

North ♠ KJ3 ♥ AKJ ♦ KJ863 ♣ J3	You get to a 5♦ Contract with no interference. T1 West leads the ♥9.
South (D) ♠ AT2 ♥ QT4 ♦ A9542 ♣ Q5	First, how do you play trumps? Second, assuming you have no trump losers, what do you do next?

Articles for our Newer Players
 Read and enjoy these articles, including analysis by authors **Pat O'Connor, Audrey Grant, 2x Bridge Puzzles & Julian Foster.**


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Challenge Hand 1 (Play)

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Link to [Website Teaching Basics](#)

	Jessica Brake will restart lessons in March. Stay tuned for her updated schedule.
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	Anita Curtis will restart her popular Develop your Skills & Broaden your Game series in early February. See website for more details .
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♦ Beginner Bridge Lessons

Do you know anybody who may be interested in learning to play bridge? Our first 6 week face-to-face beginner course began on Tues Jan 31st. New players may join in Week 2 if they have played 500 or another similar game before.

Online lessons begin February 27. Players may watch the lessons live on Zoom or watch the recording when they have time. Practice is conducted live on our Realbridge platform. Please email for more details.
info@learnbridgeinsydney.com.au

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"I was worried about the technical stuff, but they helped me with everything."

"I have played with some lovely people, we have lots of laughs and real catch-ups over a coffee."


"Being able to replay the lessons has been a huge help when I've missed a week, or just want to watch it again".

"Everyone has encouraged us to have a go and not made us feel useless."


"I was a reluctant participant in the online course, but I have loved it!"

Contact Fiona

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 0407 698 786
www.learnbridgeinsydney.com.au

	Liz Wilkinson has begun the first F2F Beginners course, and will restart the " Build your Basic Skills " in late Feb/Mar as a follow-on course.
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♦ PO – Encouraging Duck

 <i>Pat O'Connor</i>	<p>Ducking to preserve Communications.</p> <p>It is from my book "<i>Demystifying Defense</i>".</p>
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We are sitting East. Our hand is.

♠ AK975 ♥ 87 ♦ Q64 ♣ 864.

Standard Bidding			
West	North (D)	You	South
	1♦	1♠	3NT
All Pass			
Bidding Notes			
1♦	4+♦, opening Hand		
1♠	5+♠, Overcall		
3NT	To Play		

North opens 1♦ and we overcall 1♠. South shows his disdain for this interference and bids 3NT, which finishes the auction. Partner leads the ♠T and dummy comes down.

Partner Leads Ts	North (D)	You
	♠ J83	
	♥ AJ	
	♦ AT95	
	♣ QJT9	
		♠ AK975
		♥ 87
		♦ Q64
		♣ 864

Dummy plays the ♠J. It's time to do some planning.

How many spades did partner start with?

The ♠T must be a doubleton or singleton. South's spade stopper looks like three or four to the queen because all the other honours are visible.

We can take the ♠A and ♠K and then clear the suit by knocking out declarer's ♠Q.

Should we do this?

If we do, the only possible entry to our winning spades is the ♦Q. This is rather

tenuous. If declarer has the ♦K he can keep us off lead.

What else can we do?

We can duck the opening lead, hoping that partner has a doubleton and not a singleton. This way, whichever defender gets in can continue spades. This is much better because we leave communication open between us and partner.

What card do we play?

We play the encouraging ♠9 to keep partner informed that we are still interested in the suit.

- T1 Partner leads ♠T, North Covers ♠J, we **duck & encourage with the ♠9**, and Declarer follows with the ♠4. The ♠J winning in dummy.
- T2 Dummy then leads the ♣Q for a finesse and Partner wins with the ♣K.
- T3 Partner continues with the ♠2 and we take our four spade tricks to defeat the contract.

The Full Deal

West	North (D)	East
	♠ J83	
	♥ AJ	
	♦ AT95	
	♣ QJT9	
♠ T2		♠ AK975
♥ T96543		♥ 87
♦ J7		♦ Q64
♣ K72		♣ 864
3NT/S Lead T♠	South	Vul Nil Dir: North
	♠ Q64	
	♥ KQ2	
	♦ K832	
	♣ A53	

If the spades had been cleared, declarer could easily have kept East off lead by leading the ♦T and/or the ♣Q from dummy and finessing against East. This way the contract could not be defeated.

Post Mortem

The theme here is ducking to preserve communication between defenders.

♦ AG– Declarer Play.



