missing, so it is risky to bid 7D. Since you cannot bid 6D, settle for 6 NT\*.

Win the opening Heart lead with dummy's KH, then lead a small Diamond. Since East does not suit, play your AD. Now, you can safely finesse Diamonds through West, so lead the 7D\*. Since West cannot play the KD without setting up the suit, he plays low, allowing you to win Trick 3 with the JD. Return to your hand with the QC, then attempt a Spade finesse by leading the JS\*. East covers with KS but has no Diamonds to lead to his partner. You win the rest of the tricks with: two Spades, two Hearts, and four Clubs.

### Hand 87

**North** With plenty of high-card points, good distribution, and an excellent Spade suit, open with 1S.

**South** You have enough points to go to the two-level, so bid 2H.

**North** Although you're missing two Spade honors, the length of the trump suit plus the outside strength makes your hand too good for a simple 2S. Jump bid to 3S\*.

**South** You and your partner have not yet agreed upon the trump suit but continue the bidding. Show your lack of Spade support and your second best suit by bidding 4C\*.

**North** Now, show your Heart support by bidding 4H.

**South** Bid 4NT to begin the Blackwood convention.

**North** Bid 5H to show two Aces.

**South** You're missing one Ace, so settle for a small slam by bidding 6H.

Win the opening Spade lead with your singleton Ace and then lead the JD\* towards dummy's singleton AD. Lead the 4H\* to draw the first round of trump. East wins with the AH and returns a low Spade at Trick 4. Ruff high with your JH\*, then draw West's remaining trump in the next two tricks. You win the rest of the tricks with: four Clubs, one Diamond, and two Hearts.

The contract will be defeated if you lead trump from your hand at Trick 2. East wins, forcing you to trump high. You will have the Q-9 of Spades left and West will still hold the 10-8, which ensures him of one trump winner. When you lead low from dummy at Trick 2 and East plays his singleton AH, you need not waste any of your high trump cards.

### Hand 88

**South** After East pre-empt with a 3H bid, bid 3S\* to show partner that you have points and a good Spade suit. This is not a good hand for the Fishbein convention which tells partner that you can support any suit but if he has Spades, it's worth a try.

**North** You have good support for Spades but since your distribution is so even, bid a simple raise to 4S\*.

You start the game with a bit of luck with your QH taking Trick 1. At Trick 2, cash your AS. Before drawing trump, play three rounds of Clubs. First, lead the 3C\* to dummy's AC\*, cash the KC\*, and then lead the 2C\* to your QC.

At Trick 6, lead a small trump\* towards dummy. West wins with the KS and returns a Diamond which his partner takes with the KD. Cover East's Heart return with your AH. West ruffs with his last trump but has no safe card to lead as Clubs have been eliminated. (If he leads a Club, you can ruff and discard a losing Heart.) West leads the AD which you ruff. Cross to dummy with a Spade and then cash the JD, discarding a losing Heart. You win the last two tricks with trump.

### Hand 89

**South** Open with 1S to show your best suit.

**North** After East overcalls with a 2H bid, you have a tough decision to make. You have 13 points (including 2 distribution points) and a simple 2S does not do justice to your hand. If your partner has good points and a shortage of Hearts, with your trump support and good Diamonds, your side may have slam. Bid 3D\* to show that suit before supporting Spades.

**South** With your minimum hand, you can merely rebid Spades.

**North** Go to game by bidding 4S.

West takes the first two tricks with the A-K of Hearts and then leads the QH at Trick 3. Ruff with the 2S and then cash the AS, noting the 3-0 trump split. At Trick 5, lead the 4C\* to dummy's AC. Draw another round of trump by leading towards your KS. Now, cash the KC\* and QC\*. When West follows suit in both rounds of Clubs, you realize he holds a singleton Diamond. (By counting cards up to this point, you can ascertain that West originally held six Hearts, three Spades, and three Clubs.)

Lead a small Diamond and when West plays the 9D, cover with dummy's AD\* since you know East has the KD. Exit dummy with a trump\*. West wins with the QS but with only Hearts left in his hand is forced to concede a ruff and a discard. You win the last two tricks with trump.

### Hand 90

**South** Open with 1D.

**North** Show your best suit by responding with 1S.

**South** You and your partner may not find a trump fit but you don't want to stop short of game. With 20 high-card points and an excellent six-card suit, jump to 3NT\*.

