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# Bidding slams AROUND THE CLUBS

## DON'T DRAW TRUMPS

♠ KQ8	♠ 62	♠ J75
♥ 102	♥ A854	♥ 963
♦ 743	♦ AK1062	♦ QJ98
♣ J10832	♣ K5	♣ 974
	6H	
	♠ A10943	
	♥ KQJ7	
	♦ 5	
	♣ AQ6	

S	N
1S	2D
2H	3C*
3NT	5H
6H	

\*3C = 4th S.F.  
 \*\*5H = bid 6H with 2 of the top 3 honours.

♣ J LEAD      Played on Bridge Club Live  
 All declarers drew trumps!!  
 \*A moments thought should tell you that there will be inevitable losers in your side suits if you do this.

The solution is to establish the spade suit by ruffing. Win any lead  
 Cash ♣K and ♣A and throw ♠2 on ♣Q  
 Cash ♠A and ruff a spade.  
 Return to hand with a trump.  
 Ruff a 2nd spade and notice that they break 3-3.  
 Draw trumps and claim 13 tricks! Well played Inga!

## \*SLOW YOUR GAME DOWN !!!

♠ K987	♠ 63
♥ 6	♥ 874
♦ AKQ1082	♦ 975
♣ 84	♣ Q6532
	6NT
♠ Q1052	♠ AJ4
♥ Q95	♥ AKJ1032
♦ J43	♦ 6
♣ J109	♣ AK7

S	N
2C	3D
3H	3S
4NT*	5H**
6NT	

\*RKCB assuming spades as trumps.  
 \*\*5H = 2 of 5 key cards

♣ J LEAD      Played on Bridge Club Live.  
 With plenty of entries to the south hand, declarer with only one outside entry to dummy, (♠K) should test the diamond suit first. Win ♣J lead and play towards the diamonds. When they break, west is squeezed and will find it impossible to protect his spades and hearts.

## CRUCIALLY, SOUTH OPENED 2C!!

♠ AJ104	♠ 95
♥ Q73	♥ K10984
♦ Q92	♦ 108
♣ 932	♣ KQ108
	6S
♠ 83	♠ KQ762
♥ J65	♥ A2
♦ 643	♦ AKJ75
♣ AJ764	♣ 5

S	N
1S	3S
4NT	5D
6S	

♠8 LEAD      Played in Inter Club teams of 8.  
 Played 4 times and 6♠ bid only once. Nothing in the play.

It is just a case of bidding to the best contract. The 'correct' bid on the north hand is 2♠ to show a fit and 6-9 pts. and/or a 9 loser. I have always played that 2♠ would show a hand that is incredibly weak - maybe 4 -8 pts (and sometimes only three cards). Once you get close to 10 pts. look for any excuse to raise to 3♠. (My excuse here was AJ10x is not 2 losers).

## CRUCIALLY, NORTH RESPONDED 3S!

♠ 85	♠ Q632
♥ QJ7	♥ K10854
♦ Q43	♦ 106
♣ AKQ72	♣ J4
	6D
♠ KJ	♠ A10974
♥ A9632	♥ -
♦ 52	♦ AKJ987
♣ 10863	♣ 95

S	N
1D	2C
2S	2NT*
3S	4D
4NT	5D
6D	

\*forcing to game

♦5 LEAD      Played in Inter Club teams of 8.  
 Played four times. 6♦ bid only once (by our opponents.) Nothing in the play. It is just a case of bidding to the right contract. South's 2nd rebid of spades shows five. Therefore opener must have SIX diamonds. Yes there is a small worry about south holding two small hearts, but missing the slam and playing in a 'safe' 3NT cost a lot of matchpoints

## \*DON'T BE UNDULY PESSIMISTIC!!!

# Bidding slams AROUND THE CLUBS

♠ AK95		♠ 10863
♥ K10532		♥ -
♦ 10		♦ AKJ843
♣ AK8		♣ J74
♠ 72	6H	♠ QJ4
♥ Q98		♥ AJ764
♦ 965		♦ Q72
♣ 106532		♣ Q9

S	N
1NT	2D*
2H	2S
4H	4NT**
5D	6H

\* = Transfer  
\*\* = RKCB

♠7 LEAD Played in the Monday Afternoon Duplicate. Note that south does not have 2 of the 3 criteria needed to open a suit. However for those who are happy to open 1NT with a 5 card major, this is reasonable.

When north transfers, south may be tempted to make a 'super accept' but with a poor opening, perhaps shouldn't. However, after a forcing 2♠ by north, 4♥ is reasonable. Whether you get to 6♥ or not, you need to find ♥Q and it is a guess. (Unless you lead from north.) The only help our lessons might have given you is to encourage defenders to go wrong!

Run the ♥J (better than the ♥10) and see whether west hesitates wondering whether to cover an honour with an honour.

**\*GET OPPONENTS TO HELP!!!**

♠ A107432		♠ J8
♥ AKQ		♥ 109
♦ A872		♦ KJ964
♣ -		♣ J1082
♠ KQ95	6C	♠ 6
♥ J863		♥ 7542
♦ 1053		♦ Q
♣ 96		♣ AKQ7543

S	N
1C	1S
2C	2D
2H	3H
4H	

♥3 LEAD Played in Inter Club teams of 8.

After considering a 'Gambling 3NT' opening, south rejects it, because of the four card major and the lack of ♣J.

IF south opened 3NT, south should respond 6♣.

After 1♣, and a 1♠ response, south rebids 2♣.

North now bids 2♦ and although south has four hearts, he cannot bid NTs to show a stop. (Most unusual)

So 2♥ is 4th suit forcing. 3♥ from north indicates five spades, four diamonds, and four hearts, (but is actually hoping that south can bid 4♠ on Hx).

Although N/S can make 4♥ or 4♠, they miss another slam in 6♣.

