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North	
♠ K842	
♥ K75	
♦ AQJT2	
♣ A	
South (D)	
♠ 3	
♥ AQJT9643	
♦ 98	
♣ T4	

After you open 4♥, partner checks to make sure you have an ace and sets you down in 6♥.

Opening lead: ♠K:
Plan the play.

Rookie Challenge Hand 2 (Play)

North	South (D)
♠ A2	♠ K754
♥ QT93	♥ AK
♦ KJ32	♦ AQ
♣ J54	♣ QT732

You are South playing in 3NT, and West leads the ♠J. What is your plan on this hand?

North	South (D)
♠ KJ97	♠ AQT8
♥ 643	♥ AQJT
♦ K543	♦ 76
♣ Q2	♣ K43

South is playing in 4♠, and West leads the ♦Q. What is your plan on this hand?

Rookie Challenge Hand 3 (Bid and Play)

North				
♠ 643				
♥ 982				
♦ A54				
♣ AJ85				
South				
♠ A75				
♥ AK6				
♦ K62				
♣ KT94				

The auction

West	North	East (D)	South (D)
		2♠	2NT
Pass	3NT	All Pass	

Assuming you get to 3NT, West leads the ♠9. East covers with the ♠T.

What is your plan on this hand?

Editor Comments

This revised Newsletter format (Email & PDFs triggered from the email) is designed to ease the big PDF files that used to be delivered. It also allows more focused content for user groups.

Kevin

Rookie Challenge Hand 1 (Bid and Play)

♦ PO - Overtake Partner's Return?



Pat O'Connor

Overtake Partners Return?

It is from my book *Demystifying Defense*.

We are sitting West. Our hand is

♠KJ965 ♥T2 ♦K32 ♣JT7.

South opens 1NT. We have five spades, but we don't even think of bidding with only 8 HCP and this broken suit. North jumps to 3NT and that ends the auction.

Standard Bidding			
West	North	East	South (D)
			1NT
Pass	3NT	All Pass	
Bidding Notes			
1NT	15-17 Bal		
3NT	To Play		

North didn't use the Stayman convention to ask about majors, so it is very likely that he does not have a major suit. Even though we wouldn't bid spades, it is the best suit to lead because it is a major and it contains five cards. We lead the ♠6, our fourth best.

	Dummy
	♠ 83
You	♥ A98
♠ KJ965	♦ QT987
♥ T2	♣ A32
♦ K32	
♣ JT7	

You Lead: ♠6

Declarer plays small from dummy and partner wins with the ♠A, declarer contributing the ♠2, and returns the ♠T, declarer playing the ♠4. We need to think about partner's holding in spades.

What are the standard ways to return partner's suit?

With four or more cards in the suit, return the original fourth best. With three, return the higher remaining card.

Partner returned the ♠T which cannot be the fourth best, so partner started with fewer than

four spades. He did not have a singleton, so he was dealt either two or three. If he had three we can happily duck the ♠T; partner will continue with his last spade, and we will set the contract.

What if partner started with two spades?

In this case we cannot afford to duck because partner will have to switch, and declarer can start developing tricks.

Can we succeed if we overtake partner's ♠T with our ♠J?

Most likely we can. We can continue with the ♠K. If partner started with three spades, we will be able to take five tricks immediately; otherwise, we can drive out declarer's last spade, the ♠Q, and wait to regain the lead. We have a stopper in dummy's long suit, the ♦K, which will probably become an entry.

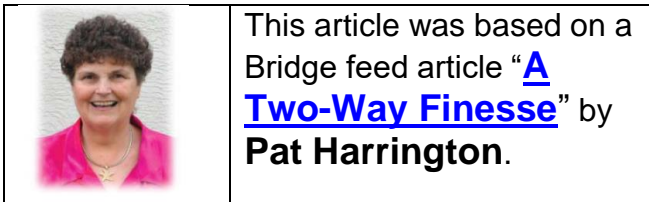
	North	
	♠ 83	
West	♥ A98	East
♠ KJ965	♦ QT987	♠ AT
♥ T2	♣ A32	♥ J7654
♦ K32		♦ 65
♣ JT7	South (D)	♣ Q654
	♠ Q742	
3NT/S	♥ KQ3	Vul Nil
Lead ♠6	♦ AJ4	Dir: S
	♣ K98	

South could take three heart tricks and two club tricks when in with the ♠Q, but to take three additional tricks he would need to take the diamond finesse which does not work today.

