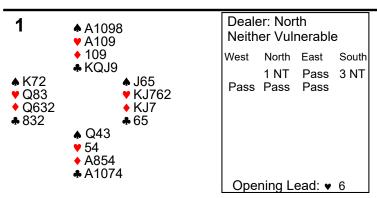
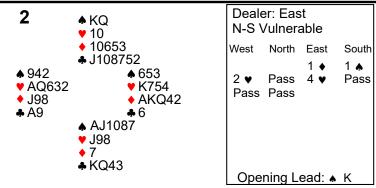
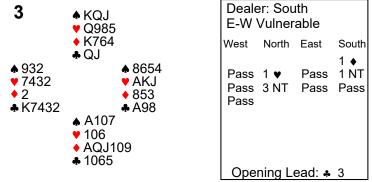
Hand Evaluation



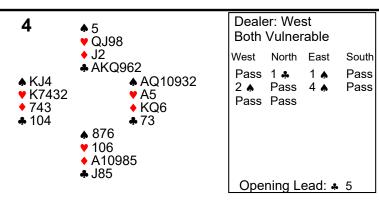
North upgrades to a 15-17 Notrump. On heart lead, declarer wins third round and then runs the \$10.



East upgrades (9-card fit) to raise to $4 \, \Psi$. South wins second spade and plays 4 rounds of spades for uppercut.

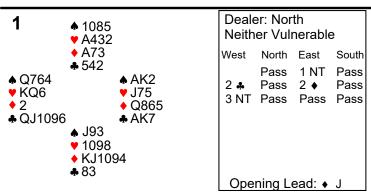


South is worth an opening bid and reaches 3NT. East wins club, cashes ♥K then plays another club which West wins to play another heart.

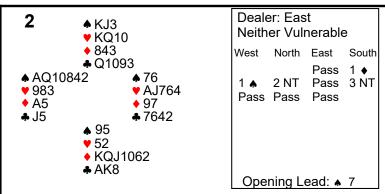


East upgrades once the fit is found (and his cards are behind the bidder) and bids 4. After 2 rounds of clubs, North plays diamonds. East wins second diamond and sets up the hearts.

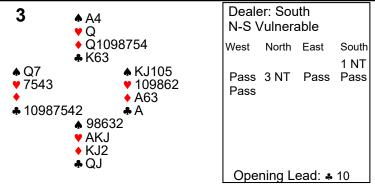
Notrump Defense Tricks 1-2



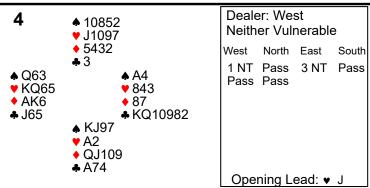
South leads the ◆J (top of the interior sequence). North wins the ◆A and returns the 7 (top of a doubleton). Declarer's 8 goes to South's 9. South knows the diamond layout, so shifts. The ♥10 is best/safest. North wins to play another diamond for down 2.



West wins the ♠A and sees no future in spades. He shifts to the ♥9 (Top of Nothing) and East ducks declarer's king (if declarer plays the 10, East wins the jack and returns a low one). West gets in with the ♠A to play another heart for down 2.

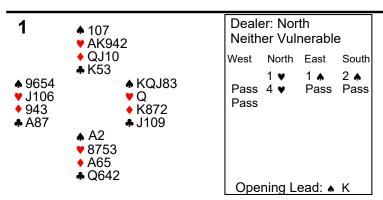


East wins the *A and counts points. His partner has 0-2. East's best (only) chance is a low spade switch (not the jack, which might block the suit).

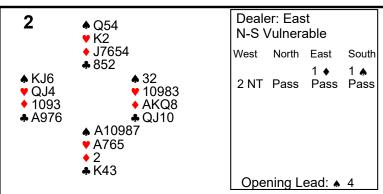


South wins the VA and knowing declarer has all the remaining HCP, makes the spectacular play of the *K (Merrimac coup) to knock out dummy's entry to the clubs.