**3NT -2 IS A POOR ALTERNATIVE !?!!**

♠ QJ108		♠ K94
♥ 10963		♥ K74
♦ -		♦ J542
♣ A8632		♣ K104
♠ 752	6H	♠ A63
♥ 2		♥ AQJ85
♦ AK9873		♦ Q106
♣ 975		♣ QJ

S	N
1H	4H

♦A LEAD Played in Inter Club teams of 8. North has 7 HCPs but can count 5 for the void.

South with a fairly balanced 7/6 loser, has little to spare., but because the heart finesse and the spade finesse both work, 12 tricks come rolling in.

- |          |  |
|----------|--|
| Trick 1. | Ruff ♦A lead,  |
| 2.       | Run ♥10  |
| 3 & 4.   | Run ♠Q and ♠J  |
| 5.       | Play ♠8 to ♠K and ♠A   |
| 6.       | Run ♣Q which loses to east's ♣K<br>East has now an impossible choice and returns ♦J, |
| 7.       | ♦J - ♦Q - ♦A ruffed with ♥6  |
| 8.       | Run 9♥ (not covered)   |
| 9.       | ♠10 etc.   |

**BE HAPPY TO BE IN THE GAME!  
YOU CAN'T SENSIBLY BID THIS ONE.**

# AROUND THE CLUBS

## Negative Double - Penalty Double McKenney Signal - False Carding Listening to the Bidding - - 800

♣A LEAD PROMISES ♣K

### SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE

Declarer, automatically false cards with ♣8.

Now unsure who has the ♣2, west switches to ♦10.

East wins and returns ♦2, a **McKenney signal** for clubs.

Declarer wins and ponders. East is 5/4 in the red suits

Did west's X show three good spades or could they be 2-2 ?

After ♠A and another, the hand crumbled to 4 off and -800, with partner asking "Why did you not ruff hearts"? It is true that -500 would have pulled in a couple of matchpoints but I had hoped that hearts were going to be the entry to four established club tricks in dummy. **Good job it's 'just a game of cards'!**

♠ Q	♣ QJ9643	♠ KJ4
♥ A642		♥ KJ95
♦ 10975		♦ A6432
♣ AK108		♣ 7
	♠ A7632	
	♥ Q1083	
	♦ KQ	
	♣ 82	

Cramlington

<b>E</b>	<b>S</b>	<b>W</b>	<b>N</b>
1D	1S	X	P
2H	P	4H	4S
P	P	X	

### BIDDING

With both majors, south could, *perhaps should*, have doubled! West made a **negative double** to show four hearts. Although north's bid of 4♠ was competitive, the bidding did reveal that partner (south) had four of the opponent's trumps and 4♥ doesn't make (losing 2 trumps, a diamond and a spade)

## Just a McKenney Signal - Careful Defence

♦K LEAD PROMISES ♦Q

### SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE

What do you do when dummy has a singleton in the suit led?

You, (east,) would like partner to lead clubs!

When dummy goes down with a singleton diamond, you can give a McKenney signal for a club by following with ♦2

Declarer wins ♦A, ruffs ♦8 and finesses ♠Q.

This loses to partner's ♠K

West switches to ♣6 which declarer ducks.

East wins ♣Q (not ♣K) & returns ♥3. West wins & returns ♣7.

E/W win two clubs, two hearts and a spade.

Although it looks as if this contract should always fail, it made 5 times out of 7!

♠ K5	♠ Q10972	
♥ A105	♥ 8742	
♦ KQ1074	♦ 9	<b>YOU</b>
♣ 765	♣ A42	♠ 8
		♥ K93
	♠ AJ643	♦ J6532
	♥ QJ6	♣ KQ108
	♦ A8	
	♣ J93	

Cramlington

S	N
1NT	2H
2S	3S?

### BIDDING

Should north transfer? (or bid 2♣ Stayman?)

Should north bid on after the completion of the transfer?

Should south super accept with five spades?

## 1NT with 5 card Major - Astro Defence Lebensohl - Count Signal - Timing

♥A LEAD PROMISES ♥K

### SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE

Standard lead promises ♥K but wrong count signal

Lead ♥A and partner follows with ♥5 and ♥2 on ♥K

Because partner's peter used the lowest card - it must be doubleton.

Expecting partner to ruff, you lead a middle ♥6 saying no interest.

The bad news is that partner follows and our club trick vanishes.

on declarer's ruff & discard. The good news is that declarer got

blocked on table and had to concede a diamond & lost a club!

Only three pairs bid to 4♠ - and they ALL failed to make,

so our -140 scored a zero!?

As you will see, declarer should only ever lose 2 hearts and a club.

With few entries, south must not end in dummy after spade finesse.

♠ K83	♠ AJ65	
♥ AK762	♥ Q9	
♦ K4	♦ AQJ932	<b>YOU</b>
♣ 1093	♣ 5	♠ 2
		♥ J1053
	♠ Q10974	♦ 108
	♥ 84	♣ AQJ642
	♦ 765	
	♣ K87	

Cramlington

<b>W</b>	<b>N</b>	<b>E</b>	<b>S</b>
1NT	2D*	2NT**	P
3C	3D	P	3S
P	P	P	

### BIDDING

Another of those occasions where a 1NT opening does not appear to work - but - unless your opponents play an astro type defence to 1NT they are unlikely to find their spade fit! After a 1♥ opening the 'Takeout X' would be more likely to find the spade fit.

2♦ = Astro Spades and another suit 5/4 (or 4/5)  
2NT = Lebensohl Forces 3♣

# 2 CUE BIDS & 1 FROM MONDAY

♠ K	♠ AQ6432	♠ 87
♥ 853	♥ KQJ92	♥ 76
♦ K976532	♦ -	♦ A84
♣ 95	♣ 63	♣ KQJ1074
	♠ J1095	
	♥ A104	
	♦ QJ10	
	♣ A82	

S	W	N	E
1NT	3D	4D	P
4S	P	4NT	P
5H	P	6H	

## YOU MUST BE IN A SLAM

When partner opens 1NT north must immediately think of bidding to slam. Unfortunately west's aggressive 3♦ rules out a simple transfer sequence. AFTER confirming with east that they play WEAK jump overcalls, north can find out which of the two majors south prefers by a cue bid of 4♦.