Cover East's KH with your Ace at Trick 1. Cash a top Diamond and play the 8D\* from dummy when West does not follow suit. Lead the 4S\* to dummy's KS, then play the 10D, forcing East to cover with the JD. Win this trick, then lead the QS\* overtaking with the AS\*. Repeat the Diamond finesse and take East's last Diamond in Trick 7. You lose only the last three tricks to your opponents, making ten altogether.

You must use both the A-K of Spades as entries in order to finesse Diamonds through East. Therefore, at Trick 5, it is crucial that you overtake your QS with dummy's AS.

### Hand 91

**South** With your seven-card Heart suit, few high-card points, and a void in Spades, pre-empt by bidding 3H.

**North** It is very difficult to describe your hand through successive rounds of bidding, so skip the communication process and go directly to a grand slam by bidding 7H\*. With your partner's seven or eight-card suit and your 21 high-card point hand plus the Diamond void, your partner should be able to take all thirteen tricks.

Win the opening trump lead in your hand by overtaking dummy's 10H with the JH\*. Ruff a Diamond in dummy and then cash the AS\* and KS\*, discarding two Clubs from your hand. Ruff another Spade, then cross to dummy by ruffing a Diamond with dummy's last trump. Ruff another Spade, establishing the JS. Draw the outstanding trump in Tricks 8 and 9. Cross to dummy with the AC and then cash the JS, discarding your last Diamond. You win the last two tricks with trump.

It is necessary to win the opening lead in your hand to get the right timing. You must ruff two Diamond losers before establishing the JS, otherwise a Heart blockage makes it impossible to draw trump and take advantage of the JS. The established JS, in turn, lets you discard the third Diamond loser from your hand.

### Hand 92

- South** West opens the bidding with 1D and his partner responds with 1H. You definitely have enough points and a good solid Spade suit. Overcall with 1S.
- North** With your singleton Diamond, 9 high-card points, and three-card trump support, don't hesitate to raise your partner's bid to 2S\*.
- South** Do not be timid after East overcalls with a 3D bid. With your excellent distribution and long trump suit, go immediately to game by bidding 4S\*.

Win the opening Heart lead with dummy's Ace and then lead the 5C\* towards your singleton AC. Next, lead the 2S, winning in dummy when West plays low. Continue with the QC\* discarding the 5D\* from your hand. West wins the trick and returns a Heart. Ruff in your hand and play another low Spade. West takes this trick with the AS and returns a trump. Win in dummy and then cash the two established Club tricks, discarding two losing Diamonds from your hand. After you give up one Diamond to West's AD, you win the remaining tricks with trump.

At Trick 4, it is best to play loser on loser (QC and a Diamond) than attempting to ruff two Diamonds. The latter line of play will not work if West switches to trump for you will not have trump to ruff with.

### Hand 93

- South** You have an ideal distribution for No-trump but lack one high-card point necessary for an opening 1NT bid. Settle for 1D\*.
- North** Show that you have 10+ high-card points and a nice Club suit by bidding 2C.
- South** Since your partner has enough points to make a response at the two-level, your hand has enough value to bid 2NT\*.
- North** Go to game by bidding 3NT.

Win the opening Spade lead in your hand, then lead the 7H\* to cross to dummy. Next, lead dummy's 3C\*. East wins this trick with the KC and returns a Spade. Play low from your hand allowing West to take the trick with the QS. At Trick 5, you win the Spade return with your KS. Cross to dummy with the QC and then cash your AC. The two remaining Clubs in dummy are good when you discover the 3-2 Club split. East takes the last trick with the KD but you end up making one overtrick.

It may seem unusual to lead Clubs from dummy at Trick 3 rather than to lead from your hand to dummy's strong Club suit. However, since you cannot develop the Club suit without losing at least one trick, nothing is lost by making the first lead from dummy. It may well cause East to go wrong!

### Hand 94

**North** After West opens with a 1H bid, you can't overcall with a 1NT bid since you don't have a stopper in Hearts, yet, your hand is too good for a simple 2D overcall. To indicate your power, double\*, asking your partner to name his best suit.

