

HAND # 1

♠ 6543
♥ 864
♦ KQJ
♣ 865

S	N
2♣	2♦
2♠	3♠
4♣	4♠

Opening lead by West: ♥A

♠ AKQJ102
♥ 107
♦ A
♣ AJ43

HAND # 2

♠ 543
♥ J9
♦ J105
♣ Q8542

Bidding left to your imagination:
You are in 6♥ (South)

Opening lead by West: ♦9

♠ AQJ
♥ AKQ432
♦ AKQ
♣ 7

HAND # 3

♠ 8765
♥ 104
♦ 9765
♣ AKQ

Contract is 4♥ (South)
EW did not bid.

Opening lead by West: ♠Q

♠ A92
♥ AKQ632
♦ A842
♣ ---

HAND # 4

♠ Q
♥ A10862
♦ AKQJ2
♣ KJ

N	S
1♥	1♠
3♦	3NT

West leads ♣6

♠ K1064
♥ 3
♦ 765
♣ A5432

HAND # 5

♠ 72
♥ K
♦ K43
♣ AKQJ983

N	S
1♣	1♠
3♣	3NT

Op lead by West: ♥J

♠ J943
♥ AQ5
♦ Q1065
♣ 74

HAND # 6

♠ ----
♥ K10965
♦ KQJ10
♣ AK73

S	W	N	E
1♠	P	2♥	P
3♠	P	4♣	P
4NT	P	5♦	P
6♠	P	P	DBL*
P	P	P	

Op lead by West: ♣Q

♠ AKQJ1098
♥ 7432
♦ A
♣ 2

* Note that East's double of 6♠ is lead directing and calls for the lead of a heart by West.

"MY KINGDOM FOR AN ENTRY!"

PRACTICE HANDS SEE ATTACHED # 1-6

By Barbara Seagram

With hands from Eddie Kantar

HAND # 1

West has led the ♥A, followed by the ♥K and then the ♥Q. You have counted three potential club losers and two heart losers. Since you are powerless to do anything about the heart losers, you must find a home for the club losers or you are toast.

Behold the extra diamond winners in the dummy. BUT how can we ever get there??

With four trumps in dummy, if you remember to not play too quickly at trick # 3, then you will have saved the ♠2 and this will get you over to dummy's ♠6 or 5 after you have unblocked the ♦A. On the ♦KQ, you will be able to pitch the ♣4 and 3.

DON'T PLAY TOO QUICKLY AT TRICK # 1.

HAND # 2

West has led the ♦9. You have no choice but to win this in your hand as declarer (South). You have a club loser and a potential spade loser. Please remember that for the rest of your career, you will be playing against bridge players, not friends and relatives, so do not consider leading the ♣7 now and hope that your left-hand opponent (LHO) will now lead back a spade. It simply will not happen. There is good news and bad news on this deal. The good news is that the ♠K is in the East hand, the bad news is that the ♠K will not fall on the second round of spades if you get over to dummy once to do the finesse.

At trick # 2, you must cross over to dummy by leading a small heart to the 9♥ in dummy saying a prayer and crossing the fingers of your right hand. If it wins, you can now do the spade finesse (keep praying). It wins. You can now cross to dummy again on the ♥J and lead another spade and finesse again. It wins again. Now draw more trumps and graciously concede a club at the end of the play, making 6♥.

HAND # 3

After the opening lead of the ♠Q by West, you have five potential losers. You do have some extra winners in the dummy. If your opponent had been a good human being, he would have led a club for you instead of a spade. Oh well. You cannot readily see any entries in dummy but you must create one. At trick # 2, you lead a small heart from declarer's hand toward dummy's ♥10. Don't forget to cross your fingers and pray again! If West has the ♥J, then you will ultimately get to dummy with the ♥10 and will be able to throw away your losing diamonds on dummy's magnificent club suit.

HAND # 4

When West leads the ♣6, you can count your winners. In notrump, we count sure winners...quick winners. Cards that will win WITHOUT losing the lead. You have one heart winner, it looks like five diamond winners (if things go well) and two sure club winners. Eight winners. You only need one more. Which suit will provide you with the extra winner that you require. Spades. You bet. IF YOU PLAY THE ♣J from dummy at trick # 1, and IF East now plays the ♣Q, you are in serious trouble. You will be forced to play the ♣A from declarer's hand now and your entry to the ♠K will be gone forever. You MUST play the ♣K at trick # 1 and then play the ♠Q knocking out the ♠Ace. Greed is a terrible thing.

