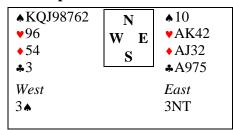


Lesson 45 Examples

The Importance of Communication

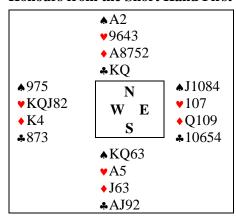


West opens a vulnerable pre-emptive 3. East bids 3NT because "I have all the other suits"

West has described his hand and makes a trusting, disciplined pass 3NT is hopeless – East makes just 4 tricks because *there is no entry to the West hand* for those lovely spades. Compare this with a 4. contract. You can easily reach the West hand by ruffing clubs.

4. makes 11 easy tricks, and that is what East should bid

Honours from the Short Hand First



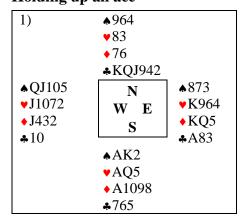
South plays in 3NT and West leads ♥K

You can count 9 Sure Tricks: 3 spades, 1 heart, 1 diamond, 4 clubs So you win ♥A and start to cash your winners.

Suppose you cash AA, an honour from the short hand, then the other spades. Now you cash KQ – and... how do you get to the South hand for the other club winners?

It is important to cash <u>all</u> the honours in the <u>short hand</u>, ♣KQ, then ♠A. That solves your communication problems

Holding up an ace



South plays in 3NT, and West leads ♠Q.

There are just 4 Sure Tricks, 2 in spades, 1 in hearts, 1 in diamonds Declarer hopes to develop 5 extra tricks in clubs

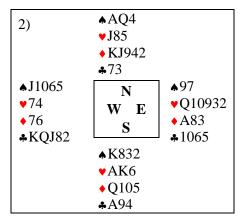
He wins trick one with the ace of spades and plays a club to the king What should East do?

If he wins this trick South will make 9 tricks – so he *ducks* his ace South naturally continues with another club – and *East ducks again* East has to win the third round of clubs – but now there is no entry to the North hand – **the communication is broken.**

East can see there is no outside entry to the North hand, so he should be in no hurry to take his ace

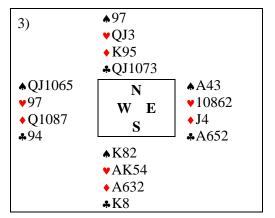


Lesson 45 Examples



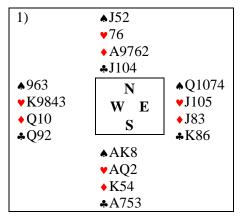
West leads &K, top of a sequence, against South's 3NT There are 6 SureTricks, 3 spades, 2 hearts, 1 club. 4 more can be established in the Work Suit, diamonds. But the defence have attacked a weak spot: A is our only stopper. It is worth *holding it up* for 2 rounds to *cut the defenders' communication*.

When East wins ◆A he has no club left to lead.



This time West leads A, and East wins A. Now there are 6 Sure Tricks, and knocking out A will establish 4 more. (Remember to start with K, the honour in the short hand.) When East returns a spade at trick 2 South should *hold up* K till the third round. Then when East wins A he has no spade to lead.

Ducking to preserve communications



South plays in 3NT.

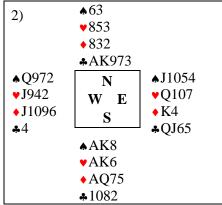
West leads •4, fourth highest of his longest and strongest There are 7 Sure Tricks: 2 spades, 2 hearts, 2 diamonds and 1 club East plays •10, (Third Hand plays <u>lower</u> of <u>touching high cards</u>), and South wins •Q.

He hopes to develop length tricks in the Work Suit, diamonds *But dummy has no entry outside diamonds*. The only way to reach dummy is with ◆A. So he needs to keep it to win the third round. Declarer leads ◆4 from hand and plays ◆2 from dummy − this is called *ducking a round of diamonds*

When he regains the lead he can cash ◆ K, then win the third round with ◆ A. Now there are two more length tricks to cash in dummy. Notice how cashing the king and ace first would establish the length tricks, but then there would be no way to reach them.

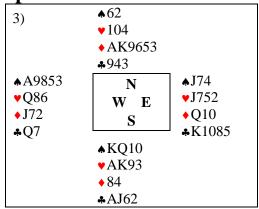


Lesson 45 Examples



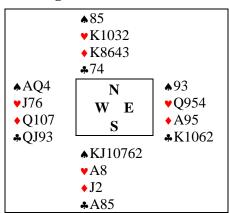
South opens 2NT and North raises to 3NT.

West leads ◆J, top of a sequence
There are 8 Sure Tricks, 2 in each suit
Declarer hopes to establish length tricks in clubs.
There are no entries to dummy outside the club suit
so he plays low cards from both hands on the first round.
He wins the return and plays another club – and when
West shows out he can duck again. There is just one
length trick – and an entry to cash it.



A thin 3NT! West leads ♠5 to ♠J and ♠Q, giving us 6 Sure Tricks. The best chance of more is length tricks in diamonds. There is no outside entry to dummy, so declarer <u>ducks</u> the first round. Now when the suit breaks 3-2 there are 5 diamond tricks, and an <u>entry</u> in ♠A to cash them.

Ducking in a suit contract



South plays in 2♠ and West leads ♣Q

Obviously South could win and return a club in the hope of ruffing a club in dummy (the short hand) later

But East could win the second round of clubs and lead a spade through, allowing West to play three rounds of trump.

That leaves South with six losers, 2 in trump, 2 in diamonds and 2 in clubs. It is better to *duck* the queen of clubs.

If West continues clubs you make sure of a ruff in dummy And if he puts East in with •A to lead a trump through you need not lose 2 diamonds. (In fact, you can establish <u>length tricks</u> by ruffing diamonds to discard your club losers)