

6 SILLY DECLARER ERRORS in suit contracts

ERROR 1. Not pausing and thinking BEFORE playing to trick 1!

ERROR 2. Ruffing in the LONG HAND.

♦ Q LEAD You Have FIVE trump tricks
If, after cashing ♣A & ♣K, you ruff a club - -
you STILL have FIVE trump tricks.
You have gained NOTHING!

♦ Q LEAD	♠ 93	♠ KJ86
♠ Q1072	♥ QJ6	♥ 7432
♥ 5	♦ K653	♦ 92
♦ QJ107	♣ K632	♣ Q108
♣ J974	4♥ by S	
	♠ A54	
	♥ AK1098	
	♦ A84	
	♣ A5	

If instead, you create a void in spades and ruff a spade in the SHORT hand, you will make SIX trump tricks. (+450 not +420)

ERROR 3. Drawing trumps BEFORE ruffing in the SHORT hand.

♦ K LEAD If you draw trumps immediately on this hand,
you will end up with TWO diamond losers.

Win ♦A and ruff ♦2.
Lead ♣3 to ♣A and ruff ♦10 with ♠A. (Unblocking)
NOW DRAW TRUMPS! (after overtaking ♠10 with ♠K!)

♦ K LEAD	♠ A105	♠ 743
♠ 86	♥ Q9764	♥ AJ2
♥ K103	♦ 6	♦ 98743
♦ KQJ5	♣ KQ32	♣ 105
♣ J764	4♠ by S	
	♠ KQJ92	
	♥ 85	
	♦ A102	
	♣ A98	

ERROR 4. Not DRAWING TRUMPS.

♣ J LEAD It looks so easy - Win ♣A and throw a losing heart
on ♣K. WHOOPS!
When you can draw all the enemy trumps and STILL
have enough left to ruff your two club losers - DO IT!

♣ J LEAD	♠ Q765	♠ K10942
♠ A83	♥ J98	♥ Q1073
♥ 654	♦ AKJ42	♦ 1093
♦	♣ 6	♣ 7
♣ J1098432	6♦ by S	
	♠ J	
	♥ AK2	
	♦ Q8765	
	♣ AKQ5	

ERROR 5. Not RUFFING HIGH enough.

♠ K LEAD, followed by ♠Q. - Ruff the 3rd round of spades.
Notice the surplus heart winner. (on which a club can be thrown.)
At trick 4, unblock ♥A & ♥K.
Now play to ♣A and throw a club on ♥Q. Then back to ♣K.
Looking good! You play ♣4 and foolishly ruff with ♦3 *!?
WHOOPS! DON'T SEND A BOY TO DO A MAN'S WORK
Ruff with ♦K. (You have all the top trumps except ♦A)

♠ K LEAD	♠ 6543	♠ A107
♠ KQJ9	♥ QJ9	♥ 108732
♥ 654	♦ KJ43	♦ 762
♦ A	♣ A5	♣ J10
♣ Q9873	4♦ by S	
	♠ 82	
	♥ AK	
	♦ Q10985	
	♣ K642	

ERROR 6. NOT leaving the top TRUMP out.

♦ A LEAD, and ♦K continuation - which you ruff.
With a super side suit, enemy trumps must be drawn!
but - - if you play THREE round of trumps,
you will lose: ♠Q, ♥A and TWO diamonds.

Take only TWO rounds of top trumps.
Leave the master trump with the opponents.
Let them use it to ruff clubs - whenever they like.
(You will still have a trump to take care of a 3rd diamond lead)

♦ A LEAD	♠ K962	♠ J10
♠ Q54	♥ KQ5	♥ A96
♥ 10743	♦ J863	♦ 1097
♦ AKQ42	♣ J4	♣ 98732
♣ 6	4♠ by S	
	♠ A873	
	♥ J82	
	♦ 5	
	♣ AKQ105	

ARE YOUR LOSERS GUARDED?

♠ Q1093 ♥ A974 ♦ 62 ♣ KJ6			
♠ A8 ♥ QJ10 ♦ 10753 ♣ 9432	4♠	♠ 72 ♥ 853 ♦ A984 ♣ A1087	
♠ KJ654 ♥ K62 ♦ KQJ ♣ Q5			
♥Q LEAD			
S	W	N	E
1S	P	3S	P
4S			

North's responding bid shows an 8 loser and/or about 10/11 pts.