HAND # 5

Opening lead ♥J by West. Count your sure winners. It looks like 10 winners. Three heart winners and seven club winners. If you win the first trick in dummy with the ♥K, and then attack the diamond suit, East will quickly win her ♦Ace and East-West will now take four spade tricks. Down one. You must win the first trick in declarer's hand with the ♥A, overtaking dummy's ♥K and then take your tricks and run (in the club suit). Tough to do but essential because of your ghastly holding in the spade suit.

HAND # 6

What is this all about anyway?? East doubled the ♠6 slam. This is a special double by East (the double of a slam) which calls for the lead of dummy's first bid suit. *"Please lead a heart" said East to West.* West led the ♣Q.

Aha, so clearly West had no hearts. (Always assume that your opponents know what they are doing!) Lucky for South if West had no hearts. South has four potential heart losers. Now what?

You win trick one with the ♣A (or king). If you now play the ♦10 to the ♦A, you will be banished from dummy forever.

This hand calls for drastic action. You must play the ♣A at trick # 1 and then the ♣K at trick 2, discarding the ♦A from your hand since it is the one card that is causing you grief.

Now play the ♦K, Q, J, 10 from dummy, discarding your four hearts. If everyone follows, you will make 7 doubled. Worse case scenario: You only make 6 doubled. Your partner will be so impressed!

TAKE MORE TRICKS AS DECLARER

A mini-summary of what to think about as the dummy comes down! in a trump suit contract

After the opening lead has been made and dummy comes down, declarer must now count losers in **declarer's hand**. (**Dummy** never has any losers.) Declarer must look at the dummy to see how dummy can help him/her with losers in terms of high cards only, **not** in terms of singletons and voids, etc: (for now). In trump suit contracts, we count losers. (In notrump contracts, we count sure winners.)

We are actually counting **potential losers**. When in doubt about whether a card is a loser or not, call it a loser. You must make a plan. If you just play cards and don't make a plan, you will never be a star as declarer.

DISPOSING OF LOSERS

Usually the first thing declarer does is to draw trumps, taking the trumps away from his opponents so that they cannot use their trump to ruff declarer's & dummy's high cards. However, we **do not draw trumps** when we need to have trumps in dummy to ruff losers from declarer's hand over in the dummy.

There are five main ways of disposing of losers:

1. RUFFING LOSERS FROM DECLARER'S HAND WITH DUMMY'S TRUMP (This is the commonest way of disposing of losers)

Dummy	Hearts(trump)	Diamonds	
	5	2	
	3		
	2		
Declarer		A	You counted two losers but you can now reduce your losers by creating
		5	a void in the Dummy in this suit (diamonds) & ruffing your two losing
		4	diamonds from declarer's hand with dummy's trumps (hearts)

2. DO WE HAVE EXTRA WINNERS IN DUMMY?

Dummy	Clubs	Diamonds	
	A	9	
	K	5	
	Q	2	
Declarer	4	6	You can throw away two diamond losers on extra club winners
		3	in the dummy

Note that when you have immediate losers and no ace of trumps, you may have to delay drawing trumps until you have disposed of a loser or two on your extra winners.

3. DO WE HAVE EXTRA WINNERS IN DECLARER'S HAND?

Dummy	Hearts	Diamonds	Clubs	
	9	4	4	1. Play ♣A
		3	2	2. Play ♣K
		2		3. Play ♣Q throwing
				away the ♦2 from dummy
Declarer		A	A	4. Play ♦A
		K	K	5. Play ♦K
		5	Q	6. Trump the ♦5 in dummy with ♥9
		1 loser		(Hearts are trump)

4. LONG SUIT ESTABLISHMENT:

Can we set up a long suit in dummy or in declarer's hand to provide extra tricks?

Dummy	Clubs	A
		K
		5
		4
		3
Declarer		6
		2

Most of the time, the missing six cards in this suit will divide 4 - 2.

Play ace and the king of this long suit and then ruff a small club in declarer's hand.

Cross over to dummy and trump another club in declarer's hand.

Now the fifth club in dummy is now high (it is the 13th card) and will provide a parking place for a loser from declarer's hand.

CAUTION: Make sure that dummy has enough entries for this project to be successful. Often you will find that dummy's trumps may be the only entries to dummy and thus you may not be able to pull trumps first. Watch out for this.

5. FINESSING:

A finesse is an attempt to win a trick with a card that is not as high as one held by the opponents.

Dummy	A	A
	Q	Q
	5	10
		9
		5
Declarer	4	J
	3	3
	2	2

You have two potential losers.

To finesse here, lead the jack (only because your side owns the "next door neighbors").

You will note therefore that after dummy comes down, it is imperative to count your losers and then decide how many extra losers you have in excess of what you can afford. (You will usually have too many losers.) You must now play detective and decide which of the above method(s) you must employ in order to make the contract. Decide what your project will be and then decide if it is safe to pull trumps now or later.