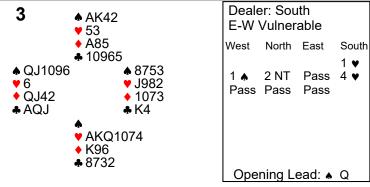
Resp in comp



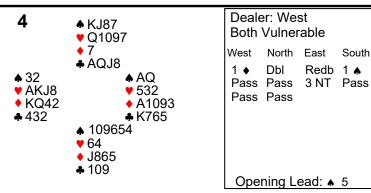
After East's overcall, South bids \$2 to show a limit raise or better in hearts. North has enough to bid game. After the spade lead, declarer draws 2 trump (West should NOT split his honors) and takes 3 diamond tricks with the aid of a finesse. He exits in spades and East plays the \$J around to North's \$K. Now a heart endplays West.



West's 2NT shows spades stopped and a balanced hand with about 11-12 HCP. The LOW spade lead goes to the ace. The next spade goes to the jack and queen and then the suit is cleared. Declarer carefully unblocks his 10 (or 9) when cashing some high diamonds (revealing the 5-1 break). South should cover one of the clubs or declarer makes an overtrick.

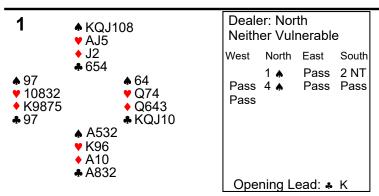


North's 2NT is invitational with spades stopped. South bids the heart game. On the first 2 rounds of spades, declarer throws a diamond and a club. In case there is a bad trump split, he next ruffs a spade in hand (key play). When the 4-1 trump split is revealed, declarer cashes the top diamonds ending in dummy and ruffs another spade. He then exits in clubs and waits to collect 2 more trump tricks.

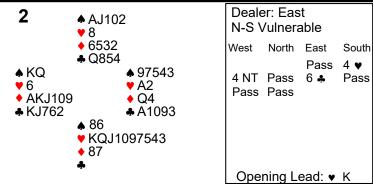


East's redouble shows 10+. Not wanting to penalize 1A, East later bids the notrump game (no need to worry about hearts on this auction). He wins the spade lead, crosses in diamonds to lead a club up. North wins and clears spades. Declarer later guesses diamonds (based on the auction) by laying down the •A to reveal the 4-1 break.

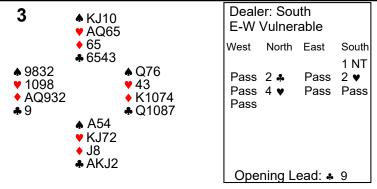
Queen Capture



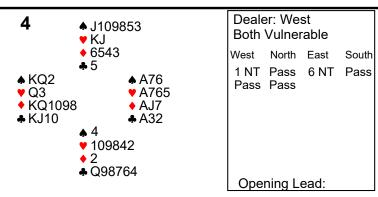
After a routine Jacoby 2NT auction, East leads the *K. Declarer draws trump and gives up a club. He wants to try for 3-3 clubs. Eventually, he ruffs a club and plays the *A and another * and the defense must break hearts. If West leads one, declarer plays the 5, trapping the queen.



West shows minors and East has enough to answer on the 6-level. If anyone is short in clubs, it is South, so declarer should start clubs with the king and then take a marked finesse.

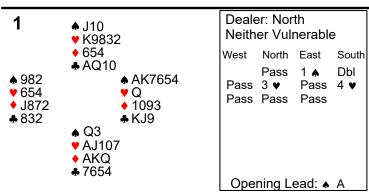


After a normal Stayman auction, West leads the singleton \$9. Declarer draws trump and thows the opponents in with clubs -- never needing to guess the \$Q.

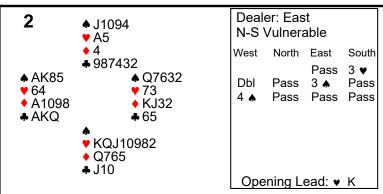


East could invite with 4NT or just bid the slam. Declarer's first move should be a heart towards the queen (a 50-50 chance for the 12th trick). When that fails, he runs the spades/diamonds and gets a count. North can have at most one club, so the *A is followed by a sure finesse.

Takeout Double Lesson

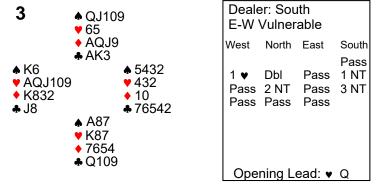


East opens 1 + and South doubles. North is worth $3 \vee$, invitational, and South is barely worth $4 \vee$. After 2 tops spades, East should passively exit in a red suit. Declarer draws trump, strips diamonds and plays a club to the 10 to endplay East.