**South** You have a good Spade suit plus 10 high-card points, so jump to 2S\*.

**North** With your trump support, high points, and partner's probable five-card Spade suit, bid 4S\* immediately.

West takes the first two tricks with the A-K of Hearts and returns another Heart at Trick 3. Overruff East's 8S with your 10S, then lead the 4S\* towards dummy's AS. Cash the AC\* and KC\* at Tricks 5 and 6. Cross to your hand with the QS and at Trick 8, lead your last Club (8C\*). When West follows suit, ruff with dummy's last trump. Next, lead a small Diamond towards your KD. West ruffs but at the next trick you can trump his Heart return in your hand. Draw West's last trump and then cash your two high Diamonds.

By Trick 4, you can count the cards played thus far and see that since West holds six Hearts and three Spades, that he has only three cards in the two minor suits. By playing in the manner described above, you can make the contract no matter what the distribution of West's three minor cards.

### Hand 95

North opens the bidding with 1D. If you are playing East, you should overcall with a 2C bid. South responds to his partner by bidding 3C. North rebids Diamonds and South goes to game by bidding 3NT.

#### West

Lead your partner's suit at Trick 1 by playing the higher card of your doubleton (6C). Take Trick 7 with the JD and return a Spade. In Tricks 9-11, cash your remaining Spades, and exit with a Heart.

#### East

Play the JC at Trick 1. After your Jack holds, continue Clubs by playing the QC. Lead a low Club at Trick 3, forcing out the Ace. South crosses to dummy with the KD and leads the JS at Trick 5. Play the 10S\*. By not covering, you leave the declarer in an impossible position. He establishes the Diamond suit but has no entry with which to reach dummy's winning Diamonds, and goes down two tricks.

Note that if you do cover the JS at Trick 5, the declarer makes an overtrick by establishing the Diamonds and using dummy's last high Spade as the necessary entry.

### Hand 96

North opens the bidding with 1C. If you are playing East, overcall with 1D. South bids 1S, then North rebids his Clubs. South jumps to 3S and North goes to game by bidding 4S.

#### West

Lead your partner's suit at Trick 1 by playing the top of your three-card Diamond suit (8D). Trump the third round of Clubs at Trick 5 and return a Diamond.

#### East

Win the opening lead with the 9D and then return the 3S\*. Once dummy's trump are played, you can take one more Diamond trick and the AS. It would be wrong to play the AS followed by the 3S since the declarer would now draw trump and discard his losing Diamonds on the Club suit.

By not giving declarer control of trump, you force him to try for an early discard on Clubs (at Trick 5) which your partner ruffs. Take the Diamond return at Trick 6, cash your AS, then return another Diamond. Declarer has no more Diamonds and ruffs, but by this stage, you have already set his contract.

### Hand 97

South opens with 1H and North raises his partner's bid to the two-level. South switches to 3D and North goes to game by bidding 4H.

#### West

You have very few defensive prospects but one possibility is to show your partner your Club doubleton by using the high-low signal. Lead the KC, hoping that your partner holds the AC and that you can trump the third round. At Trick 4, overruff declarer's 9H with the QH and lead a Spade at the next trick.

#### East

Play a high card (9C) at Trick 1 to encourage your partner to continue Clubs. Win the Club continuation at Trick 2. If you return a Club immediately, the declarer could discard a loser and if he happened to hold a singleton Spade, he would make the contract. Therefore, cash the AS\* before returning the 2C\* at Trick 4. The declarer, having no more losers, ruffs with the 9H. Your partner is able to overruff with the QH, setting the contract.

### Hand 98

South starts the bidding with 1D and North responds with 2C. South rebids Diamonds, then North switches to 2S. South bids 2NT and North goes to game by bidding 3NT.

#### West

At Trick 1, lead your fourth highest Heart (5H). Your partner wins with the AH and returns another Heart. Cover declarer's JH with your KH and return another Heart at Trick 3. Discard a Spade when a second round of Clubs is led at Trick 5. At Tricks 10 and 11, discard Hearts to protect your J-7 of Diamonds. You win Trick 11 with the JD.

#### East

Win the opening Heart lead with the AH and continue Hearts at the next trick. At Trick 3, make the critical defensive play of discarding the QD\*. The idea is to force the declarer to have to lead from strength, i.e., from his Diamonds rather than to lead from dummy to strength. When the declarer ducks and allows your 8C to take Trick 5, return a Diamond. After you win the Club return at Trick 8 with the 10C, return a high Spade.