Post Mortem

If we ducked the second round of spades, declarer would have no trouble developing four diamond tricks to go with three heart tricks and two club tricks, making nine in total. So, overtaking the ♠T with the ♠J was necessary.

♦ PH – A Two Way Finesse



This article was based on a Bridge feed article “[A Two-Way Finesse](#)” by Pat Harrington.

How would you play the club suit shown below for four tricks?

Dummy *Declarer*
♣ **KT93** ♣ **AJ54**

You are likely to follow the saying “eight ever, nine never,” which applies to holdings missing the *queen*. This saying suggests taking a finesse when you have eight or fewer cards between declarer and dummy and playing for the queen to drop when you have more than eight cards between you.

What if you need only three club tricks to make your contract? Even if you fail to guess the location of the ♣Q, you will have developed the needed trick. If you cannot afford to lose the lead, you are in the same position as the player who needs all four club tricks.

Sometimes, it’s safe to lose the lead to one opponent but not to the other. Suppose West has a long suit ready to run in 3NT. Finesse as if West has the ♣Q. Play the ♣A and then lead the jack and let it ride if the queen doesn’t appear. Your finesse may lose, but you have determined that East cannot hurt you.

Nobody can ask you how to play the clubs shown above without giving you a lot more information. How many tricks do you need from the club suit? What was the bidding? How has the play progressed to this point? Is there a dangerous opponent? Let’s see how all this works in a complete deal.

North	Standard Bidding			
♠ 643	West	North	East (D)	South (D)
♥ 982			2♠	2NT
♦ A54	Pass	3NT	All Pass	
♣ AJ85				
South	Bidding Notes			
♠ A75	2♠	6+♠, Weak 2		
♥ AK6	2NT	15-18 Bal, Have ♠ Stopper		
♦ K62	3NT	To Play, have 9 hcp		
♣ KT94	ED: Same bidding over a Multi 2D Opening			

West leads the ♠9. East covers with the ♠T.

Count winners: one spade, two hearts, two diamonds and two clubs. so, more tricks must be developed. If you can guess the location of the ♠Q, you can finesse twice to get the needed tricks. Winning all four club tricks is your only hope of making 3NT. What’s your plan?

You may have decided to hold up winning the ♠A at trick one. It’s safe to do so but isn’t going to help you make 3NT since your plan is based on guessing clubs correctly. Moreover, it appears that West’s lead is a singleton. A weak two-bid is usually made with a six-card suit. The main issue is how you play clubs to avoid losing a trick.

Although East is the dangerous opponent, it’s best to finesse *West* for the ♣Q. West is short in spades and probably has length in the remaining three suits. The ♣Q is more likely to be with the player having length in clubs. Also, when a player shows a weak hand and reveals a very strong suit, he is less likely to have high cards in other suits.

The full deal:

	North	
	♠ 643	
	♥ 982	
	♦ A54	
	♣ AJ85	
West		East (D)
♠ 9		♠ KQJT82
♥ QT54		♥ J73
♦ JT972		♦ Q8
♣ Q63		♣ 72
	South	
	♠ A75	
	♥ AK6	
	♦ K62	
	♣ KT94	
3NT/S		Vul Nil
Lead ♠9		Dir: E

Now suppose North has the ♥Q instead of the ♥9. The auction and opening lead are the same, but now you need only one extra trick to make 3NT. Can you guarantee it?

Yes. Duck one round of spades to make sure East has opened a six-card suit, then play a club to the ace and continue with the jack. West may win the ♣Q but he cannot hurt you. Contract made.

This is the proper play in teams or rubber bridge, but at match point scoring, where overtricks count, you might still play West for

the ♣Q because the bidding indicates he is more likely to have it.

When things go according to the odds, daring declarers come out on top, making 3NT with an overtrick. But my advice is to play it safe and finesse East for the ♣Q.