Audrey Grant

Better Bridge

Audrey Grant is a noted bridge author and teacher. She is a member of the ACBL and Canadian Bridge Federation Hall of Fame.

Declarer Play

When dummy comes down, it is important for declarer to make a plan, before playing to the first trick. Use the ABCs of declarer play to help you.

The first step is to **Assess the Situation**—count the number of winners or losers you have and compare the total to the number of winners you need or losers you can afford. When you need to establish extra winners or eliminate losers, move to the second step, **Browse Declarer's Checklist**, for the various techniques. The final step is to **Consider the Order**, deciding how to put it all together. In this step, there are several considerations, including: drawing trump, managing entries, watching out for the opponents, taking losses early, and combining chances.

As declarer (South), take a look at the following deal and apply the principles.

North (D)		Standard Bidding			
		West	North (D)	East	South
♠ A4			1♦	Pass	1♥
♥ J7		Pass	2♣	Pass	2NT
♦ KQJ93		Pass	3NT	All Pass	
♣ A652					
South		Bidding Notes			
		1♦	4+♦, opening Hand		
♠ QT5		1♥	4+♥, 6+HCP		
♥ A843		2♣	min 4♣/4♦		
♦ T52		2NT	Invite Values 11/12 hcp		
♣ KQ8		3NT	To Play		

Make a Plan

T1 West leads the ♠2 against your 3NT contract.

You will need to take nine tricks. What's your plan?

In a notrump contract, begin by counting sure winners. You start with one sure spade winner, one sure heart winner, three sure club winners, and no sure diamond winners because the opponents hold the ♦A. That's a total of five sure winners, and you need four more.

Where could the additional tricks be developed?

1. The opening spade lead presents an additional potential trick in the suit. If West holds the ♠K, you can win with the ♠Q in hand. If East holds the ♠K, your ♠Q will be promoted to a winner.
2. There is a potential for a fourth club trick if the opponents' six clubs divide 3-3.
3. Four tricks can be established in the diamond suit. You can promote the suit by driving out the ♦A.

With several options to promote tricks, this looks pretty straightforward. In fact, you might take 10 or 11 tricks on this deal. Let's consider the possible play.

West has led the ♠2. Let's suppose you decide to establish a second spade trick by playing low from dummy. You play the ♠4. East wins the ♠K, establishing the ♠Q as a winner.

However, this leaves you open to a dangerous shift to the ♥K by East. Your lack of sufficient strength in the heart suit would allow the opponents to take three or more heart tricks plus the ♦A! In fact, that's what happened.

After winning the ♠K, East shifted to the ♥K allowing E-W to take three heart tricks and the ♦A — a total of five tricks — leaving declarer down one.

It looked there were more than enough tricks. What went wrong?

Consider the Dangers

There are enough potential winners to make the contract — *but only if you watch out for the opponents*. You must avoid the danger of letting the opponents establish and take five winners before taking your nine.

Hearts is your weak suit. Without enough

length and strength in the suit, once you're forced to play the ♥A, the opponents can establish heart winners and defeat the contract.

How can you make sure the opponents cannot switch to hearts effectively? Win the ♠A at trick one!

By winning the first trick, you can avoid the danger of a heart shift by opponents. However, doing so might allow the opponents to take spade tricks. After the ♠A is gone, you only have the ♠QT. If East holds the ♦A, a further spade lead would trap your ♠QT and result in losing several spade tricks if West has the ♠KJ.

However, the heart suit is the greater danger. If East wins the ♠K and switches to hearts, you might lose five or more tricks.

If you win the first trick with the ♠A, the opponents should be able to take at most three spade tricks plus the ♦A. How can, you be sure?

Use the Clue

The clue is in the opening lead. Assuming West's lead is fourth highest, the ♠2 is the lowest spade, West presumably started with exactly four spades.

Eight spades are missing. If West has four, East also has four. After the ♠A is taken, the opponents will be able to take no more than three spade tricks plus the ♦A.

You can afford to lose four tricks, so the contract should be secure if you win the ♠A at trick one.

Recommended Play

With this strategy in mind, plan the play.

- T1 West leads the ♠2. You win the opening lead with the ♠A.
- T2 Next, develop the diamond suit by playing a low diamond from dummy to the ♦T. When East wins the ♦A,
- T3 East then leads a spade through your ♠QT. As you expected, West wins three spade tricks.