Having bid beyond 3NT this is obviously NOT asking for a stop!!!

After agreeing spades, north uses Roman Key Card Blackwood.

5H shows TWO key cards without the trump queen.

13 tricks are laydown when south's ♣8 & ♣2 vanish on north's hearts.

NEWBURN

♠ 63	♠ 1098542	♠ AQJ
♥ 107	♥ Q3	♥ A98652
♦ AJ3	♦ K108	♦ 65
♣ AKQ643	♣ 95	♣ J2
	♠ K7	
	♥ KJ4	
	♦ Q9742	
	♣ 1087	

N	E	S	W
2S	3H	P	3S
3NT	P	P	P

## COMPETING AGAINST VERY 'WEAK TWO' BIDS

OK maybe you wouldn't open 2♠ with east's hand, but NV against V? South bids 3♥ (expecting ♠K to be with east?!)

North is looking at potentially 7 tricks in NTs. The problem is spades! So ask partner whether s/he can stop the suit by cue bidding 3♠.

			N/S	E/W	N/S	E/W
4♥	E	10		620	13	9
4♠*	N	5		1100	0	22
3NT	E	11		660	4	18
4♥	E	10		620	13	9
4♥	E	11		650	9	13
2♠	N	7		50	20	2
4♥	E	11		650	9	13
3NT	E	11		660	4	18
3♣	W	10		130	18	4
4♥	E	9	100		22	0
3♥	E	10		170	16	6
3NT	E	11		660	4	18

CRAMLINGTON

S	W	N	E
1D	P	1S	2H
P	P	3S	P
3NT			

## IN 3NT ON ♥8 LEAD

Win heart lead and play a spade to ♠K. If ducked, continue with ♠Q. South's ♥10 would win after ducking ♥Q & ♥J, but east would be well advised to cash ♦A keeping N/S to 9 tricks!

## BIDDING AT OUR TABLE

S	W	N	E
1C?	P	1S	X
P	P	2S	3H
P	P	5C	P

♠ 9632	♠ KQJ1054	♠ A8
♥ 9875	♥ -	♥ KQJ32
♦ 942	♦ 753	♦ AQ6
♣ 74	♣ KQ108	♣ 962
	♠ 7	
	♥ A1064	
	♦ KJ108	
	♣ AJ53	

Just establish the spades

## IN 5♣ ON ♥8 LEAD

Win with ♥A throwing ♦3

Trumps should be left until ♠A is removed. Lead ♠7 to ♠K. East is helpless. Win the return and draw trumps. Throw rubbish on spade winners.

## WHAT HAPPENED AT OUR TABLE in 5♣

On the ♥8 lead, declarer threw ♦3 from dummy and won in hand with ♥A. PERFECT! but then, at trick 2, declarer made the mistake of making a cheap trick by ruffing a heart.

The success of the hand DEPENDED on making FIVE spade tricks and the only entry to the spades, was in trumps!! Shortening dummies trumps was not wise! Declarer's primary task was to ESTABLISH spade winners by forcing out ♠A. As declarer had already removed one trump from dummy, east returned ♥Q forcing dummy to ruff again. East now had one more trump than dummy and after declarer belatedly drew ♣K & ♣Q, the spades could not be reached after east used his last trump to ruff ♠J.

S	W	N	E
1D	P	1S	2H
P	P	4S	

## IN 4♠ ♥K LEAD

On a good day the six good spades should stand up even opposite a void. Win heart lead and play a spade to ♠K for 11 tricks. (Lose 1 spade, 1 diamond) North's clubs are the entries to take the successful diamond finesse.

NEWBURN

# SPLINTERS 1.

Just as Stayman and transfer bids, are used to show two subtly different continuations after a 1NT open by partner, splinter bids and Jacoby 2NT bids are used together to express suit fits and an interest in more than game after an opening suit bid by partner.

**JACOBY 2NT** Shows a heart fit, 12 pts. and a balanced-ish sort of hand with. e.g. 1H - 2NT

**SPLINTER BID** Shows a heart fit, 12 pts. and a singleton or void in the side suit. e.g. 1H - 4C

Notice the splinter bid is 1 level higher than a jump shift 1H - 3C would show 17+ and a 6 card club suit.