It is debatable whether south should bid on to game.

The hand is aceless and a balanced 7 loser with nothing extra.

FAST LOSERS AND SLOW LOSERS

♥Q LEAD

You should quickly see that there is a loser in each suit. (One too many) The good news is that the heart loser is still guarded. (a SLOW loser)

Your task is to get rid of that slow loser by establishing a winner before your 2nd guard in the suit is removed.

If you choose to set up a winner in diamonds, you have no meaningful card to throw from the north hand on the established winner.

You need to set up a winner in the north hand, on which you can throw your heart loser from south. You should only lose ♠A, ♦A and ♣A



CORRECT PLAY

Realise that your entry to the clubs is ♥A. Win trick 1 with ♥K
 Set up a CLUB winner by playing ♣Q at trick 2. YES this means giving the opponents the lead!
 BUT it establishes a surplus winner, on which you can throw ♥6
 Only WHEN you have thrown your heart loser, (♥6) can you draw trumps.

BAD ERROR winning lead in dummy with the ♥A which is your only entry to the club suit.

♠ J1063 ♥ KQ3 ♦ 854 ♣ AJ3			
♠ A4 ♥ 109642 ♦ QJ106 ♣ 64	4♠	♠ K2 ♥ A87 ♦ 973 ♣ 98752	
♠ Q9875 ♥ J5 ♦ AK2 ♣ KQ10			
♦Q LEAD			
S	W	N	E
1S	P	3S	P
4S			

North's responding bid again shows about 10 points with a spade fit.

This time south has a 6 loser with 15 pts. and confidently bids game.

FAST LOSERS AND SLOW LOSERS

♦Q LEAD

You should quickly see that you have two FAST trump losers and a FAST heart loser.

Unless you do something about it, you will eventually have a diamond loser.

Fortunately this is a SLOW loser because it is well guarded by ♦A and ♦K.

The opponents have unfortunately removed one stop by their good lead!

This means that you can only give the lead away once before your ♦A guard is removed. You cannot lead trumps yet!



CORRECT PLAY

IF you have SEEN the problem, the solution is easy.
 Clubs cannot help because they are 3 - 3, but because there will be a surplus winner in hearts once the ♥A is removed, this is the suit to tackle. Be prepared to give opponents the lead while you still have the ♦K.
 Lead ♥J (honour from the short hand) at trick 2. East wins and as expected removes your diamond guard.
 Win ♦K and play ♥K, then ♥Q on which you throw your losing ♦2. ONLY NOW draw trumps!!

BAD ERROR Trying to draw trumps first or DREADFUL ERROR Trying to cash your top clubs !!!!!

YOUR PARTNER EXPECTS you to make simple contracts

♠ 5432
♥ K7
♦ QJ
♣ A6543

♠ KQJ108
♥ 654
♦ 105
♣ KJ2

♠ A7
♥ AQ32
♦ AK32
♣ 987
YOU

♠ 96
♥ J1098
♦ 98764
♣ Q10

S	N
1H	2C
2NT	3NT

LEAD ♠K

As long as you notice that the hearts and diamonds need to be played carefully, there are ALWAYS 9 top tricks.

Win ♠A and play to ♥K.
UNBLOCK ♦Q and ♦J
before leading back to ♥A.



IT MAY BE A LAY DOWN CONTRACT - BUT DON'T FALL ASLEEP!

♠ KJ6
♥ AK1093
♦ AK
♣ AKQ

♠ 987
♥ 54
♦ 108742
♣ 764

♠ AQ10
♥ Q2
♦ QJ9
♣ J10982

YOU

♠ 5432
♥ J876
♦ 653
♣ 53

S	N
1NT	7NT

LEAD ♠8



OF COURSE YOU CAN MAKE THE CONTRACT!

Although the hearts don't break, you have 14 top tricks.

Win ♠J
Cash ♦A and ♦K
Cash ♣A, ♣K and ♣Q.
Lead ♥3 to ♥Q
Cash ♣J, ♣10, ♦Q
Lead ♥2 to ♥A
Cash ♥K and ♠A & ♠K

♠ 732
♥ AKQJ
♦ J3
♣ 10985

♠ 65
♥ 1065
♦ K976
♣ KQJ4

♠ AKQ4
♥ 874
♦ Q42
♣ A32

YOU

♠ J1098
♥ 932
♦ A1085
♣ 76

S	N
1S	2C
2NT	3NT

LEAD ♣K

SCAREY, BUT OPPONENTS CANNOT HARM ME

Don't simply cash your spades or hearts!
Realise that you only need to establish 1 trick!