After that, it doesn't matter what West leads. You have the ♥A, three club winners, and the

diamond tricks. Your 3NT contract is safe! The full deal:

	North (D)	
	♠ A4	
West	♥ J7	East
♠ J982	♦ KQJ93	♠ K763
♥ 652	♣ A652	♥ KQT9
♦ 84		♦ A76
♣ J974	South	♣ T3
	♠ QT5	
3NT/S	♥ A843	Vul EW
Lead 2♠	♦ T52	Dir: North
	♣ KQ8	

Summary

Often, you can guarantee an extra trick or two in the suit of the opening lead by giving the opponents the chance to win the first trick. However, it is not always safe to do so. You must consider the dangers.

On this deal, playing low from dummy ensured a second trick in spades but put the contract at risk. East could win the first trick and shift to hearts.


Sometimes, it is safer to take the first trick, even if it might sacrifice a trick in the suit. In this deal, it was safer to lose spade tricks than heart tricks.

Analysing the opening lead is the key. West's ♠2 lead meant the opponents could take at most three spade tricks. In contrast, playing low from dummy risked losing the ♠K, ♦A, and three or more heart tricks.

Next time you are declarer, make a plan and follow the ABCs of declarer play. You will be rewarded with your careful considerations.

♦ Bridge Puzzle 13.

Solution: **Challenge Hand 1 (Play)**

		This article was derived from Bridgefeed, Puzzle This “no 13”			
North		Std Bidding			
♠ KJ3	West	North	East	South (D)	
♥ AKJ				1♦	
♦ KJ863	Pass	2♦	Pass	2NT	
♣ J3	Pass	3♦	Pass	5♦	
	All pass				
South (D)	Bidding Notes				
♠ AT2	1♦	4♦, opening			
♥ QT4	2♦	4+♦, GF (Inverted)			
♦ A9542	2NT	Stoppers in Majors			
♣ Q5	3♦	5♦, Club worry			
	5♦	To Play, I have 5♦ too!			

As South, you are declarer in 5♦.

T1 West leads the ♥9.

First, how do you play trumps?

Second, assuming you have no trump losers, what do you do next?

View Solution

T1 West leads the ♥9. You win ♥K.

T2 With this particular trump holding, you will lose a trump trick only if East started with all three missing diamonds. So, you begin by playing the ♦A.

If both follow, a second trump to the king draws the last trump. If, as in the diagram, East shows out on the first round, you can take the marked diamond finesse to extract all of West's trumps.

You have two certain club losers and a possible loser in spades. If you can work out which opponent to finesse for the ♠Q, you can make your contract, but there's a better way to play: Make the opponents take the finesse for you.

T1 West leads the ♥9. You win ♥K.

T2 Cash ♦A.

T3 finesse ♦J

T4 Cash ♦K drawing trumps

T5/6 Cash the two high of hearts, eliminating that suit. T

T7/8 Then play a club. The defence can win and cash a second club,

T9 But they must then play a spade for you, picking up the suit, or give you a ruff and a sluff, allowing you to avoid a spade loser.

	North	
	♠ KJ3	
	♥ AKJ	
	♦ KJ863	
	♣ J3	
West	South (D)	East
♠ Q765	♠ AT2	♠ 984
♥ 98	♥ QT4	♥ 76532
♦ QT7	♦ A9542	♦ -
♣ KT86	♣ Q5	♣ A9742
5♦/S Lead ♥9		Vul All Dir: S

♦ Bridge Puzzle 14

		This article was derived from Bridgefeed, Puzzle This "no 14"
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North	Std Bidding			
♠ T8	West	North	East	South (D)
♥ AQ52				1♦
♦ K652	Pass	1♥	Pass	1NT
♣ K62	Pass	3NT		
South (D)	Bidding Notes			
♠ AQ	1♦	4♦, opening		
♥ K3	1♥	4+♥, 6+hcp		
♦ QT984	1NT	Flat Bal (bit off shape, ♠ OK)		
♣ A543	3NT	To play		

In a team game, Overtricks mean very little, whilst making your contract is paramount!

T1 West leads the ♥T against your 3NT. What's your plan?

Solution

You started with six top tricks:

$$1\spadesuit + 3\heartsuit + 2\clubsuit = 6$$

Therefore, you need **three diamond tricks**.

The important thing to recognize on this deal is that you need to **keep East off lead**. If, say, you win the opening lead in hand, with the ♥K, and play a diamond to dummy's king, it's possible East will win the ♦A. If that happens, he will surely play a spade through your tenace before you're ready for him to do so. If the spade finesse loses and diamonds don't behave, the contract will fail.