<p>♠ KQJ6 ♥ 95 ♦ 1084 ♣ J872</p> <p>♠ A53 ♥ KQ864 ♦ KJ52 ♣ 5</p> <p>♠ 10874 ♥ 102 ♦ 763 ♣ KQ63</p> <p>♠ 92 ♥ AJ73 ♦ AQ9 ♣ A1094</p> <table border="1"> <tr><th>S</th><th>W</th><th>N</th><th>E</th></tr> <tr><td>1H</td><td>P</td><td>4C</td><td>P</td></tr> <tr><td>4D</td><td>P</td><td>4S</td><td>P</td></tr> <tr><td>4NT</td><td>P</td><td>5S</td><td>P</td></tr> <tr><td>6H</td><td></td><td></td><td></td></tr> </table>	S	W	N	E	1H	P	4C	P	4D	P	4S	P	4NT	P	5S	P	6H				<p><b>RESPONDER'S SPLINTER.</b></p> <p>4C= Fit in hearts, a void or singleton in clubs &amp; 12+ pts.</p> <p>4D = Cue bid accepting slam interest.</p> <p>4S= Cue bid 4NT = RKCB 5S = Two key cards with HQ</p>	<p><b>OPENER'S SPLINTER</b></p> <p>Difficult open! 4C = very strong, heart fit, singleton or void in clubs.</p> <p>4D = Bit naughty but 8 loser, 4S = Cue bid.</p> <p>4NT = RKCB 5C = 0 or 3 key cards</p> <p><b>Kempson Cup 2007</b></p>	<p>♠ AKQ ♥ KQ96 ♦ AJ842 ♣ 3</p> <p>♠ 1062 ♥ A4 ♦ 1065 ♣ K10975</p> <p>♠ 8754 ♥ 8732 ♦ KQ7 ♣ A8</p> <p>♠ J93 ♥ J105 ♦ 93 ♣ QJ642</p> <table border="1"> <tr><th>N</th><th>E</th><th>S</th><th>W</th></tr> <tr><td>1D</td><td>P</td><td>1H</td><td>P</td></tr> <tr><td>4C</td><td>P</td><td>4D</td><td>P</td></tr> <tr><td>4S</td><td>P</td><td>4NT</td><td>P</td></tr> <tr><td>5C</td><td>P</td><td>6H</td><td></td></tr> </table>	N	E	S	W	1D	P	1H	P	4C	P	4D	P	4S	P	4NT	P	5C	P	6H	
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<p>♠ 10764 ♥ AK96 ♦ 863 ♣ 42</p> <p>♠ QJ8 ♥ - ♦ AK952 ♣ AJ953</p> <p>♠ 53 ♥ J875432 ♦ QJ4 ♣ 8</p> <p>♠ AK92 ♥ Q10 ♦ 107 ♣ KQ1076</p> <table border="1"> <tr><th>S</th><th>W</th><th>N</th><th>E</th></tr> <tr><td>1C</td><td>P</td><td>3H</td><td>P</td></tr> <tr><td>3S</td><td>P</td><td>4D</td><td>P</td></tr> <tr><td>4S</td><td>P</td><td>4NT</td><td>P</td></tr> <tr><td>5C</td><td>P</td><td>7C</td><td></td></tr> </table>	S	W	N	E	1C	P	3H	P	3S	P	4D	P	4S	P	4NT	P	5C	P	7C		<p><b>RESPONDER'S SPLINTER</b></p> <p>3H = Splinter 3S = Cue bid 4D = Cue bid 4S = 2nd round control of spades.</p> <p>4NT = RKCB 5C = 0 or 3</p> <p>7C = Small gamble on the diamond loser.</p>	<p><b>OPENER'S SPLINTER.</b></p> <p>3D = a strong hand with four hearts and a singleton or void in diamonds. 3H = I have a miserable hand and cannot even bid game.</p> <p>Pass = Maybe I should have just rebid 2H!?</p>	<p>♠ 752 ♥ Q1092 ♦ Q97 ♣ Q54</p> <p>♠ KQ102 ♥ 543 ♦ K842 ♣ 76</p> <p>♠ A43 ♥ AKJ6 ♦ 3 ♣ KJ1098</p> <p>♠ J98 ♥ 87 ♦ AJ1065 ♣ A32</p> <table border="1"> <tr><th>S</th><th>W</th><th>N</th><th>E</th></tr> <tr><td>1C</td><td>P</td><td>1H</td><td>P</td></tr> <tr><td>3D</td><td>P</td><td>3H</td><td>P</td></tr> <tr><td>P</td><td>P</td><td></td><td></td></tr> </table>	S	W	N	E	1C	P	1H	P	3D	P	3H	P	P	P		
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<p>♠ 104 ♥ 93 ♦ AK1098 ♣ Q852</p> <p>♠ KQJ876 ♥ Q1052 ♦ 7 ♣ A7</p> <p>♠ 952 ♥ 74 ♦ Q6542 ♣ 643</p> <p>♠ A3 ♥ AKJ86 ♦ J3 ♣ KJ109</p> <table border="1"> <tr><th>S</th><th>W</th><th>N</th><th>E</th></tr> <tr><td>1H</td><td>2D</td><td>4D</td><td>P</td></tr> <tr><td>4S</td><td>P</td><td>4NT</td><td>P</td></tr> <tr><td>5C</td><td>P</td><td>6H</td><td></td></tr> </table>	S	W	N	E	1H	2D	4D	P	4S	P	4NT	P	5C	P	6H		<p><b>SPLINTER IN ENEMY SUIT. RKCB.</b></p> <p>4D = a heart fit 12+ pts and a singleton or void in diamonds. (3D would be looking for a diamond stop for NTs). 4S = a cue bid. 4NT + RKCB 5C = 0 or 3 key cards</p>	<p><b>RESPONDER'S SPLINTER</b></p> <p>3S = splinter</p> <p>4H = Happy to be in game. NO slam interest.</p>	<p>♠ 9 ♥ Q8743 ♦ AK7 ♣ Q632</p> <p>♠ 108532 ♥ 109 ♦ 9542 ♣ AK</p> <p>♠ AK4 ♥ KJ652 ♦ J3 ♣ J109</p> <p>♠ QJ76 ♥ A ♦ Q1086 ♣ 8754</p> <table border="1"> <tr><th>S</th><th>W</th><th>N</th><th>E</th></tr> <tr><td>1H</td><td>P</td><td>3S</td><td>P</td></tr> <tr><td>4H</td><td></td><td></td><td></td></tr> </table>	S	W	N	E	1H	P	3S	P	4H			
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1H	P	3S	P																												
4H																															

# SPLINTERS 2.

♠ -  
 ♥ AJ743  
 ♦ KQJ753  
 ♣ Q6

♠ K1086  
 ♥ 1082  
 ♦ 1086  
 ♣ J43

♠ AQJ754  
 ♥ -  
 ♦ A4  
 ♣ 109852

♠ 932  
 ♥ KQ965  
 ♦ 92  
 ♣ AK7

S	W	N	E
1H	1S	3S	4S
5C	P	6H	

## SPLINTER IN ENEMY SUIT.

3S= Fit in hearts and a singleton or void in spades. (12+pts)

5C = Cue bid (Always going to play 5H, so cue bid on the way!)