Win ♣K and return ♣2 to ♣10. It loses.
IF west switches to diamonds,
♦6 - ♦3 - ♦A - ♦2
♦5 - ♦4 - ♦K - ♦J
♦Q has become your 9th trick!
Anything else win and play a 3rd club!
This will ESTABLISH ♣10 as a winner!
NOTE that you will need the heart entries to get to your ESTABLISHED ♣10



♠ 832
♥ 5
♦ J65432
♣ J107

♠ QJ1095
♥ AQJ96
♦ 7
♣ 64

♠ AK7
♥ K102
♦ AKQ
♣ AK32

YOU

♠ 64
♥ 8743
♦ 1098
♣ Q985

S	N
2C	2D
3NT	P

LEAD ♠Q

HOW CAN I GET INTO DUMMY?

for 3 extra diamond tricks!

Win ♠A
Unblock ♦A, ♦K and ♦Q.

Lead to ♣J losing to ♣Q

Win the spade return.
and lead your 2nd small club.



LEADING ACES

If partner leads an ACE, assume that it's from AK.

"What sort of signals should I play?
I have been told that my partner shouldn't lead singletons with his left hand, (even though I alert)?
That nice Mr. Robson sometimes says Hi-Hate and Lo-Like but at other times he says Hi-Aye and Lo-No?"



♠ AQ86
♥ 1073
♦ AQJ3
♣ 83
♠ J53
♥ 94
♦ K10862
♣ 1072
4♠
?

You Play

COUNT SIGNALS

The old Hi-Lo will tell partner that you only have two hearts and that you can ruff the 3rd round.

It's all VERY confusing".

♠ AQ86
♥ 1073
♦ AQJ3
♣ 83
♠ J5
♥ J42
♦ K10862
♣ 1072
4♠
♠ 107
♥ AK865
♦ 95
♣ J964

DO NOT play ♥4 thinking that it's MUD.



You are following suit not leading!

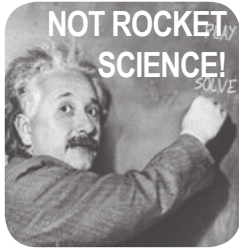
MUD is only A LEAD!

COUNT SIGNALS

With three cards, play the cards normally 'up the line'. Follow with ♥2. Partner now knows ♥K will drop declarer's ♥Q

SUIT PREFERENCE SIGNALS.

McKenney suit preference signals are worth learning. The throw of ♥9 (a high card) says "lead the higher rank, of the other two suits. - (It's obvious once you know!)"



♠ AQ86
♥ 7
♦ KJ3
♣ KJ542
♠ J53
♥ 942
♦ AQ106
♣ 1087
4♠
?

McKENNEY SWITCH

Dummy has a singleton so it *doesn't matter* how many hearts you have or how good they are. Tell partner that you want a switch to diamonds. Switch to ♦9 (Hi-Lo)

PARTNER LEADS AN ACE - THEN THE KING

On ♣K, make a discard signal for a diamond by throwing from a suit you do not want - spades!
On this occasion that leaves only diamonds but discard a low spade ♠3 to confirm the message.

♠ K10
♥ KQ987
♦ K105
♣ QJ
♠ Q87653
♥ 4
♦ AQ843
♣ 4
♠ 942
♥ 2
♦ 972
♣ AK10965
4♥
?

McKENNEY DISCARD

When dummy goes down, partner still has no idea what to do next so he cashes ♣K. This is your chance to tell him "Not spades, not trumps and not clubs! Switch to diamonds please".

PARTNER STRUGGLES FOR A LEAD

Sometimes partner is really stuck for an opening lead and is he is forced to lead a card which doesn't have what it promises.