Failure to throw the QD at Trick 3 enables the declarer to make the contract by entering dummy twice and leading towards his Diamond holding. Declarer would allow you to win the trick whenever you played the QD. Your partner would then hold the J-7 of Diamonds and his Jack would fall in two rounds.

### Hand 99

If you are playing East, you must pass\* after North opens with 1C. You have no other suit to bid after North bids Clubs and you can't double since your partner may bid Spades which you cannot support. South responds 1S which his partner raises to the three-level. South goes to game by bidding 4S.

#### West

With no attractive lead to make, leading the top card from your Club doubleton (8C) is as good as any at Trick 1. Overruff at Trick 7 with the QS and return your last trump.

#### East

Declarer takes the first trick with dummy's AC and returns a Heart. Play low allowing declarer to take this trick with the JH. You take his Spade return with the AS at Trick 3. Lead the QC\* at the next trick. You are trying to deny the declarer access to his hand to finesse through your partner's Spades to dummy. (You know your partner has a doubleton Club and three Spades—you have one trump, declarer probably has the usual five-card holding, and there are four trump in dummy.)

Declarer covers your QC and returns a Diamond. Cover with your AD. Cash your AH, then lead the 4C\* knowing that both your partner and declarer are now void in that suit. Your partner is able to overruff the declarer with the QS to beat the contract.

If you had returned a low Club at Trick 4 instead of the QC, South would have been able to win in his hand, finessed Spades, and your partner's QS would have fallen in the next round of Spades.

### Hand 100

North opens the bidding with 1H and South responds with 2C. If you are playing West, bid 2D\* as a sacrifice bid rather than a legitimate overcall. If your partner has some support and absolutely no defense against the opponents' game or slam, he may opt to bid and go under, rather than let the opponents take an easy game. North switches to 2S and your partner passes. South jumps to 3NT and North bids a small slam in No-Trump (6NT).

#### West

It is not a good idea to lead away from Kings so you should not lead a Diamond or Club. Play the top of your Spade doubleton (8S) for a harmless opening lead. Overtake dummy's singleton QC with your King as the setting trick and return another Club.

### East

At Trick 2, duck the first Heart when declarer leads a Heart from dummy. Take the next Heart return with your Ace, then switch to a low Club\*. You have to assume that South has both minor suit Aces and neither minor suit King. (You can count nine tricks in dummy and if declarer has both Aces and a King in either minor suit, he would have 12 sure tricks.)

Switching to a Diamond would prepare a squeeze against your partner. The declarer would win with the AD and cash his major suit winners. With the JD a menace in dummy, your partner would not be able to hang on to both minors. A neutral lead at Trick 4 (such as a Spade) would allow the declarer to develop the same situation. With the singleton QC in dummy and the strong possibility that your partner has the KC, a Club return at Trick 4 is the only lead which breaks up the situation and creates a squeeze against the declarer.



## Point Count

The basic bidding and bridge system used by Bridge Tutor is Standard American. Popular, well-established bidding conventions such as Blackwood, Stayman, and Gerber are played. Conventions which are relatively new and not widely-known such as the Jacoby Transfer, Texas Convention, and Michaels Cue Bid will not be used.

To evaluate your hand, use these numerical values for high cards:

Ace	4 points
King	3 points
Queen	2 points
Jack	1 point

In addition, use these numerical values for distribution (except when bidding No-Trump):

Void	3 points
Singleton	2 points
Doubleton	1 point

Generally, it takes 26 points in the combined hands (your hand and your partner's) to make game.

## Opening Bids

You must have at least 13 points to open bidding in a suit. Opening bids in a major suit (Spades or Hearts) guarantee at least a five-card suit. As a response to an opening bid in a major suit, you can bid in minor suits (Diamonds or Clubs) with only three cards.

The opening bid of two in a suit indicates a strong hand of at least 20 points and forces partner to respond until game is reached.

For opening No-Trump bids, use the following guide:

1 No-Trump	16-18 points
2 No-Trump	21-23 points
3 No-Trump	24-26 points

Note: You must have a balanced hand when bidding No-Trump. Each suit must have at least two cards.