So, the best way to tackle diamonds is to play a low one from dummy and insert the **♦T**. Even if that loses to the **♦J**, you're safe because West can't attack spades from his side of the table.

If you're going to play diamonds this way, however, you should win the opening lead in dummy ♥Q. It may seem wrong not to win the opening lead in the short hand but keeping the dangerous opponent off lead is more important.

T1 West leads the ♥T against your 3NT, win ♥Q.

T2 Dummy leads **♦2** finessing **♦T**, losing **♦J**,

But your contract is safe

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◆ JF – Hand Analysis



Julian Foster (many times NSW representative) analysing (bidding & play) on an interesting hand from a club session. Sourced SBC Wisdom articles.

Minimum Hands

[illegible]

This Board in a club level game, shows an example of card reading and counting as well as a few bidding points.

West	North	East (D)	South
		Pass	Pass
Pass	?		

The auction will most likely start with 3 passes. West does have 11 points in 3rd seat so they might choose to dredge up an opening bid but there isn't much going for it:

- a) West have a very balanced hand.
- b) West has poor intermediate cards.
- c) West have no suit they particularly want to indicate as a good lead for partner.

West would pass. If West does pass, then North has the choice whether to pass the hand out, or not.

In the pass out seat there is a “rule” that I have found to be surprisingly useful in bridge in helping to decide whether to open or not. It is called the “**Rule of 15**” and basically says add your high card points to the **number of spades** you hold. If that is at least 15 then go ahead and open. You might think that is very strange. However, what it is trying to do is evaluate just how useful the spade suit is in likely competition.

You might find that you open a 1354 13-point hand 1♦ and suddenly hear the auction going

1♦, 1♠, X, 2♣ back to you or something.

Because the opponents have the spade suit, they can outbid you at the same level. So, the more spades you have the better your hand actually is as the less chance of this competition happening!

Of all the “rules” I have come across in bridge this is actually the one I have probably found to be the most reliable to follow. Here we would add our 13 points to our 3 spades, reach **16 and open**.

What we open is sometimes a matter of system agreement – either 1♣ or 1♦. If your system allows you a choice though, you should choose 1♦ as it suggests a good lead to partner.

West	North	East (D)	South
		Pass	Pass
Pass	1♦	1♥	?

East, having already passed, might now decide to overcall 1♥ to get in the way. Although the suit is poor, he does have a 3514 shape which is usually good.

South's bid probably now also depends on system agreement. After 1m (1♥) some players agree that X shows exactly 4 spades and bidding 1♠ shows 5+. Others just bid 1♠ with 4+ spades and use double as a hand without 4 spades. As usual there are good and bad hands for both methods, and it really doesn't matter much as long as you and your partner agree!

West	North	East (D)	South
		Pass	Pass
Pass	1♦	1♥	X
2♥	All Pass		

South will bid whatever shows 4 spades, West will probably raise to 2♥ and that will be that (North has hearts and will be happy to defend, East will be relieved to have found a fit, South has a pretty minimum hand and, being vulnerable, is unlikely to bid again especially as game all vulnerability is the least attractive at which to compete

So, 2♥ by East is quite a likely final contract.

What would South lead? Personally, I would lead the ♦J almost regardless of what partner opened. It is extremely likely to be safe (an important consideration at matchpoints pairs where you don't want to give cheap tricks away). Also, because we only have 1 trump there's a fair chance partner has 4. Leading a long suit might allow us to later “force” declarer to trump and promote trump tricks for partner.

However, we'll come back to the ♦J lead.

But let's suppose North had opened 1♣ and South, therefore led a club which happened at a few tables. The play is likely to go ♠74JA. When East (declarer) leads a trump south's ♥A will win. At this stage South should probably switch to diamonds ♦J and declarer will be forced to trump the second diamond.

East will play more trumps but after North wins the ♥K he can play a 3rd diamond forcing East to trump again. This will leave North with 2 trumps and EW with 1 trump each. Declarer has “lost control” of the trumps. Usually that is a very bad thing to happen but here, surprisingly, it doesn't matter so much – mainly because there is no long suit the defence can take any winners in.

We still have control of all the suits and West's ♦Q is a winner. So, if declarer finds the ♠Q, they will score 3 spades, 1 top ♥ (the ♥J), 2 diamond ruffs in East, and ♣AK – i.e., 8 tricks. You might think it's a guess who has the ♠Q but in fact declarer can work out almost for certain that South holds it (see advanced section). And they can actually end up with 9 tricks (again see advanced section)!