♠ Q862
♥ Q73
♦ KJ7
♣ KJ5
♠ J5
♥ K942
♦ 10765
♣ 1087
♠ 107
♥ A82
♦ A943
♣ 9432
4♠

ATTITUDE SIGNAL

Partner obviously has not got the king - You have! Tell him, by following with an unnecessary high card (♥9)

SOMETHING SPECIAL

Ideally, west would like to get partner in to lead a club. Unfortunately east has no obvious entries. UNTIL east plays ♥Q on ♥A. Now west can lead H5 to east's ♥J. **NOTE - YOU CANNOT HI-LO FROM Qx**

Advanced

♠ AQ86
♥ 107
♦ KJ7
♣ 652
♠ J5
♥ QJ4
♦ 10765
♣ 1087
♠ 107
♥ AK862
♦ 94
♣ AQ9
4♠

A SPECIAL SIGNAL

On partner's ♥A lead, play the ♥Q to guarantee the ♥J. West can now lead low to your ♥J. A club switch will set the contract.

THROW HONOURS - ON KING LEADS AGAINST NT CONTRACTS

ALL 'Top of Sequence' leads against NT contracts should be from at least THREE touching cards headed by an honour and they ALWAYS guarantee the card *immediately* beneath the honour that has been led.
 e.g. $\underline{10}98x$ $\underline{QJ}10x$ or $\underline{AJ}109$ (an internal sequence) or at worst - a 'near sequence' i.e. $\underline{J}108x$.

When the lead is from a KING it promises either $\underline{KQJ}x$ or at worst $\underline{KQ}10x$ (From $KQ854$ simply lead 4th highest)

KING LEADS against no trump contracts ARE SPECIAL!

So what should you do, when partner leads a KING against a NO TRUMP contract?

Partner leads ♥K	♠ AQ86 ♥ 83 ♦ AQJ ♣ Q1084	You
♠ J53 ♥ $\underline{KQ}1094$ ♦ 862 ♣ K7	A	♠ K92 ♥ J72 ♦ 109743 ♣ 63

You WANT partner to continue!
Which card should you play J, 7 or 2?

Would it be an attitude signal or is it count?
 Would an encouraging 7 be best here?

Partner leads ♥K	♠ AQ86 ♥ 83 ♦ AQJ ♣ Q1084	You
♠ J53 ♥ $\underline{KQ}1094$ ♦ 862 ♣ K7	B	♠ K92 ♥ 762 ♦ 109743 ♣ 63

You DO NOT WANT partner to continue!
Which card should you play 7, 6 or 2?
 Would it be an attitude signal or is it count?
 On this hand, if west continues, declarer would make lots of tricks! Would a discouraging 2 be best here?

Partner leads ♥K	♥ A83	You
♥ $\underline{KQ}1094$	C	♥ 762
	♥ J5	

SHOULD partner continue?
Which card should you play 7, 6 or 2?
 A discouraging 2 would not work here because a continuation of the ♥Q would be best for the defence.

Partner leads ♥K	♥ A83	You
♥ $\underline{KQ}1094$	D	♥ 72
	♥ J65	

How does partner KNOW whether to continue?
Which card should you play 7, or 2, and WHY?
Your card should simply give information that reveals whether partner should continue or not!

THE SIMPLE SOLUTION

When you are defending a NO TRUMP contract and partner leads a king, you are being instructed to throw any honour card you hold in that suit, or, without an honour, you must show count.

In 'A', Throw the ♥J! Knowing that declarer doesn't have the jack, west can continue the suit in safety.

In 'B' Play the ♥2. With no honour, give a count signal (not attitude). Partner will know a switch is required.

In 'C' Play ♥2. With no honour, give a count signal (not attitude). Partner, will know that a continuation of the ♥Q will drop the now singleton jack.

In 'D' Play ♥7, a count signal telling west that declarer has three hearts, and that he must not continue the suit.

OPENING LEAD

1

Which CARD should partner lead from EACH of the four suits?
Assume NTs contracts for spades, hearts & diamonds.
Assume a suit contract for your club lead!

♠ 972
♥ KQ1062
♦ K92
♣ 95

1NT by
South

Often there are clues from the auction but not this time!
The heart lead is obviously best but consider the most appropriate CARD from each of other suits.

1. RECOMMENDED LEADS

- Spades ♠7 is a MUD lead
- Hearts ♥K Guarantees ♥Q & ♥J
or at worst ♥Q & ♥10
- Diamonds ♦2 is low from an honour
- Clubs ♣9 is the start of a hi-lo sequence
(Not appropriate against NTs!)