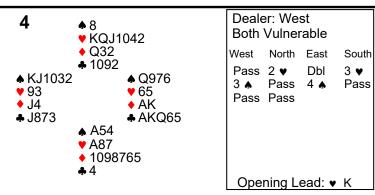


South leads to the *A and wins the next heart and shifts to the *J. Declarer tests trumps and then clubs, learning that North has 10 black cards and 2 hearts.

Accordingly, North has at most 1 diamond, so declarer lays down the *K and then finesses with 100* assurance of success.

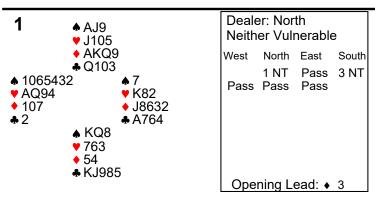


South's 1NT response to the double shows approximately 6-10. North invites with 2NT and South bids the notrump game. West leads the *Q, won by South. The best chance for 9 tricks is to play diamonds -- but at once--all the entries to the South hand are needed to pick up 4 diamond tricks for the contract.

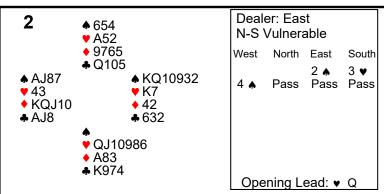


North opens with a weak 2♥ and after East's takeout double, South LAWfully raises to 3♥. West has enough for a free 3♠, which East raises to game. The ♥K is led, and South can envision the winning defense. He overtakes with the ♥A and returns his club singleton. He comes in with the trump ace and puts his partner in with a heart to get his ruff for down 1.

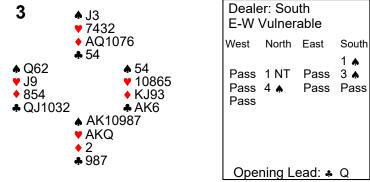
Defensive Strategy (Passive or Aggressive)



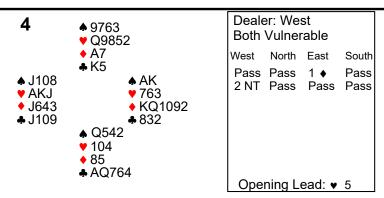
After the first trick goes to North's *A, East knows that North has *AKQ9. When he wins his *A (not on the first round), West throws a discouraging spade so East shifts to a low heart (showing "like"--BOSTON) and defeats the contract.



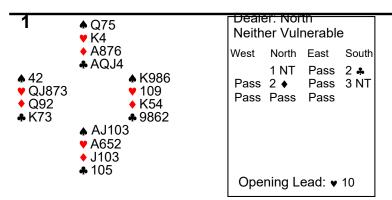
East opens 24, raised to 44 (after South's 3 vovercall). North wins the heart lead and should shift to a low club--his only chance (dummy's diamonds are threatening). South plays third-hand high (*K) and the defense takes 4 tricks to set the contract.



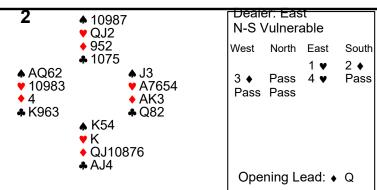
East has diamonds under control, so knows that declarer's only extra tricks might come from ruffing clubs in dummy. To prevent this, he wins the *K (cheaper of equals) and shifts to a trump. When in with the next club, he plays another trump to defeat the contract.



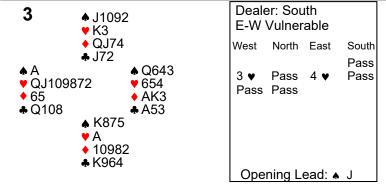
West's 2NT shows 11-12 balanced, no 4-card major. When West wins trick one with the \(\psi J\) (probably, he should falsecard), North knows declarer has \(\psi AKJ\). When diamonds are played, it is a good (the only) shot to switch to the \(\psi K\). Partner is marked with good clubs (West is a passed hand)--and it is the only chance--and it works!