Let's return to an opening ♦J lead. Declarer should never cover with the □Q – that cannot possibly promote any tricks. Here, in fact, by not covering, eventually the ♦Q becomes a winner because North only has 3 the ♦AK7. So, declarer will ruff the 2nd round of diamonds and lead a trump. The ♥A appears and the defence force declarer again. That leaves declarer with 2 trumps in each hand. If they play another trump now, North will win and play a 4th round which removes all of declarer's. One again though, if declarer can find that ♠Q he can score 9 tricks.

Has anyone noticed that, despite what I said earlier, the “rule of 15” hasn’t actually served North so well this time! They could have passed the hand out and scored 0 – instead they might be scoring **-140!**

Key points to note.

- The “rule of 15” (high card points + number of spades) is a surprisingly accurate way of evaluating whether to open in 4th seat or pass the hand out.
- When you have a choice of opening bids, pick the one that will help partner with the lead.
- If you suspect trumps are breaking badly for declarer leading a long suit may help force declarer to trump and later lose control.
- What someone did NOT do in the auction is just as important as what they DID do. That information can be critical to deciding how to play a hand – see advanced section.

More advanced

If we take up the play at the point, we had reached earlier after an original club lead the hands now look like this with declarer on lead:

North: ♠986 ♥T7 ♦A- ♣Q2
West: ♠AT5 ♥8 ♦Q ♣K9 East: ♠KJ7 ♥J ♦- ♣T53
South: ♠Q43 ♥- ♦98 ♣86

Declarer tries to draw trumps with the ♥J and that leaves just one trump with North. Now declarer needs to find the ♠Q. How do they do that? By counting!

There are 3 things you may need to count in bridge – **shape, points and tricks**. Each (or all 3) can be vital knowledge. Here it happens to be points. Let’s look at what we have seen North play.

After a high club lead it looks like North has ♠QJ. We have seen the ♦AK, we have also seen the ♥K and we know for sure he has exactly 4 hearts (because South showed out on the 2nd round). Add those points up and it comes to 13. But he also seems to have a balanced hand. Therefore, if he had had the ♠Q he would have had 15 points. Surely, he would have opened 1NT?

The fact that he DID NOT open 1NT should therefore tell us the ♠Q is with South! If we play 3 rounds of spades ending with West, we will come down to this 3-card end position:

North: ♠- ♥T ♦- ♣Q2
West: ♠- ♥- ♦Q ♣K9 East: ♠- ♥- ♦- ♣T53
South: ♠- ♥- ♦9 ♣86

If West now leads his winning ♦Q what can North do? If they ruff it, they have to lead away from their ♣Q2 and our 9 will score. If they don’t ruff, they have to discard the ♣2. Now we cash the ♣K. Either way we only lose 1 more trick to go with the ♥J, and ♣AK – making 9.

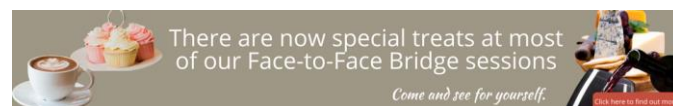
Finally let’s return to the ♦J lead to start with. It’s not as easy for declarer this time because they have not “seen” any of the club suit. That means they don’t know where the ♣Q and ♣J are – hence they cannot draw the same inference about points that we could above (North could have ♠Q and South the ♣Q). Therefore, it is much more of a guess where the ♠Q is – but you may well get it right anyway simply because South showed spades in the auction and North didn’t. If you do get it right you can end up with 9 tricks in a similar way to above – North will basically end up having to lead from his ♣QJ2 which lets declarer take 3 club tricks, 2 diamond ruff, 1 heart and 3 spades.

Julian Foster (many times NSW representative)



Summary

Come and join us at **East Lindfield** or **The Willis** for Coffee, Cake and Bridge or Cheese, Biscuits and Bridge, we have been hermits since our COVID lockdowns, let’s get out, play some bridge and socialise.




◆ Restricted <300 MP Competition Opportunities

1. The NSBC online Swiss Pairs will run with a separate section for restricted pairs. The Late January Australia Day Weekend was a great success with 12 Tables Completing
2. The Stratified Pairs in March, is a competition covering all Saturdays and provides a graded winners in several categories
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RESTRICTED ONLINE SWISS PAIRS
○○○○○○○○○
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LUNCH 1 – 1:30


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