### Responses to Opening Bids

You should respond to partner's opening bid if you have at least 6 points. If your partner opened with a two-bid, you must bid even if you have no points. You should have at least 10 points to respond in a new suit at the two-level (e.g., 1 Heart—2 Diamonds) and be willing to bid again.

An immediate jump raise in partner's suit (1 Heart—3 Hearts) or a jump response of 2 No-Trump (e.g., 1 Heart—2 No-Trump) shows 13-15 points and guarantees that you will reach game.

Jump preferences (e.g., 1 Heart—2 Spades, or 2 Clubs—3 Hearts) are forcing to game.

A re-bid of 2 No-Trump after an opening suit bid and a response by partner at the one-level indicates a good 19-20 points. (e.g., 1 Club—1 Heart—2 No-Trump)

A bid of the "fourth" suit (e.g., 1 Heart—1 Spade—2 Clubs—2 Diamonds) is forcing and guarantees another bid.

### Bidding Conventions

A bidding convention is a situation in which the original meaning of a bid is changed to give or request information. Thus, a bidding convention is an artificial bid used to describe your hand and/or ask for specific information from your partner.

### Take-out Double

A take-out double is not a "true" double, in the sense, that you do not believe the opposing bidder can make his bid. Rather, a double in this case serves as a signal to your partner that you have a good hand. At the same time, this kind of double is a request asking partner to bid his best suit.

### Blackwood Convention

This convention is in connection with slam bidding. By using the Blackwood convention, you can determine how many Aces and Kings your partnership holds. After you and your partner have agreed upon a suit and have ascertained (through the preliminary rounds of bidding) that you have the necessary points

## Fundamentals of Bidding and Playing (continued)

for slam (33+ points), either player starts the convention by bidding 4 No-Trump. The other player's responses are:

With all or no Aces, bid	5 Clubs
With one Ace, bid	5 Diamonds
With two Aces, bid	5 Hearts
With three Aces, bid	5 Spades

If your partnership has all four Aces, the player who initiated the convention (i.e., originally bid 4NT) can ask for Kings by bidding 5 No-Trump. Again, the responses for the other player are:

With all or no Kings, bid	6 Clubs
With one King, bid	6 Diamonds
With two Kings, bid	6 Hearts
With three Kings, bid	6 Spades

### Gerber Convention

The Gerber convention, like Blackwood, is used in slam situations to determine the number of Aces and Kings that a partnership holds. The only difference is that you start at a lower level. To initiate the Gerber convention, one of the players bids 4 Clubs. The partner's responses are:

With all or no Aces, bid	4 Diamonds
With one Ace, bid	4 Hearts
With two Aces, bid	4 Spades
With three Aces, bid	4 No-Trump

To ask for Kings, bid 5 Clubs. The response is made in the same manner described above.

### Stayman Convention

This convention is used after one player has opened with 1 No-Trump. If the responder has a good, five-card major suit, he is faced with the decision of trying for a game in a major suit or in No-Trump. The responder can use the Stayman convention by bidding 2 Clubs to ask his partner if he has a four-card major suit.

If the opening 1 No-Trump bidder does not have a four-card major, he bids 2 Diamonds. If he has two four-card major suits, he should first show his Spades by bidding 2 Spades (and perhaps show his Hearts later). The responder should guide the bidding from this point.

### Fishbein Convention

The Fishbein convention is used to distinguish between a take-out double and a double for penalties after an opponent has opened with a pre-emptive bid. To double an opponent for penalties, you would simply double after his bid. (e.g., 3 Diamonds—Double).

To make a take-out double in this situation, bid the next highest suit (e.g., 3 Diamonds—3 Hearts). In this case, the 3 Hearts bid does not mean that you have a long Heart suit. Instead, it is a request for your partner to bid his best suit.

## Defensive Strategies

### Opening Leads

#### Against No-Trump Contracts

- |  |                   |
|--|-------------------|
| 1. Top card of a sequence of three or more | <u>Q</u> J 10 6 2 |
| 2. Top card of a broken sequence           | <u>K</u> Q 10 9   |
| 3. Fourth highest in longest suit          | J 9 7 <u>5</u> 2  |
| 4. Third highest from three to an honor    | Q 8 2             |
| 5. Highest from three worthless cards      | <u>7</u> 5 3      |
| 6. Higher card from a doubleton            | <u>10</u> 6       |

#### Against Suit Contracts

- |                                     |                  |
|-------------------------------------|------------------|
| 1. Ace from a suit headed by A-K    | <u>A</u> K 9 5 4 |
| 2. Higher card from touching honors | <u>K</u> Q 7 3   |

Other leads are the same as against No-Trump contracts.