## OPENER'S SPLINTER

4C= Fit in spades Void or singleton in clubs. (5 loser)

4D = Cue bid  
4H = Cue bid  
4NT= RKCB  
5S = Two key cards and SQ

♠ AJ105  
 ♥ K3  
 ♦ A2  
 ♣ 109754

♠ 873  
 ♥ J952  
 ♦ J6  
 ♣ AKQ2

♠ 96  
 ♥ Q1087  
 ♦ Q97  
 ♣ J863

♠ KQ42  
 ♥ A64  
 ♦ K108543  
 ♣ -

S	W	N	E
1D	P	1S	P
4C	P	4D	P
4H	P	4NT	P
5S	P	6S	

♠ AJ105  
 ♥ 53  
 ♦ J2  
 ♣ 109754

♠ 963  
 ♥ Q108  
 ♦ Q97  
 ♣ AJ86

♠ 87  
 ♥ KJ972  
 ♦ A6  
 ♣ KQ32

♠ KQ42  
 ♥ A64  
 ♦ K108543  
 ♣ -

S	W	N	E
1D	1H	X	P
4C	X	4S	

## NEGATIVE DOUBLE, & SPLINTER

X = negative X showing four of the other major.

4C = void or singleton club

X= Lead directing penalty X

4S =Weak to play

## RESPONDER'S SPLINTER.

4C = splinter

4NT = RKCB

5S = Two key cards and SQ

♠ KQ73  
 ♥ K73  
 ♦ A8642  
 ♣ 3

♠ 96  
 ♥ Q1052  
 ♦ Q975  
 ♣ Q96

♠ 52  
 ♥ J984  
 ♦ J10  
 ♣ AK1054

♠ AJ1084  
 ♥ A6  
 ♦ K3  
 ♣ J872

S	W	N	E
1S	P	4C	P
4NT	P	5S	P
6S			

♠ 5  
 ♥ Q83  
 ♦ KQ52  
 ♣ AK932

♠ KQ874  
 ♥ J742  
 ♦ J9  
 ♣ Q10

♠ A1096  
 ♥ -  
 ♦ 107643  
 ♣ J754

♠ J32  
 ♥ AK10965  
 ♦ A8  
 ♣ 86

S	W	N	E
1H	P	2C	P
2H	P	3S	P
4D	P	4NT	P
5C	P	6H	

## SPLINTER AFTER 5/3 FIT REVEALED.

3S= 3 card fit in hearts and a void or singleton in spades. (12+)

4D= Cue bid.  
4NT = RKCB  
5C = 1 or 3

## RESPONDER'S SPLINTER.

4H= Fit in spades Void or singleton in hearts. (12+)

4NT = RKCB

5H = Two key cards without SQ

♠ KJ97  
 ♥ J  
 ♦ 1086  
 ♣ AKJ43

♠ 63  
 ♥ AQ754  
 ♦ 53  
 ♣ 8752

♠ 52  
 ♥ K1082  
 ♦ J942  
 ♣ Q96

♠ AQ1084  
 ♥ 963  
 ♦ AKQ7  
 ♣ 10

S	W	N	E
1S	P	4H	P
4NT	P	5H	P
6S			

♠ 10543  
 ♥ A742  
 ♦ 9853  
 ♣ 4

♠ -  
 ♥ J109865  
 ♦ AK6  
 ♣ 9863

♠ 976  
 ♥ -  
 ♦ QJ10742  
 ♣ KJ105

♠ AKQJ82  
 ♥ KQ3  
 ♦ -  
 ♣ AQ72

S	W	N	E
2D	P	2H	P
2S	P	4C	P
4D	P	4H	P
7S			

## RESPONDER SPLINTERS AFTER 2D OPEN

2D = game force  
2H = Negative  
2S = 5+ suit

4C = Splinter agreeing spades.  
4D = Cue bid  
4H = Cue bid  
7S = I can see 13 tricks!

## SPLINTER BY OPENER.

4C = Splinter agreeing hearts (17 + or 5 loser)

4NT = RKCB  
5H = 2 key cards without trump queen.

♠ 96  
 ♥ AQ984  
 ♦ J85  
 ♣ A62

♠ J872  
 ♥ 52  
 ♦ 1043  
 ♣ KJ85

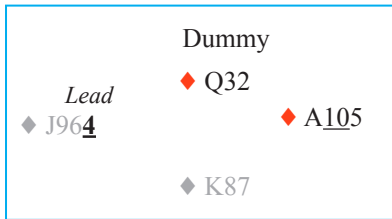
♠ Q1043  
 ♥ 103  
 ♦ A6  
 ♣ Q10974

♠ AK5  
 ♥ KJ76  
 ♦ KQ972  
 ♣ 3

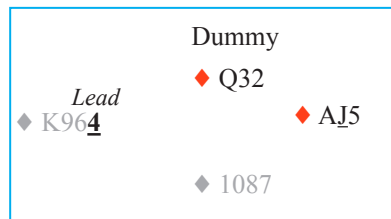
S	W	N	E
1D	P	1H	P
4C	P	4NT	P
5H	P	6H	

# 3RD IN HAND - AGAINST NT CONTRACTS

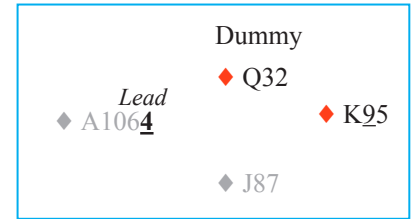
## Keeping a Guard on Dummy's Honour Card



East, 3rd in hand, should play ♦10, **keeping ♦A to guard ♦Q.**  
If east plays ♦A, declarer gets two tricks instead of one!

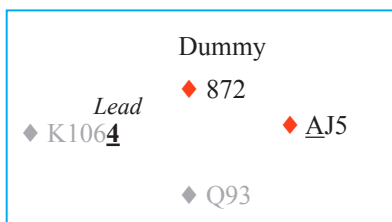


East, 3rd in hand, should play ♦J, **keeping ♦A to guard ♦Q.**  
When ♦J holds, east cashes ♦A and returns ♦5

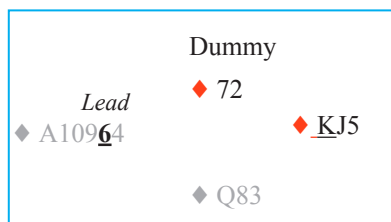


East, 3rd in hand, should play ♦9, **keeping ♦K to guard ♦Q.**  
♦9 DOES NOT give a trick away.  
Declarer is entitled to 1 diamond trick.

