



## Lesson 54 Examples

### An Example of how 'Tempo' can affect your play

♠103									
♥Q4									
♦Q1072									
♣AQJ85									
<table><tr><td>N</td><td></td><td></td></tr><tr><td>W</td><td>E</td><td></td></tr><tr><td></td><td>S</td><td></td></tr></table>	N			W	E			S	
N									
W	E								
	S								
♠AJ									
♥AKJ2									
♦KJ96									
♣743									

South plays in 3NT. West leads ♠5 and East produces ♠Q. There are 8 Sure Tricks and normally you would choose diamonds as the Work Suit. But here opponents have already established their spades and if you lose the lead they will cash at least 4 tricks. You must make 9 tricks *without losing the lead*, possible only if West has ♣K and clubs break 3-2. So win trick 1 (or2) with ♠A and play ♣3 to ♣Q. If that loses you are down, but if it wins cash all your hearts (start with ♥Q, the honour in the short hand and cash the rest because you have no re-entry to hand). Then play ♣4 to ♣J and take the rest of the clubs

### Holding Up with Two Stoppers

	♠ 743										
	♥ AK5										
	♦ QJ1062										
	♣ Q8										
♠ QJ1082	<table> <tr><td>N</td><td></td><td></td></tr> <tr><td>W</td><td>E</td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N			W	E			S		♠ 95
N											
W	E										
	S										
♥ 74		♥ J10862									
♦ K9		♦ A43									
♣ KJ63		♣ 754									
	♠ AK6										
	♥ Q93										
	♦ 875										
	♣ A1092										

South plays in 3NT and West leads ♠Q. There are 6 Sure Tricks and 3 more can be developed in diamonds (You might make 2 extra in clubs but that is not enough) If declarer wins the first spade and plays a diamond East wins ♦A and plays his second spade. South wins, but West's ♦K is an entry to cash his spades. See the difference if South *holds up* on the first round of spades. West continues spades and South wins. Now when East wins ♦A he has no spade left to play. West can win ♦K and clear spades but he has no quick entry. ***When you have to give up the lead twice you should hold up even with a double stopper***



## Lesson 54 Examples

### The Danger Hand

	♠96	
	♥K104	
	♦K753	
	♣AJ82	
♠Q10542	N	♠J83
♥Q83	W E	♥J765
♦A96	S	♦82
♣76		♣K943
	♠AK7	
	♥A92	
	♦QJ104	
	♣Q105	

South plays in 3NT. West leads ♠4, indicating a 4+card suit. There are 5 Sure Tricks, and 2 possible Work Suits, clubs and diamonds. Neither can produce 4 extra tricks: if you knock out ♦A you have 8 tricks, if you finesse clubs you have 8 if the finesse works, otherwise just 7. So you must play them both. You may have to give up the lead twice, so duck the first spade. East wins ♠J and returns ♠8 to your ♠A. The important cards are ♦A and ♣K.

If West has ♣K the defenders cannot make a club trick and the contract is in no danger. So assume that East has that card. If East also has ♦A he will win two tricks. When he wins his first trick he will play his last spade, and when he wins the other trick he has no spades left to lead.

But what if West has ♦A?

Now if you play clubs first East wins ♣K and plays his last spade. When you start diamonds West wins and cashes 2 spade winners for one down.

See what happens if instead you play diamonds first

West wins ♦A and plays his third spade.

When you tackle clubs East wins – but he has no spade left to lead. The West hand has the long spade suit, which makes him the ***danger hand***. You must try not to let him gain the lead when his suit is established. When you may have to lose the lead twice – ***attack the entry to the danger hand first***.

Here West can only gain the lead in diamonds, play them first

	♠-	
	♥K10	
	♦K75	
	♣AJ8	
♠105	N	♠-
♥Q83	W E	♥J765
♦A96	S	♦8
♣7		♣943
	♠-	
	♥A92	
	♦J104	
	♣105	

### Attacking the entry to the Danger Hand

	♠92	
	♥K74	
	♦Q1085	
	♣AQJ6	
♠Q10843	N	♠J76
♥965	W E	♥QJ83
♦K2	S	♦964
♣873		♣K52
	♠AK5	
	♥A102	
	♦AJ73	
	♣1094	

South plays in 3NT and West leads ♠4.

East plays ♠J, third hand high, and South wins the ace.

5 Sure Tricks, and two suits to develop for the other four.

There is a 75% chance that one finesse will work, but suppose they are both wrong? If you start with the club finesse East wins and continues spades. When the diamond finesse loses West has long spades to cash.

If instead you start with the diamond finesse West wins and continues spades. You can hold up ♠K till the third round.

Then when the club finesse loses East has no more spades to play. West is the ***danger hand***. He can only get on lead in diamonds.

**Attack the entry to the danger hand.** Play diamonds first



## Lesson 54 Examples

### The Danger Hand: Avoidance

		♠862
		♥AQ3
		♦KJ62
		♣K74
♠AQ943	N	♠105
♥J85	W E	♥10764
♦97	S	♦Q54
♣1098		♣QJ65
		♠KJ7
		♥K92
		♦A1083
		♣A32

South plays in 3NT and West leads ♠4.

East plays ♠10, third hand high, and South wins the jack.

This makes **East** the **danger hand**: if he gets on lead he will play a spade through South's ♠K7 and West will make 4 tricks.

But if West gets on lead ♠K7 is still a spade stopper.

South has 8 Sure Tricks, and looks for a ninth in diamonds.

He has a **two-way finesse** for ♦Q. He could play ♦A, then low to ♦J, or ♦K, then low to ♦10.

Which is best? Finesse into the safe hand: even if West wins

♦Q you have 9 tricks and the contract is in no danger

### The Danger Hand in a Suit Contract

		♠J4
		♥K932
		♦KJ1096
		♣64
♠KQ9832	N	♠1065
♥5	W E	♥Q106
♦753	S	♦84
♣AQ10		♣J9853
		♠A7
		♥AJ874
		♦AQ2
		♣K72

West	North	East	South
------	-------	------	-------

-	-	-	1♥
---	---	---	----

1♠	2♥	Pass	4♥
----	----	------	----

South plays in 4♥. West leads ♠K.

You win ♠A, and start hearts by playing ♥4 to ♥K.

Then you lead ♥2 from dummy and East plays ♥6.

Which heart do you play: ♥A or ♥J?

Following the advice "Eight ever, nine never" you would play ♥A

But here if East gets on lead he may play a club through your ♣K72, and you will lose a heart, a spade and two clubs.

If you play ♥J there is no danger even if West can win.

He cannot attack clubs without giving you a trick with ♣K.

He can cash ♠Q, but then has to let you on lead.

With trump drawn you can cash 5 diamonds, discarding 2 clubs.