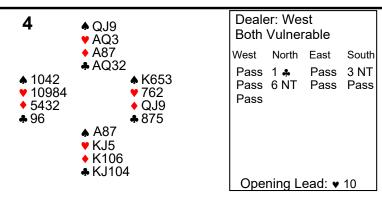
West must cover the \clubsuit 10. East must cover the \spadesuit Q. West should not cover the first diamonds.



If/when dummy's ♥ 10 is played, North must not cover. South must cover the ♪ J. On declarer's low club lead, South must play low.

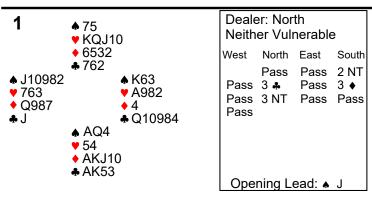


If/when declarer leads spades from dummy, south plays low. On declarer's Q lead from hand, North must play low. When a low club is led from dummy, South must play low to give declarer a guess.



East must not cover the first spade honor from dummy. East must split his diamond honors if dummy leads low. Still, with a proper view, declarer can endplay East.

Signals

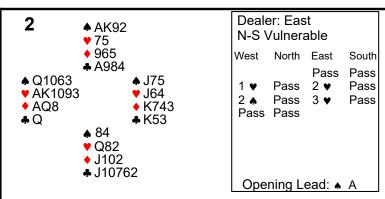


West leads the \clubsuit J and East should play the King (In case West has led from AJ109x).

Declarer should hold up 1 round.

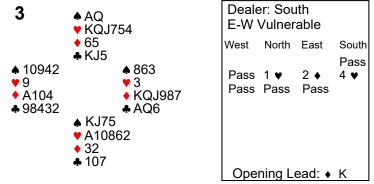
When declarer wins the spade he plays a heart and West signals count.

This enables East to hold up the first heart and win the 2nd round to defeat the contract. (If East ducks a 2nd round of hearts, declarer can revert to diamonds and take 9 tricks)



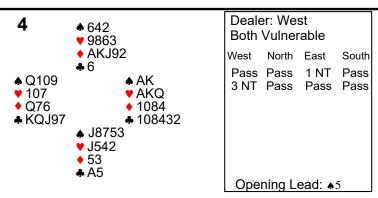
West makes a game-try, but East rejects with the ugly and flat 8-count.

North leads two high spades with South signalling hi-lo. North continues with the 2 to give South a ruff. South obeys the suit-preference signal and crosses in clubs for another spade play. The Q defeats the contract.



North opens $1 \forall$ in 3rd seat and East overcalls $2 \diamondsuit$. At this point, South could make a limit raise, or simply jump to $4 \lor$ as shown.

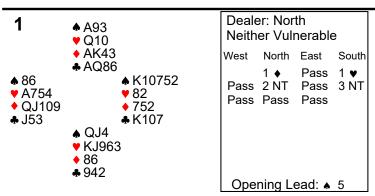
East leads the \blacklozenge K and West should signal encouragement with the \blacklozenge 10. East continues diamonds (best to avoid the queen) to put West in (he must overtake) for a club through declarer.



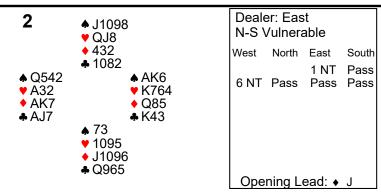
After the obvious auction South leads the \$5.

Declarer plays clubs and South ducks the first round (on general principle). By the time South wins her *A, North will have been able to give an effective defensive signal. A high diamond would make it easy (down 1) or a low heart would make it a little harder, but would lead to down 2.

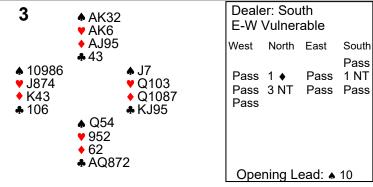
Paint Corner NT



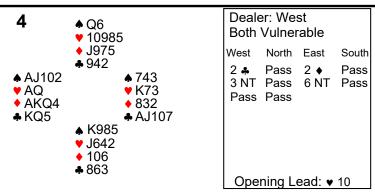
Declarer must keep a spade entry to dummy's hearts. He wins trick one with the *A and knocks out the *A (West wins the second round). Declarer takes 4 hearts, 2 spades and AK-A for 9 tricks.