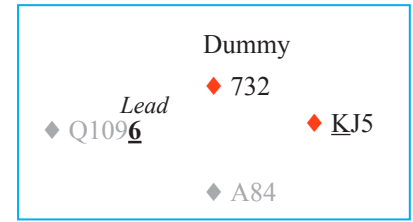
## Play \*Highest When there is NOTHING to Guard in Dummy.



**With nothing to guard in dummy,** east, 3rd in hand, should play ♦A.  
On this layout, declarer is not entitled to any tricks.

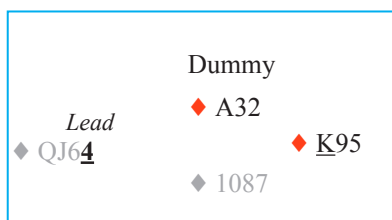


**With nothing to guard in dummy,** east, 3rd in hand, should play ♦K.  
Important to return ♦J (hi-lo) from the two remaining diamonds.



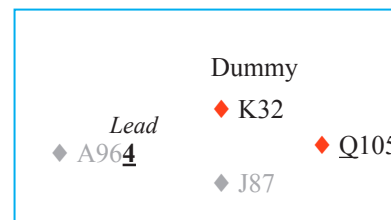
**With nothing to guard in dummy,** east, 3rd in hand, should play ♦K.  
If declarer ducks, return ♦J (hi-lo) from the two remaining diamonds.

*\*When you are defending, ALWAYS try to win with the lower or lowest of touching honours. e.g. QJ8*

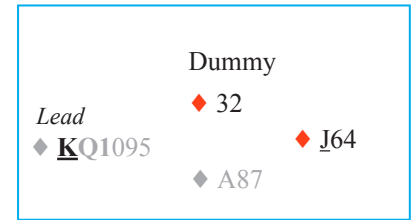


Because east cannot beat the ♦A pretend it's not there and play ♦K  
This holds declarer to one trick.

*As you would if there was nothing to guard in dummy*



Because east cannot beat the ♦K pretend it's not there and play ♦Q  
This holds declarer to one trick.

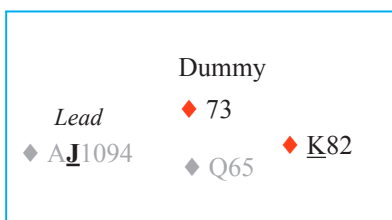


West leads ♦K This MUST be from KQ10 at worst. If east does not discard ♦J west will assume that declarer has it- and switch!

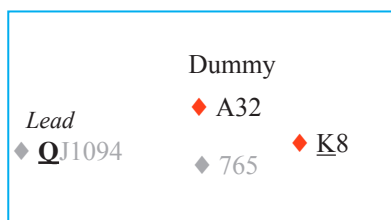
### REMEMBER

**King leads against NTs are special!**

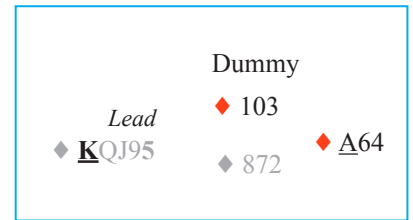
## What to Play on Partner's Top of Sequence Leads



The one card that west DOESN'T have, is the ♦Q. East must therefore play ♦K and return ♦8



With only two cards, east must unblock ♦K and return ♦8  
This holds declarer to one trick.



With only two cards, east must overtake ♦K and return the ♦8.





# LEADS & 3RD HAND PLAY

	♠ A5		
	♥ KQ10		
	♦ 763		
	♣ KQ1095		
♠ 872		♠ 10943	YOU
♥ A542		♥ 986	
♦ A1094		♦ KJ5	
♣ J3		♣ 642	
	♠ KQJ6		
	♥ J73		
	♦ Q82		
	♣ A87		

S	N
1NT	3NT

♦4 LEAD      4TH HIGHEST

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**3rd in hand play to win the trick!**  
 With nothing to guard in dummy, you play DK to win.  
 With two diamonds left, return DJ. (hi-lo)

	♠ QJ4		
	♥ A105		
	♦ J85		
	♣ AJ83		
♠ K3		♠ 652	YOU
♥ 976		♥ 8432	
♦ KQ763		♦ A4	
♣ 642		♣ 10975	
	♠ A10987		
	♥ KQJ		
	♦ 1092		
	♣ KQ		

S	N
1S	2C
2NT	3S
4S	

♦K LEAD From TWO TOUCHING HONOURS

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**Partner's king lead promises the queen. You have TWO!**  
 You must overtake and return D4 to west's DQ. The 3rd round is ruffed, and west can just wait patiently to make SK.

	♠ Q853		
	♥ Q108		
	♦ KQJ		
	♣ KJ6		
♠ 64		♠ 107	YOU
♥ AK976		♥ J52	
♦ 863		♦ 1052	
♣ 1073		♣ AQ842	
	♠ AKJ92		
	♥ 43		
	♦ A974		
	♣ 95		

S	N
1S	4S

♥A LEAD      PROMISING HK

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**Partner has led ace from A/K. You should show count.**  
 H2 is lowest from three and says there is NO ruff possible.  
 A switch is required West's club switch looks obvious.

	♠ Q43		
	♥ AQJ		
	♦ Q854		
	♣ K103		
♠ J986		♠ A1075	YOU
♥ 1087		♥ 9543	
♦ A2		♦ 96	
♣ 8754		♣ A62	
	♠ K2		
	♥ K62		
	♦ KJ1073		
	♣ QJ9		

S	N
1NT	3NT

♠6 LEAD      4TH HIGHEST

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**Partner has led 4th highest.**  
**There is an honour to guard in dummy. - so - -**  
 You should play S10 keeping SA to guard dummy's SQ. It loses to SK.. Declarer needs to establish diamonds. West wins DA and returns SJ. East must set contract with CA when in with a spade.