PLAYING 3RD IN HAND

2

YOU can now see dummy and your partner's lead

♠ Q863
♥ 75
♦ 8763
♣ AQJ

YOU

♠ AJ10
♥ J43
♦ AJ4
♣ 10763

1NT by
South

Partner leads	Dummy plays	YOU play?
♠7	♠6	?
♥K	♥5	?
♦2	♦3	?
♣9	♣J	?

After dummy is faced, YOU have to interpret what the lead means. **READ THE LEAD!**
Sometimes partner will make an unfortunate lead but, 3rd in hand, YOU decide what to play.

♠ Q863
♥ 75
♦ 8763
♣ AQJ

YOU

♠ AJ10
♥ J43
♦ AJ4
♣ 10763

♠ 972
♥ KQ1062
♦ K92
♣ 95

1NT by
South

♠ K54
♥ A98
♦ Q105
♣ K842

2. RECOMMENDED '3RD IN HAND' PLAYS

- Spades ♠10 With an honour in dummy you should keep your ace to guard the queen.
If partner has ♠K, declarer will always make the queen.
If partner does not have the ♠K, you give declarer TWO spade tricks!!
In defence, try to win with the lower of touching cards. (*Bet that you had forgotten that!*)
- Hearts ♥J The lead of a king against NT contracts asks you to throw any honour you have
If you do not show partner the ♥J, they will switch to another suit assuming declarer has it
- Diamonds ♦A With nothing to guard in dummy you must win with your high card.
Playing the ♦J would be "finessing against partner" (who would not be very happy.)
- Clubs ♣7 When you are not playing to win a trick, get into the habit of giving a count signal

WEAK TWOS in THREE SUITS

Every year bridge seems to get more competitive. In the past, 2 level opening bids were all strong. Now most pairs play Weak Twos in the majors. Many pairs play Weak Twos in 3 suits.

The disadvantage of this system is that your only strong opening bid now is 2♣, and you need to be convinced that an opening bid of 2♦ has sufficient pre-emptive value to compensate for this lack of clarity with big hands. Of course you still have the limit bid of 2NT to show a balanced 20-22 count, but you lose the distinction between the traditional Acol opening bid 2♣ and the Acol 'Strong Twos' (2♦, 2♥, and 2♠)

In 'old' Acol 2♣ was forcing to game but the 'Strong Two' openings were not.

Therefore you may need to build into your system a subsequent bid which is not 100% forcing to game. After a 2♣ opening, 2♦ is a negative response. If opener now bids 2♥ or 2♠, 2NT from responder is VERY weak (0-2 pts.) Opener can bid game or sign off in 3 of the suit

Now, a definition of a 2♣ opening bid might be: a hand which is either 23+ balanced, OR it is no worse than a 4 loser with 7 controls (A=2, K=1). So, the hand has at least three aces and a king, or two aces and three kings. More next week.

2♦/2♥/2♠ opening bids show 5-10 pts.
 a decent 6 card suit.
 often, an 8 loser hand!
 (They should NOT HAVE four of another major)

Responder, with game interest and some kind of fit, can bid on using 'judgement' or learn a complicated gadget called OGUST responses where 2NT asks for the range and quality. This is for another day!

♠ QJ9874
♥ 83
♦ K52
♣ J2

Open 2♠

♠ J98
♥ KQJ653
♦ J8
♣ 74

Open 2♥

♠ 7
♥ 852
♦ AK7652
♣ J83

Open 2♦

Here are two hands that illustrate the impact of 'Weak Twos'

♠ A4	♠ J87	♠ 92
♥ AJ7	♥ 954	♥ KQ1086
♦ QJ732	♦ K64	♦ A109
♣ 1053	♣ AK82	♣ Q74
	♠ KQ10653	
	♥ 32	
	♦ 85	
	♣ J96	

S W N E
 2S P P P/?

On this hand the 'Weak Two' MAKES IT DIFFICULT for E/W to compete.

♠ 54	♠ KJ7	♠ Q3
♥ AKJ52	♥ 874	♥ Q10963
♦ 95	♦ KQ6	♦ A102
♣ KQJ3	♣ 10652	♣ A97
	♠ A109862	
	♥ -	
	♦ J8743	
	♣ 84	

S W N E
 2S 3H 3S 4H
 4S ?