### Signals

Generally, a high card is considered as encouraging a continuation of the suit that was led. A low card shows a lack of enthusiasm for the suit. Playing high/low with an even number of cards (e.g., 10-6), and playing from the bottom upwards with an odd number (e.g., Q-8-2), helps your partner count the distribution. However, you should only use these signals when the information will likely benefit your partner more than the declarer.

### Discards

Although a high discard may be taken as encouraging a lead of the suit in which the discard is made, it is usually best to discard cards you can best afford and let your partner work out the correct defense.

### Scoring

Although the object in Bridge Tutor is to improve your bidding and playing scores, a brief run-down of how you actually score in bridge may be helpful.

A game in bridge is reached after you have scored 100 points. If Spades or Hearts are trump, you score 30 points for each trick over your book. (A book is the first six tricks. You must always make book before scoring points.) Therefore, a contract of 4 Spades or Hearts constitutes a game and means that you must win at least ten tricks altogether (book plus four tricks).

Each trick taken in addition to your book counts 20 points if Diamonds or Clubs are trump. This means that you must bid at least 5 Diamonds or Clubs to reach game and must take at least eleven tricks. In a No-Trump contract, you score 40 points for the first trick and 30 points for each additional trick. Therefore, 3 No-Trump is a game (nine tricks).

If you defeat your opponents (i.e., declarer fails to make his contract), you score 50 points per trick. (These points do not count towards game. Only the points you score when making your own contract count towards game.) If you double your opponents' contract, you score 100 points for each undertrick.

**Glossary**

<b>Bid</b>	An offer to make a specified number of tricks with a suit as trump or at No-Trump.
<b>Balanced Hand</b>	Even distribution of suits in one hand.
<b>Blackwood</b>	A convention whereby a bid of 4 No-Trump is used in slam bidding to find out the number of Aces and Kings partner holds.
<b>Book</b>	The first six tricks of a contract.
<b>Cash</b>	To win a trick with a card.
<b>Contract</b>	The number of tricks declarer has to make as determined in the bidding.
<b>Control</b>	An Ace or void in a suit.
<b>Crossruff</b>	Type of play by declarer in which trump are not drawn but are used separately to win tricks in declarer's and in dummy.
<b>Cue-bid</b>	A bid, which once a trump suit has been agreed upon, shows a control and interest in going on to slam.
<b>Declarer</b>	The player who first mentioned the suit which becomes the final trump, or who bid No-Trump first. The player who plays both his hand and dummy.
<b>Defender</b>	One of the two players in partnership against the declarer.
<b>Discard</b>	To play a card which is neither of the suit that is led nor a trump. The card so played.
<b>Double</b>	A bid that increases the penalties for failure (or the rewards) in making a contract.
<b>Doubleton</b>	An original holding of two cards in a suit.
<b>Duck</b>	To play a low card when you can play a higher one.
<b>Dummy</b>	Declarer's partner. The cards of the declarer's partner exposed on the table.

## Glossary (continued)

<b>Elimination</b>	A tactical play by the declarer which involves cashing all cards in one or more suits in both declarer's hand and dummy to create an advantageous situation when an opponent has the lead.
<b>Entry</b>	A winning card that enables the declarer to enter the hand from which he wishes to lead.
<b>Establish</b>	To promote lower cards of a suit to winning cards.
<b>Finesse</b>	To try to win a trick with a lower card when opponents have a higher one.
<b>Fishbein</b>	A convention which uses the next higher ranking suit over an opponent's pre-emptive opening to show partner an ability to support any suit he chooses to bid.
<b>Forcing Bid</b>	A bid which must not be passed by the partner of the player who makes it.
<b>Game</b>	A score of 100 or more points made by declarer.
<b>Gerber</b>	A convention whereby a bid of 4 Clubs is used in slam bidding to find out the number of Aces and Kings partner holds.
<b>Grand Slam</b>	A contract to win all 13 tricks.
<b>Hand</b>	The 13 cards dealt to any one player. All 52 cards making up one deal.
<b>High-low</b>	To play a high card followed by a lower one of the same suit in the next trick. A signal to show a doubleton.
<b>Hold-up</b>	To refrain from winning a trick when in a position to do so. Usually done to reserve a stopper or an entry.
<b>Honor</b>	An Ace, King, Queen, Jack, or 10.
<b>Jump bid</b>	A bid higher than necessary to outbid the previous bid. Usually intended to show strength or good support.
<b>Lead</b>	To play the first card of a trick. The card so played.