	♠ A54		
	♥ AJ7		
	♦ K72		
	♣ QJ109		
♠ 109862		♠ KJ	YOU
♥ 652		♥ 9843	
♦ 1086		♦ J954	
♣ AK		♣ 743	
	♠ Q73		
	♥ KQ10		
	♦ AQ5		
	♣ 8652		

S	N
1NT	3NT

♠10 LEAD      TOP OF SEQUENCE

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**You cannot 'guard' an ace with a king. So pretend it isn't there and play to win the trick. (3rd hand high)**  
 East wins SK and returns SJ. It is now a race. Will E/W establish their spades or will NS establish their clubs.

	♠ AK43		
	♥ 76		
	♦ AQJ8		
	♣ Q107		
♠ J9		♠ 10852	YOU
♥ AJ1082		♥ K54	
♦ 73		♦ 1096	
♣ J953		♣ 842	
	♠ Q76		
	♥ Q93		
	♦ K542		
	♣ AK6		

S	N
1NT	2C
2D	3NT

♥J LEAD      TOP OF NEAR INTERNAL SEQUENCE

**SLOW DOWN & APPLY YOUR BRIDGE KNOWLEDGE**  
**Partner has led Top of a Sequence. (internal near sequence)**  
 On the lead, you KNOW where the HQ is, so play HK.  
 When it holds H5 return gives E/W the first five tricks

## SLOW YOUR GAME DOWN - NOTICE WHAT'S BEING PLAYED



# DEFENCE - SLOW DOWN & THINK

♠ 53		
♥ KQ109		
♦ K85		
♣ QJ63		
♠ K92		♠ AJ1087
♥ 7543	3NT by	♥ A6
♦ 9642	south	♦ J3
♣ 53		♣ 10982
		♠ Q84
		♥ J82
		♦ AQ107
		♣ AK7

S	W	N	E
1♦	P	1♥	1♠
1NT	P	3NT	

**LEADING PARTNER'S SUIT.**

**West leads ♠2** (a low card lead shows three or more cards to an honour)  
 East wins ♠A and returns ♠J  
 South should duck. West should duck.  
 East continues with ♠10 (a high card asking for a heart switch)  
 West wins with ♠K and returns a heart.

NOTE ♠K lead gives declarer the contract with four diamonds four clubs and the ♠Q.

## YES, BUT WHERE IS THE 4TH TRICK?

N	S	
	1♥	
2♣	2NT	<b>West leads ♣3</b>
3♥	4♥	

	♠ Q94	
	♥ K93	
	♦ 5	
	♣ KQJ942	<b>YOU.</b>
♠ K1065	4♥ by	♠ 732
♥ 862	south	♥ A7
♦ J10932		♦ Q864
♣ 3	♠ AJ8	♣ A875
	♥ QJ1054	
	♦ AK7	
	♣ 106	

- The bidding shows a 5-3 fit in hearts. North has clubs & three hearts.
- South has a balanced hand with five hearts. (No singleton or void.)
- The lead shows that south has only two clubs, and therefore has three diamonds and three spades.
- You have 10 pts.
- West has three trumps and about 4 pts.. Where are his points?
- Why has west led the enemy suit? It must be a singleton. If west had held 10-3 or 6-3 he would have led the high card to show two.

**Your immediate thought is to win the ♣A and give partner a ruff.**

Well yes, that would be three tricks, but now it is impossible to get a 4th trick to set the contract. Even if west found the trump return to your ace, declarer would ruff the 3rd club high, draw trumps and throw his losing diamond and spades on the established club suit.

Your trump control means that you can *always* give partner his club ruff. There is no rush to do this. Return a spade, hoping that west's points are the ♠K or ♠A. If west has the ♦A and not the spade honour, he will cash it after he gets his ruff.

## HOW WILL YOU GET TO YOUR ESTABLISHED WINNERS?

	♠ AQJ92	
	♥ 1052	
	♦ A32	
	♣ 72	
<b>YOU.</b>		♠ K76
♠ 1054	3NT by	♥ K94
♥ J87	south	♦ 10965
♦ J4		♣ Q86
♣ A10943		
	♠ 83	
	♥ AQ63	
	♦ KQ87	
	♣ KJ5	

You are west defending 3NT by south

You lead the ♣4, (4th highest).

Declarer ducks east's ♣Q (Correct play)

Partner returns ♣8 and declarer plays ♣K

What do you play?

I hope you didn't take this trick with your ♣A.

The only hope for the defence is that east has a third club *and an entry*. How else will you get in to make your two remaining club winners?

# DEFENCE - SLOW DOWN & THINK

♠ 52 ♥ AQ ♦ A95 ♣ AQ10543	4S by south	♠ 97 ♥ 7642 ♦ 10862 ♣ 972
♠ AQ863 ♥ J1098 ♦ K3 ♣ KJ		♠ KJ104 ♥ K53 ♦ QJ74 ♣ 86

CRAMLINGTON

N	E	S	W
1♣	P	1♦	1♠
2♣	P	2NT	P
3NT	P	P	P

DON'T SWITCH - UNLESS IT IS VERY OBVIOUS THAT YOUR 1ST LEAD WAS WRONG.

**West leads ♥J** Won with ♥A

Declarer had hoped for a spade lead but west made the best lead possible. ♥J. Communication were difficult for declarer and desperately needing to finesse clubs, he established an entry by leading towards ♦Q/♦J. (losing to ♦K). West, fatally for the defence, then switched to a spade.

This gave declarer a 2nd entry to hand for a 2nd club finesse.

The auction and west's hand revealed that east could not help the defence.

12 tricks rolled in. On a heart continuation, declarer would have to overtake ♥Q with ♥K to finesse again, or gamble on the ♣K dropping. Either way declarer could never make 12 tricks!