At your level, you will do surprisingly well to bid to a good contract and make it. Go for overtricks only when your play to do so is safe or the odds are overwhelmingly in your favour.

♦ AR -Signals & Discards



Signal & Discard

Adapted from an **Andrew Robson** article from his ARBC website

The most important situation in which the suit preference signal operates is when you are leading a suit for partner to ruff

	Dummy	
	♥KQJ	
West	-----	East (you)
♦3	♥ trumps	♦AT8542
		(i) ♠A,
		(ii) ♣A

West leads ♦3 vs the heart contract — surely a singleton. You win ♦A and lead a second diamond, and partner duly ruffs. Partner returns...?

That's the point. Partner doesn't know what to return and is guessing between spades and clubs. Here's where the suit preference signal comes into play. If you want the higher-ranking of the other two suits led back, you lead back ♦T (an unnecessary high card); if you want the lower-ranking suit returned, you lead back ♦2. In (i), you lead back ♦T; in (ii), ♦2.

In either case, partner leads back to your ♠A or ♣A and you give partner a second diamond ruff. It can get quite subtle, especially in expert circles. If you're not sure what you want partner to return, lead back ♦5, the middle card. If you think you want a spade but you're not sure, lead back ♦8; if you think you want a club but are not sure, lead back ♦4.

Another Example

	Dummy	
	♥KQJ	
West	-----	East (you)
♥4	♠ Trumps	♥ A97632
		plus
		(i) bare ♠A

You win ♥4 lead with ♥A and place partner with no more hearts (he'd have led top of a doubleton). Before you lead back a heart for partner to ruff, cash the bare ♠A to void yourself. Then lead ♥2 as a suit preference signal for clubs (as opposed to diamonds). Partner ruffs and returns a second club which you ruff. You return a third heart, ruffed and partner returns a third club, ruffed. Assuming you and partner both begin with at least two spades, while declarer and dummy both begin with at least three clubs, you win the first six tricks.

South Deals	♠ KQ2	
None Vul	♥ QJ864	
	♦ KJ5	
	♣ 42	
♠ 93		♠ 876
♥ AT32		♥ 5
♦ AT		♦ Q642
♣ J9763		♣ KQT85
	♠ AJT54	
	♥ K97	
	♦ 9873	
	♣ A	


West North East South

			1♠
Pass	2♥	Pass	3♥ ¹
Pass	3♠	Pass	4♠
All pass			

1. 1♠-2♥ shows five (or more) hearts.

West was listening to the bidding. North-South had advertised eight hearts between them, leaving just one for East. At trick one, he led ♥A, knowing he was voiding his partner. At trick two, he led ♥T, a suit preference signal for the higher-ranking diamonds (over clubs). East ruffed and resisted the temptation to switch to ♠K, rather leading a dutiful ♦2. West won ♦A and led a third heart, East ruffing again. Down one!

♦ EK -Take all your Chances



This article was based on a Kantar [‘Take all your chances’](#) series article in the ACBL “Bridge Feed” website.

Eddie Kantar

North		Standard Bidding			
♠ K842		West	North	East	South (D)
♥ K75					4♥
♦ AQJT2		Pass	4NT	Pass	5♣
♣ A		Pass	6♥	All Pass	
South (D)		Bidding Notes			
♠ 3		4♥	Non Vul Pre-empt		
♥ AQJT9643		4NT	Keycard (♥)		
♦ 98		5♣	1 or 4, likely the ♥A		
♣ T4		6♥	To play		

The Bidding

After you open 4♥, partner checks to make sure you have an ace and sets you down in 6♥. Opening lead: ♣K. Plan the play.

Preliminary Analysis

Winners: 8♥+1♦+1♣+♣Ruff in short ♥ hand
Possible Losers: ♠A & ♦K

Strategies to make your contract

You have two possible losers, a spade and a diamond, and you have two chances to get rid of at least one or them.

You can take the diamond finesse. If it wins, you make an overtrick, if it loses you are down one as the ♠A is the setting trick.

Alternatively, you can lead up to the ♠K first. If West has the ace, you won't need the diamond finesse as a diamond goes off on the ♠K assuming West goes up with the ace.