Without the 'Weak 2', west would open 1♥ and east would bid 4♥ which makes. On this hand 4♠x makes! 5♥ is one down.

Weak Twos are mini pre-emptive bids and difficult to combat. The simplest defence to 'Weak Twos' is to treat them as 1 level openings. Overcall with a good 5 card suit and opening points or double with 12+ and four of the other major but watch the vulnerability. We will look at the new 2♣ opening next week.

STRONG HANDS USING 'WEAK 2s IN 3 SUITS'

Playing 'Weak 2s in Three Suits', you cannot differentiate between GAME FORCING 2♣ opening bids and ACOL STRONG TWO opening bids. In Benji - you can!

Because 2♦, 2♥ and 2♠ all describe weak hands, only 2♣ is left to show strong hands. (Other than 2NT, 20-22)
A new definition of 2♣ needs to be agreed and we suggest - 4 LOSER & 7 CONTROLS
(Aces count as 2 controls and kings are counted as 1 control)

Playing WEAK TWOS IN THREE SUITS

With eight playing tricks, this first north hand could be described as an 'Acol Strong Two,' but according to the definition above, it would NOT qualify as a 2♣ open. If you decide to play 'Weak Twos in 3 Suits', on hand 1. north should open 1♥ (with the risk of it being passed!)

It does not fit the criteria for 2♣ and is too strong to open 4♥.

1. NORTH

♠ A4
♥ AKQ1076
♦ KJ3
♣ 83
♠ 753
♥ 84
♦ Q10854
♣ A92

SOUTH

WEAK 2s in 3 SUITS

N	S
1♥	1NT
3♥	4♥

1♥ is an opening hand

1NT 6-9 limit bid without four spades

3♥ shows six+ (17+ HCPs or 5 loser or both)

4♥ Just enough maybe?

Playing WEAK TWOS IN THREE SUITS

This hand HAS the criteria for a 2♣ open. It has 8 controls and is a 4 loser hand.

Although it is semi balanced and *could* be opened 2NT we would prefer 2♣ as it has enough playing strength for you to be thinking of slam.

2. NORTH

♠ A4
♥ AKQ1076
♦ AJ3
♣ K5
♠ 753
♥ 842
♦ K10854
♣ 92

SOUTH

WEAK 2s in 3 SUITS

N	S
2♣	2♦
2♥	4♥

2♣ is a 4 loser with 7 controls

2♦ denies any rich source of tricks. (No 5 card suit with 2 of the top 3 honours).

2♥ shows a 5+ card suit

4♥ Weak! Where else can the hand play?

Make up each of the following hands and deal the rest of the cards. Then try bidding each of the three hands after using the suggested opening bids.

♠ AKQ864
♥ A
♦ A73
♣ KQ10

1.

8 controls 4 loser
2♣

(Benji 2♦)
23+ or
Game Force

♠ AQJ
♥ KJ76
♦ AJ3
♣ KQ9

2.

Balanced 20-22
2NT

(Benji 2♣)
Balanced 21/22

♠ A4
♥ AQJ762
♦ Q32
♣ AK

3.

7 controls 4 loser
2♣

(Benji 2♣)
Strong Two
8 playing tricks

♠ KQ
♥ AQJ973
♦ KQJ65
♣ -

4.

4 controls 3 loser
1♥

(Benji 2♣)
Strong Two
8 playing tricks

♠ A4
♥ AK1076
♦ AQ3
♣ KQJ

5.

8 controls 23 pts
2♣

(Benji 2♦)
23+ or
Game Force

♠ AKJ103
♥ AQJ10
♦ 9
♣ A64

6.

7 controls 5 loser
1♠

(Benji 2♣)
Strong Two
8 playing tricks

WHAT DO YOU SEE?

Are you seeing/registering the cards that are played? It is virtually impossible to remember EVERY card played during a hand BUT you have to learn WHICH cards or suit are important to notice. For example if you fail to count how many trumps have been played, you may find an otherwise winning ace, is ruffed by your opponents. Similarly you should train yourself to notice the suit that RHO leads and even which card in that suit, is led. e.g. A '2' led against your NT contract tells you that there are only four cards in that suit! (Assuming 4th highest)

1.

DUMMY

♦ A 10 6

♦ Q led 3NT

♦ K 7 4

WHERE IS THE JACK?
I was a little surprised last week to realise that few players had **CONNECTED** two related and relevant facts.