West knows there are 33-35 HCP, so he should go directly to 6NT (no need for Gerber). Declarer wants to try both majors, so starts by ducking a heart. He then can try both majors and fall back on the club finesse if needed.

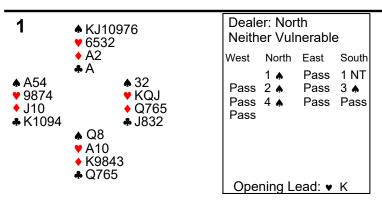


Declarer wins the spade in dummy and plays a club to his 7. This allows him to later set up the 5th club.

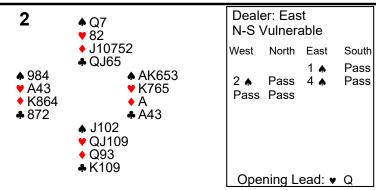


Declarer has 11 top tricks. Instead of relying on 3-3 diamonds, declarer should first take a spade finesse. Then, when diamonds don't split, take another spade finesse.

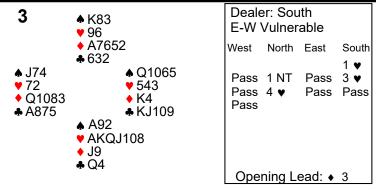
Paint into Corner (Suit)



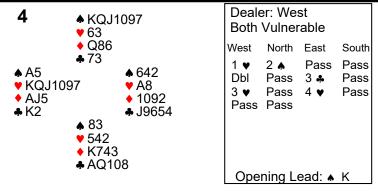
Declarer should duck the opening lead. Even with a trump shift (best) and another trump, declarer can draw trump and play A, A and throw a heart on the A9.



Declarer should duck the opening lead. Then he can win any return, cashing 2 top spades then unblocking the A and trumping the A heart in dummy.

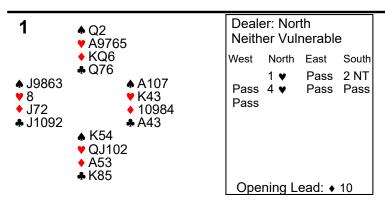


West's diamond lead is the only one to allow the contract to make. Declarer must duck in dummy and then use the major-suit entries to set up the long diamond.

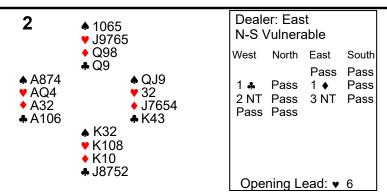


Declarer must use one heart entry to lead a LOW diamond to the jack. After it loses, he uses the other heart entry to run the \$10. When that holds, he can lead to the \$K.

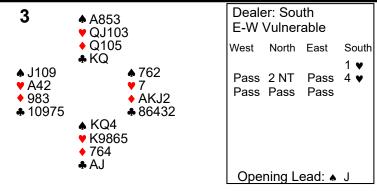
Defensive Overview



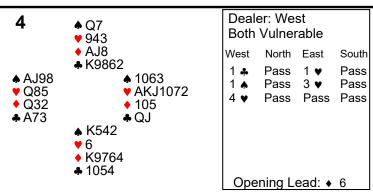
After a Jacoby 2NT auction, East leads the $\blacklozenge 10$ against $\varPsi 4$. Declarer takes a losing finesse and East exits safely in a red suit. When the black suits are played, second hand low allows the defense to get 4 tricks for down 1. (experts note: Double dummy there is a strip/squeeze against East to make $\varPsi \Psi$).



East should respond 1♦ not 1NT. West should rebid 2NT not showing spades. North leads a 4th best heart. Declarer can hold up, but best defense sets it. Heart continuations, second hand low in diamond and not covering the first spade are all needed defensive issues.

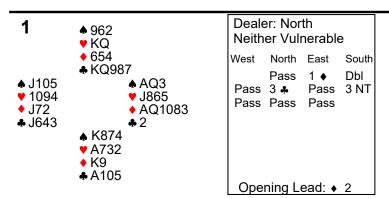


After a routine Jacoby 2NT auction, West leads a normal &J against 4 . East discourages. Declarer wins and plays trumps. West ducks the first one so he can get a signal. East throws a low club to discourage. When West takes his *A he knows to switch to diamonds.

