

**Board 1**  
 North Deals  
 None Vul

Keeping Parity

♠ A K Q 3

♥ 6 4 3

♦ K 5 2

♣ A 7 6

♠ J 9 7 5

♥ A 5

♦ 10 7

♣ J 9 5 3 2



♠ 8 6

♥ 10 9 8 7 2

♦ J 9 6 4

♣ 8 4

♠ 10 4 2

♥ K Q J

♦ A Q 8 3

♣ K Q 10

*West*

*North*

*East*

*South*

1 NT

Pass

6 NT

All pass

6 N by North

**Auction Commentary:** After the 15-17 opening call by North, South does the math. The rule is that 6 NT requires 33 HCP. If partner only has 15HCP with the 1 NT opener, then South needs the rest -- 18. There are 17 HCP in the hand, and 10's are generally worth 1/2 point each... that's enough to try for the slam.

**Opening Lead:** ♥ 10 - denies the ♥ J, and is supported at least by the ♥ 9

**Planning the Defense:** When the opponents are in a slam, the Defenders aren't usually blessed with a bunch of high cards. But they each have a very important job! Defenders must take responsibility for guarding the suits they can see, in order to prevent Declarer from making the contract. Once the Dummy is faced, East sees that they must guard ♦s: pitching ♦s would allow the Declarer to easily win 4 ♦ tricks. (East's ♥s have now become secondary!) West must watch out for both the ♠s and the ♣s. West needs to carefully watch the cards that partner and declarer play, to determine which suits to guard.

This is not so easy .... good luck!

**Board 4**  
West Deals  
Both Vul

Keeping Parity

♠ 10 8 7 6 3 2

♥ 7 4

♦ J 9 4 3

♣ J

♠ J 4

♥ A K Q 6

♦ A K Q 7

♣ A K 3



♠ A 9 5

♥ 9 5 3 2

♦ 8 2

♣ 10 9 7 2

♠ K Q

♥ J 10 8

♦ 10 6 5

♣ Q 8 6 5 4

*West*

*North*

*East*

*South*

2 ♣

Pass

2 ♦

Pass

3 NT

All pass

3 NT by West

**Auction Commentary:** When opener starts the auction with 2♣, and the rebid is some amount of NT, it's very descriptive. Opener has a balanced hand, and with the opponents passing:

2♣ - 2♦ - 2NT = 22-24 HCP

2♣ - 2♦ - 3NT = **25**-27 HCP

2♣ - 2♦ - 4NT = 28-30 HCP ... and on it goes, by 3's. So responder adds **25** HCP + the 4 HCP in hand, and settles for 3NT.

**Opening Lead:** ♠ 8 (the top of the break in the suit)


**Defenders' Bridge Tip:** When you see a doubleton in the dummy, the chances are high that Declarer holds a 4-card suit. So the Defender with 4 pieces should never discard a ♦. You will prevent an overtrick this way!

**Planning the Defense:** 3rd hand plays the lowest of touching honors on the first trick -- ♠ Q, and returns the ♠ K to unblock the suit. South must keep parity with Dummy's ♣ suit, and hold on to 4 ♣s.

Keeping parity prevents overtricks. Declarer will make 1 ♠ trick, 4 ♥s, 3 ♦s and 2 ♣s for 10 tricks. And if North pitches a ♦, there sets up Declarer's 11th trick!

**Board 6**  
 East Deals  
 E-W Vul

Keeping Parity

♠ K Q 6 ♥ K 8 5 ♦ A Q 9 5 ♣ K J 8		♠ 8 7 4 ♥ A Q 6 ♦ K 8 4 ♣ A Q 10 4	♠ A 5 ♥ J 10 7 4 ♦ J 10 7 6 ♣ 7 6 5  ♠ J 10 9 3 2 ♥ 9 3 2 ♦ 3 2 ♣ 9 3 2
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
6 NT	All pass		
6 NT by East			

**Auction Commentary:** With 33 HCP required for a small NT slam, responder does the math and gets to 6 NT.

**Opening Lead:** ♠ J (top of the sequence)

**Planning the Play:** After West covers the ♠ J with an honor, North takes the ♠ A and returns their other ♠. Declarer cannot afford to lose any more tricks. There are 3 top ♥s, and 3 top ♦s, and 4 ♣s -- that's 11 tricks, and the 12th needs to come from length in ♦s. Declarer hopes that the ♦s break 3/3 and the 13th ♦ will be in Dummy, ripe for the picking.


And if they didn't break 3/3, Declarer hopes that the defender with 4 pieces hasn't yet taken this Keeping Parity lesson!

**Planning the Defense:** On the 4th ♣ trick, South discards a small ♠, and Declarer does, too. The Defenders need to guard the length in the Dummy. Now North has a problem, because they have 4 pieces in both the red suits. North's best guess is the ♦ suit, because that's a definite 4-card holding in Dummy. North will guard the ♦s, retaining the ♦J, and never to pitch a ♦ so that the ♦J is high on the 4th round to defeat the contract.

**Takeaway:** When you have two 4-card suits against NT, it's difficult to decide which suit to keep. You need to hold what you see in the Dummy -- it's the best "educated guess" option available to you. At least over dinner later, you can defend your position to partner, even if the ♥s turned out to be the important suit. ;) )

**Board 11**  
 South Deals  
 None Vul

Keeping Parity

<p>♠ J 4          ♥ K J 8 6 3          ♦ 9 5 2          ♣ A 3 2</p>		<p>♠ A 6          ♥ 9 7 4          ♦ K Q 10 7          ♣ K Q 9 8</p>	<p>♠ 10 8 3 2          ♥ Q 2          ♦ 6 4 3          ♣ J 10 6 5</p>
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♠ K Q 9 7 5  
 ♥ A 10 5  
 ♦ A J 8  
 ♣ 7 4

West	North	East	South
			1 ♠
Pass	2 ♣	Pass	2 NT
Pass	3 NT	All pass	
	3 N by South		

**Auction Commentary:** When South rebids 2 NT, showing at most 14 HCP and otherwise balanced, North bids game.

**Opening Lead:** ♥ 6

**Planning the Play:** Counting winners in NT, South sees 3 ♠s, 1 ♥, 4 ♦s and 1 ♣ -- (or 2 ♣s if the ♣ A is onside). Piece of cake, right? And heck, if the ♠s are 3/3, another overtrick. Declarer ducks the first 2 ♥ tricks and wins the ♥ A on trick 3.

**Planning the Defense:** When Declarer starts running ♦s, on the 4th ♦ trick East needs to decide which black suit to keep. Use all the information available -- looking at Dummy won't tell you much, but the AUCTION will. Remembering that South opened 1 ♠, East must keep all 4 ♠s, and pitch a ♣ here. The contract is defeated by listening to the bidding!

**Ancillary Defense Point:** On the 3rd ♥, defender will send out a suit preference signal ♥ K - ♥ 8 - ♥ 3 -- the ♥ 3 shows an entry in the lower of the two remaining suits. The ♥ K would show the entry in the higher of the two remaining suits. The ♥ 8 shows a preference for the middle ranking suit. You must watch the signals by partner.