1. If west has any knowledge of the game, the **jack MUST be with west.**
2. Dummy has ♦ A-10

These two observations should lead you to the conclusion that if you win with the ♦ K in hand, you can now lead towards the A-10 and IF west plays low your ♦ 10 will win the trick. YOU SHOULD NOT LOSE ANY DIAMONDS!

2.

DUMMY

♦ A J 10 6

♦ 2 led 3NT

♦ 9 7 4

PLAY LOW - expecting to lose to ♦ Q in east.
When in again - run the 9 from your hand!

When you are missing TWO honours be brave enough to play for SPLIT HONOURS (Queen in one hand and king in the other) This will normally win 75% of the time!

But on this hand, west LED the lowest diamond possible and is promising an honour, the odds on your 2nd finesse working are virtually 100%. YOU SHOULD MAKE THREE DIAMOND TRICKS!

3.

DUMMY

♦ J 8 6

♦ 2 led []

♦ Q 7 4

FROZEN SUIT?
Never open this suit?

For the reason just mentioned with TWO honours missing the odds are that A♦ will be in one hand and the ♦ K will be in the other. If you lead low to dummies ♦ J, you will lose to east's king or ace and then a lead through your ♦ Q will lose again.

*HOWEVER if you can encourage east or west to lead the suit, you will be **guaranteed** one trick by playing low 2nd in hand! Try it.*

4.

DUMMY

♠ A 9 8 6

♠ ? 4♠ ♠ ?

♠ K J 10 4

How do you play this trump suit?
WHERE IS THE QUEEN?

Unless there are clues from the bidding, it is usually a guess. So why not get your nice opponents to help you? They will have been taught to 'Cover an honour with an honour'.

So why not tempt them by leading ♠ J from the closed hand. If you see any uncertainty or hesitation, you are entitled to assume that they do have the queen, so play low from dummy.

*If on the other hand they follow suit with little thought, assume that they **do not** have the queen and rise with the ♠ A. Now lead ♠ 3 and finesse ♠ 10 from your hand.*

As a defender, if you are dealt a queen which turns out to be the opponent's trump suit, decide from the outset, that you will NEVER choose to play it - Smoothly, play low when you are 2nd in hand!

DUPLICATE BRIDGE SCORING

Match Pointed Pairs Scoring.

The objective in bridge is to get the best score possible with the cards you are dealt.
(NOT simply to make your contract!!!!)

Players are not always clear about how their score on each board relates to the percentages that appears on Inga's final score sheet.

Quite simply, you score

2 Matchpoints for each pair you beat and 1 Matchpoint for each pair that you draw with.

e.g E/W pairs 28 and 32 beat 6 pairs, shared with one and lost to pair 19. $(6 \times 2) + 1 = 13$.

With eight opponents, matchpoints will always be out of 16.

If there were 10 tables, each pair would be competing for 18 Matchpoints. (9 opponents.)

These are the results on board 3 from last Thursday with 9 tables playing.

N/S	E/W	Contract	By	Tricks	NORTH - SOUTH		Match Points		
					Plus	Minus			
1	25	2H	N	10	170		8	8	Both N/S & E/W score 50% on this board
2	19	4H	N	8		100	0	16	E/W 19 scored 100% on this board
3	21	4Sx	E	9	200		10	6	
4	28	4H	N	9		50	3	13	
5	30	4H	N	10	420		16	0	
6	32	4H	N	9		50	3	13	
7	34	3D	S	10	130		6	10	N/S 7 get 38 % E/W get 62%
8	36	3NT	N	9	400		13	3	
9	20	3NT	N	9	400		13	3	

Note that E/W pair 21, scored 38%. despite going down 1 doubled!

One down undoubled (-100) would have given them 10 Matchpoints or 62%

However, 2 down doubled, vulnerable would be -500 and a clear bottom on the board.

Your Match Point scores on each board are added together.

Your total Match points are divided by the number of boards you have played.

This gives you an overall % which determines your final rank.

In a bridge club, pairs usually switch direction for the last two rounds. (10% of the boards played.)

This is sufficiently statistically significant to mix up N/Ss & E/Ws to produce ONE pair as winners.

As we don't 'Arrow Switch' at Newburn there is a N/S winner AND an E/W winner.