<b>Major suit</b>	Spades or Hearts.
<b>Minor suit</b>	Diamonds or Clubs.
<b>Opening bid</b>	The first bid.
<b>Opening lead</b>	The card led to the first trick by the defender on the declarer's left.
<b>Overcall</b>	A bid by one of the opponents of the opening bidder.
<b>Overruff</b>	To play a higher trump than one already played on a trick.
<b>Overtrick</b>	A trick in excess of the number required to make the contract.
<b>Pass</b>	To decline a chance to bid.
<b>Penalty</b>	Points scored by the defenders when the declarer fails to make his contract.
<b>Point count</b>	Method of evaluating a hand in which an Ace = 4 pts., a King = 3 pts., a Queen = 2 pts, and a Jack = 1 pt.
<b>Pre-emptive bid</b>	A high bid in a suit intended to obstruct the opponents' bidding.
<b>Raise</b>	To make a higher bid in partner's suit.
<b>Rebid</b>	A player's second or subsequent bid.
<b>Redouble</b>	A bid showing player's belief that his side can make the contract just doubled by the opponents.
<b>Responder</b>	The partner of the opening bidder.
<b>Ruff</b>	To play a trump when a suit other than trump has been led.
<b>Safety play</b>	Type of play made by declarer with the object of making a certain number of tricks in a suit regardless of how the outstanding cards in that suit are divided between the opponents.
<b>Sequence</b>	Three or more cards of the same suit in unbroken order.

## Glossary (continued)

<b>Set</b>	To defeat a contract.
<b>Set up</b>	To establish, i.e., to make lower cards winners.
<b>Side suit</b>	A suit other than the trump suit in the declarer's hand or in dummy.
<b>Signal</b>	A message from one defender to his partner.
<b>Singleton</b>	An original holding of one card in a suit.
<b>Sluff</b>	Same as discard. To play a card when unable to follow suit. To play a worthless card when able to trump.
<b>Small slam</b>	A contract to make 12 tricks.
<b>Squeeze</b>	A play usually made by declarer to force a defender unable to follow suit to discard a valuable card.
<b>Stayman</b>	A convention whereby the bid of 2 Clubs in response to partner's 1 NT opener asks if he holds a four-card major suit.
<b>Stopper</b>	A card that acts as protection against the run of a suit by an opponent (usually in No-Trump).
<b>Switch</b>	To lead a suit other than the one that was led to the last trick.
<b>Take-out double</b>	A double intended not for penalties but as a request to partner to bid his best suit.
<b>Tenace</b>	A combination of cards not in sequence but with trick-taking potential depending upon the location of the missing cards.
<b>Trick</b>	The four cards played in one round by each player in rotation.
<b>Trump</b>	A card of the suit designated as trump. To ruff.
<b>Void</b>	An original holding of no cards in a suit.

## Key Summary

Key	Function
<b>C</b>	To change colors.
<b>A</b>	To get advice about a hand, bid, or play.
<b>F</b>	To force the cards to be dealt more rapidly.
<b>J</b>	To use the right joystick for bidding or playing.
<b>R</b>	To review the bidding and/or playing.
<b>S</b>	To see the contract and number of tricks made by declarer.
<b>X</b>	To exchange seats with partner.
<b>I</b>	To select the next hand number. To increase the bid currently on display, i.e., to select the next highest bid.
<b>I</b>	To select the previous hand number. To decrease the bid currently on display, i.e., to select the next lowest bid.
<b>-</b>	To increase the current hand number by 10. To move the marker to the right under the card you wish to play.
<b>-</b>	To decrease the current hand number by 10. To move the marker to the left under the card you wish to play.
<b>ENTER</b>	To make the bid currently on display. To play the card the marker is currently under.
<b>SHIFT</b> <b>*</b>	To watch a demonstration game.
<b>BREAK</b>	To stop playing. To stop a demonstration game.