If West plays low, the king wins and you can take the diamond finesse for an overtrick. If East tops the ♠K with the ace, you still have the diamond finesse available.

Tip: When two lines of play are available, take the one that gives you a chance (keeps you alive) to use the other if the first fails. Expect

this theme ('staying alive') to appear time and again.

Just as at the table. Lead up to the ♠K to stay alive.

Percentage Assessments

if you lead up to the ♠K first and that doesn't work (50%) and then take the diamond finesse (Plus another 50%x50%) giving you a net 75% chance of making the hand. (One of two finesses.)

If you put all of your eggs in the diamond finesse basket you only have a 50% chance of making the hand.

Plus, a 50% chance of an over trick!

North		East (E)	
♠ K842		♠ QJT7	
♥ K75		♥ 8	
♦ AQJT2		♦ K5	
♣ A		♣ 876532	
South (D)		Vul Nil	
♠ 3		Dir: S	
♥ AQJT9643			
♦ 98			
♣ T4			

West	♠ A965	♥ 2	♦ 7643	♣ KQJ9
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6♥/S	Lead ♣K
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PA -The Most Important Topic



The Most Important Topic

by Phillip Alder

Let's look at two deals in which counting the high-card points is beneficial.

Deal 1

You are sitting West, and the bidding goes:-

Standard Bidding			
West	North	East	South (D)
			1♠
Pass	1NT	Pass	2♠
All Pass			
Bidding Notes			
1♠	5+♠, Opening hand		
1NT	5-9hcp, not 3♠		
2♠	To Play		

You lead the ♥J as dummy comes down.

2♠/S Lead ♥J		North	
West (You)		♠ 63	♥ Q74
♠ AQ8	♥ JT986	♦ QJT98	♣ K85
♦ A72	♣ JT	South (D)	

T1-3 Partner turns up with ♥AK2. But South, ruffs the third heart

T4 Declarer plays a club to dummy's king

T5 Returns a spade to his jack.

How would you defend?

As always, check out the high-card points. There are eight in the dummy, you have twelve and partner has already produced seven. That only leaves thirteen points, which must sit in declarer's opening hand. There is just one chance to defeat this contract: East must have the ♠9 or ♠T.

Lead another heart (perhaps after cashing the ♦A, though that isn't necessary here). When East ruffs with the ♠9, it effects an uppercut, giving you three trump tricks to go with the three red-suit winners to defeat the contract.

North		East	
♠ 63	♥ Q74	♠ 92	♥ AK2
♦ QJT98	♣ K85	♦ 643	♣ 97432
South (D)		Vul null Dir: South	
♠ KJT754	♥ 52		
♦ K5	♣ AQ6		

Deal 2

You are sitting East, and the bidding goes:-

Standard Bidding			
West	North	East	South (D)
			1NT
Pass	3NT	All Pass	
Bidding Notes			
1NT	15-17 Bal		
3NT	to Play		

Partner leads the ♥9 as dummy comes down.

North		Partner Lead ♥9	
♠ 52	♥ T3	East (you)	
♦ KQJT9	♣ A763	♠ QJT9	♥ AJ4
		♦ 762	♣ 854
South (D)			

How should you plan the defence?

Partner's ♥9 lead must be top of nothing. (Even if you play what are called Journalistic leads, showing zero or two higher cards in the suit, partner will have to hold the ♥T for the ♥9 not to be top of nothing.) So, the declarer is marked with the ♥KQ.

What would you do if West's opening lead were the ♥6? If West incorrectly leads 4th highest from his longest, the ♥6, you should win with the ♥A and return the ♥J (squashing the ♥T in dummy), playing partner to hold something like ♥K9865)

Now let's check the points.

South has 15-17 points, so you know that partner can only hold 5-7.

There is one defensive trick in hearts. To find four more, you need partner to have exactly

the ♠A. Any other distribution of his points leaves the contract laydown.

You should win with the ♥A and shift to the ♠Q, hopefully netting the first five tricks for the defence.