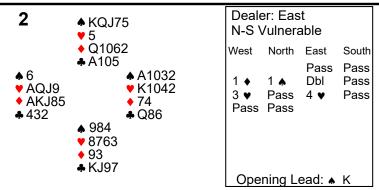


West should show his spades and then East invites with 3♥. West raises and the unbid suit is led. North wins the ◆J and underleads his ace. South knows there are no more diamonds to cash, and worries about spades, switches to clubs for down 1.

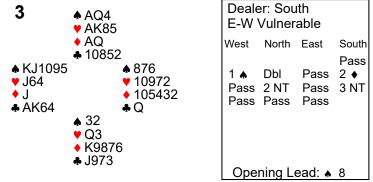
LC91- Doubles Overview



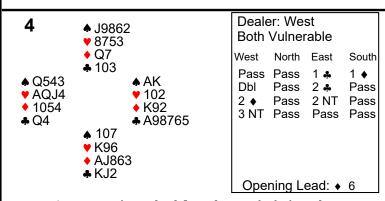
South makes a takeout double and chooses to try the NT game after North's invitational jump. Declarer has 9 tricks (3 hearts, 1 diamond and 5 clubs), but has to be careful with entries. Most notably, he should unblock his \$10 when the suit is played.



West has too much for only 2♥ so jumps invitationally to 3♥. East accepts. After the ♠K lead, declarer wins and plays the top diamonds. He trumps a diamond high, crosses in trump and ruffs another diamond high. His diamonds are good—so he draws trump and takes the first 10 tricks.

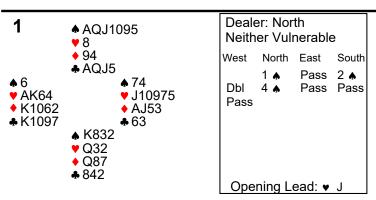


North's auction shows more than a 1NT overcall, so South raises to 3NT. After the spade lead, declarer plays the *A and then overtakes the *Q and knocks out the 10 to set up 9 tricks.

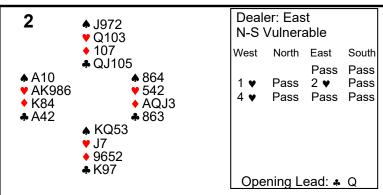


West's negative double shows 4-4 in the majors. East repeats the clubs and West can invite with 3♣ or "punt" with a 2♦ cuebid. Either way, East bids notrump, leading to 3NT. After a diamond lead, declarer plays the ♥10. South must cover. Declarer unblocks the ♠AK and takes his major suit winners. Eventually, he exits in diamonds and South must lead from his ♣K for the 9th trick.

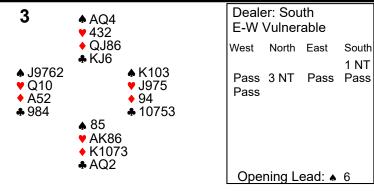
Declarer Overview



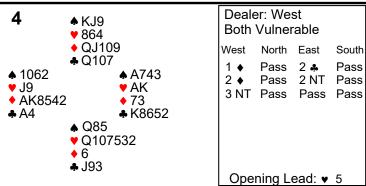
The defense leads and continues hearts. Declarer trumps high (saving the \$5). He draws 2 rounds of trump ending in dummy (saving a second dummy entry). He takes a club finesse and then crosses in trumps to repeat the finesse.



Declarer has to lose 2 clubs and at least 1 heart (needing a 3-2 break). The spade loser can go on the diamonds. After winning the *A, declarer must play ace, king AND ANOTHER trump. If he doesn't play the third trump, North can ruff the 3rd diamond and declarer never gets the 4th diamond.



Declarer has 6 top tricks and can knockout the A to get 3 more. He can't afford the Q at trick one. If it loses (as it does), the spade continuation sets him. He plays LOW from dummy and can't be defeated.



Declarer has 7 top tricks. He should test diamonds with the ace and king. If they split, he concedes a diamond and has an overtrick. When they don't split, he tries clubs and the 3-3 split sees him home. Ducking a diamond first is wrong, because it puts all the eggs in that one basket.