West		North	East
♠ A743		♠ 52	♠ QJT9
♥ 98765		♥ T3	♥ AJ4
♦ 83		♦ KQJT9	♦ 762
♣ J9		♣ A763	♣ 854
3NT/S Lead ♥9		South (D)	Vul nil Dir: South
		♠ K86	
		♥ KQ2	
		♦ A54	
		♣ KQT2	

♦ BT - Manage those entries



Barbara Travis

MANAGE THOSE ENTRIES

This article was originally published via ABF as Column 29.

West		North	East	Standard Bidding			
♠ QJT9		♠ 874	♠ 32	West	North	East	South (D)
♥ 432		♥ AQ65	♥ T987	Pass	2♣	Pass	2♠
♦ J543		♦ KQ	♦ T987	Pass	3NT	All Pass	
♣ AJ		♣ T872	♣ K93	Bidding Notes			
3NT/S		South (D)	Vul Nil	1NT	15-17 Bal		
Lead ♠Q		♠ AK65	Dir: S	2♣	Stayman		
		♥ KJ		2♠	4♠, not 4♥		
		♦ A62		3NT	To Play		
		♣ Q654					

West leads the ♠Q and you count your winners – two spades, four hearts, three diamonds.

When you can see that you have enough tricks for your contract, you have two important jobs. The first is to check you can cash all your winners, and the second is to see whether you can extract any extra tricks from the contract.

On this hand, given the spade lead, it will be impossible to create extra tricks, which can only come from the club suit. Therefore, your main job is to check your nine tricks. It shouldn't take too long to realise that both the red suits are blocked. You will need to work out the order in which you need to cash your winners. This requires a little planning. Some people can play the cards in their head, whereas I have seen others actually move the cards around in their hand – as though they have been played – to check whether the plan works.

Let's try it.

One option is to unblock the **diamonds first**, with the other being to unblock the hearts first. We have won trick 1 with the ♠K, and now we cash the ♦K and ♦Q. We can cross back to our hand with a heart, then cash the ♦A, but now we have a problem with the heart suit. We can't unblock the second heart honour and get back to dummy.

The alternative: at trick 2, we try cashing the ♥KJ, then cross to dummy with the ♦Q. We can now cash the ♥AQ, followed by the ♦K. The ♠A remains in our hand as an entry back to the ♦A. Our goal has been achieved, playing the hand through in our headfirst, so now we just have to execute the play precisely.

The key to this sort of hand, where more than one suit is blocked, is to consider which hand has the re-entry in a different suit from those suits that are blocked. Having worked that out, you then plan to use that hand's long suits last. In the above example, South has the re-entry in spades, meaning that his 'long' diamond can wait till the end, but dummy's suit needs unblocking first – i.e., unblock the hearts first.

Now that you have mastered that concept, here are two more hands to work on.

North	South (D)
♠ A2	♠ K754
♥ QT93	♥ AK
♦ KJ32	♦ AQ
♣ J54	♣ QT732

South is playing in 3NT, and West leads the ♠J. What is your plan on this hand? You have nine tricks – two spades, three (or four) hearts and four diamonds. The only issue is access to the winners. This hand is not as complex as the example hand, but the red suits are blocked!

You could consider options for overtricks, but would that risk your contract? On this hand, it would.

The critical card on this hand is dummy's ♠A, which is the entry for both red suit winners. Declarer must win the first trick with the ♠K, otherwise dummy's ♠A entry will be removed at trick 2. Then, at trick 2, South unblocks the four red winners in hand, so that they can cross to dummy's ♠A and utilise the winners there.

North	South (D)
♠ KJ97	♠ AQT8
♥ 643	♥ AQJT
♦ K543	♦ 76
♣ Q2	♣ K43

South is playing in 4♠, and West leads the ♦Q. What is your plan on this hand?

On this hand, dummy's ♦K is suddenly not very useful, and the hand is suddenly weaker than it looks. This means that entries to dummy's hand are critical. You will definitely lose two diamonds and one club (the Ace), so you need the heart finesse. How many times would you like to finesse hearts? Answer: as many as possible, i.e., three if possible. Three finesses mean you need three entries to dummy.

Now, think about the trump suit and managing your entries to dummy.

Assuming that West continues diamonds - ♦Q winning, ♦J winning, then ♦10 – ducked still (in case of A-x-x) and ruffed in your hand.

Trump that diamond with the ♠A. Now you can utilise dummy's trumps as entries. Lead the ♠Q to dummy's ♠K, and whilst in dummy use your entry. Lead a heart and finesse. When the finesse wins, return to dummy by overtaking the ♠T with the ♠J, then taking another heart finesse. You can then draw the last trump by overtaking the ♠8 with the ♠9 in dummy (your third entry) to take another heart finesse. Now the ♥A allows a discard of the diamond loser, then you can establish your club winner and you have 10 tricks (just 3 losers).

◆ NSBC Teaching Courses

Bridge Basics follows the 6-week Introduction

NSBC Bridge Basics April 2022 Program
Online via Zoom, Tuesdays at 10am with Liz Wilkinson
Practice sessions: 7pm on Wednesdays and 10am on Thursdays



Bridge Basics: Is a 10-week program. It follows on from the 6-week Introduction course, making up a 16-week program for our newest players.

The lesson is recorded and made available to all participants, to be watched and re-watched at their leisure.


Date	Lesson Topic
4 Apr (Wk 9)	Finding a fit in a major suit and a focus on Responder play.
11 Apr (Wk 10)	Planning the play in a NT contract and establishing a long suit.
18 Apr (Wk 11)	The opponents open the bidding: Overcalling and the Takeout Double
25 Apr (Wk 12)	Counting losers; Playing and Defending a Suit contract

PrePaid as \$125 for 5 lessons plus 5 supervised Practice sessions.

For more information or to register, email Kay: moyes_kay@hotmail.com

Build on the Basics

Build on the Basics – with Jessica Brake



These lessons are suitable for those who have been playing for around 3 months – 1 year or have come back to bridge after a long break.

There are 20 topics in total – upcoming topics are listed below. Attend all lessons, or just the ones that interest you!

DATE	TOPIC
April 13-14	Managing Entries & Review
April 20-21	Opener's 2 nd Bid - "Showing a 54"
April 27-28	Leading against trump contracts
May 4-5	Responder's NT Bids

For information or to sign up email jessicabrakebridge@gmail.com

Join **Build on the Basics** "live" on Zoom on Wednesdays and Thursdays at 10am, OR watch the recording in your own time! Each week you will be sent:

1. Recording of the lesson
 2. Lesson Notes
 3. Quiz (most weeks)
- Visitors \$20, Members \$17.

"Develop Your Skills" (DYS), for our more experienced players

NSBC Develop Your Skills 2022 Program with Anita Curtis
Online Wednesdays at 9.30am



Develop Your Skills (DYS) is for players who have completed the Build on the Basics course or who have been playing for at least one year. Bidding, declarer play & defence are targeted, with hand analysis to consolidate skills. Lessons will be held **on-line on Wednesday mornings at 9.30am** There will be a 6 week break from the end of July until mid-September.

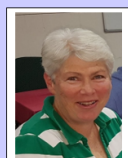
Date	Lesson Topic
Wed Apr 6	Interference over 1NT
Wed Apr 13	We're going to Slam – Blackwood
Wed Apr 20	They aren't going to steal this contract (over pre-empt)
Wed Apr 27	NO LESSON
Wed May 4	I CAN support you but not now! (Delayed raises – the "Canberra convention")

Visitors \$20; Members \$17

For more information or to register, email Anita: ac210927@bigpond.net.au

If you have finished the DYS course, or have been playing for at least 1 year:

NSBC Develop Your Skills end of course Hand Analysis
April 2022 Program ONLINE WEDNESDAYS at 2pm with Anita Curtis



DYS end of course hand analysis consolidates everything learnt in the Develop Your Skills course for improvers. Defence, declarer play & bidding are all targeted by examining 8 new hands each fortnight. It is an excellent way to revise and also learn new skills.

Date	Lesson Topic
Wed April 6	Hand analysis 3 end of course
Wed Apr 13	NO LESSON
Wed Apr 20	Hand analysis 4 end of course
Wed Apr 27	NO LESSON
Wed May 4	Hand analysis 5 end of course

Visitors \$20; Members \$17

For more information or to register, email Anita: ac210927@bigpond.net.au