♠ KQ10862 ♥ 75 ♦ QJ9 ♣ J5	4S by south	♠ AJ3 ♥ K632 ♦ 842 ♣ K86
♠ 94 ♥ Q984 ♦ AK7653 ♣ 2		♠ 75 ♥ AJ10 ♦ 10 ♣ AQ10974

BRIDGE CLUB LIVE

S	W	N	E
1♣	2♦	2♠	3♦
4♣	P	P	P

COUNT SIGNAL TELLS YOU TO SWITCH - A CONTINUATION IS OBVIOUSLY WRONG.

**West leads ♦A.** East follows with ♦2, (*count signal*) So declarer had one!

A trump switch cannot gain. A heart switch could set up a ruff for declarer. A spade switch may just remove declarer's limited spade entry *before* trumps are drawn. IF declarer has ♠A there is no defence anyway and the good news would be that had N/S missed 4♠. So west switched to ♠9

This was won by east's ♠A. A heart followed, won by declarer's ace. (*Poor*)

Declarer, cashed ♣A (*Poor*) A spade would have been better - but - - east won, and cashed ♥K before leading a 3rd heart to west's ♥Q. Two down!

## TECHNIQUES THAT WERE AVAILABLE TO DECLARER

♣ = Simple finesse      ♥ = Double finesse (Playing for split honours)

BOTH TECHNIQUES WORK and declarer *should* only lose 1 spade, one diamond and 1 heart to make the contract.

♠ 1054 ♥ 6542 ♦ 9432 ♣ A6	4S by south	♠ A976 ♥ 9 ♦ QJ1076 ♣ 954
♠ KQJ32 ♥ J73 ♦ A8 ♣ Q103		♠ 8 ♥ AKQ108 ♦ K5 ♣ KJ872

BRUNTON

S	W	N	E
1♥	1♠	2♥	2♠
4♥			

FORGETTING THE BASICS.

**West leads ♠K.** The spade continuation was ruffed!

Declarer can see 5 hearts and 2 clubs. 3 tricks needed from somewhere.

IF trumps break 2/2 clubs can be easily ruffed out.

IF clubs break 3/3 the contract is home on 5 hearts, 4 clubs and a ruff BUT - IF clubs break 4/2 and east ruffs, a diamond switch would set the contract.

So declarer tested trumps. When they broke 3/1, only 2 rounds of trumps were played. Followed by a lead to ♣A and a losing ♣J finesse.

West cannot be blamed for cashing ♦A (hoping east has ♦K.)

**DEFENSIVE ERROR 1.** East knows that declarer has a singleton spade and must overtake ♠K to lead ♦Q! Although this in itself wouldn't set the contract, taking the 1st three tricks would mean that declarer would be under pressure to get everything right.

# DEFENCE - USING YOUR EYES

BIDDING Immediate raise to 4♠ or Jacoby if you play it

♠ 10832		
♥ KJ106		
♦ Q107		
♣ AK		
♠ Q5	4S by south	♠ 74
♥ 93		♥ A87542
♦ AK654		♦ 83
♣ 8652		♣ 1093
♠ AKJ96		
♥ Q		
♦ J92		
♣ QJ74		

WEST ♦A With AK you need compelling reason not to lead the ace.  
NORTH ♦7  
EAST ♦8 Start of hi-lo peter. *West was watching for the signal.*  
SOUTH ♦J Should be an automatic false card.

WEST ♦K Trust Partner rather than declarer  
NORTH ♦10  
EAST ♦3 Complete hi-lo peter. *West sees the signal.*  
SOUTH ♦2 Anything to confuse.

WEST ♦5 Middling diamond with no suit preference  
NORTH ♦Q  
EAST ♠3 Ruff  
SOUTH ♦9 Game is up!

At trick 4, east would be well advised to cash HA to set the contract.

♠ 10832		
♥ KJ106		
♦ Q107		
♣ AK		
♠ Q5	4S by south	♠ 74
♥ 93		♥ AQ754
♦ AK654		♦ 983
♣ 8652		♣ 1093
♠ AKJ96		
♥ 82		
♦ J2		
♣ QJ74		

WEST ♦A With AK you need compelling reason not to lead the ace.  
NORTH ♦7  
EAST ♦3 Follow suit - up the line - to show 3 or 5.  
SOUTH ♦J False carding to hide the 2.

WEST ♦K Maybe east has 3 2 doubleton  
NORTH ♦10  
EAST ♦9 Showing three diamonds and using 2nd card to show SP  
SOUTH ♦2 Game is up.

WEST ♥9 With no ruff possible a switch is obvious. Start of hi-lo.  
NORTH ♥10 ♥A is unlikely to be with west  
EAST ♥Q to win  
SOUTH ♥8 Game is up!

At trick 4, east would be well advised to cash HA to set the contract

At trick 4, east cashes ♥A and notices west's hi-lo in hearts.

At trick 5 a third heart from east gives west a trump promotion to set 4♠ by two tricks.

♠ J32		
♥ 987		
♦ 87		
♣ KQ1084		
♠ -	4S by south	♠ K98754
♥ QJ103		♥ 6542
♦ K10962		♦ 3
♣ J953		♣ 72
♠ AQ106		
♥ AK		
♦ AQJ54		
♣ A6		

NEWBURN DUPLICATE

POSSIBLE AUCTION

S	N
2C	2D
2NT	3NT

WEST ON LEAD has two choices for the opening lead, 4th highest diamond or top of a sequence in hearts. The bidding reveals that south is very strong and is therefore more likely to have ♦A and ♦Q rather than your partner. Equally south is likely to have ♥A & ♥K. Which of your alternatives is less likely to give declarer a free trick? BEST / SAFEST lead must be ♥Q.

POSSIBLE AUCTION

S	N
2C	2D
3D	3NT

EAST ON LEAD appears to have a simple decision to make, and most opted for the 4th highest lead in spades. As you can see, that proved to be 'unfortunate' but just as I was passing one table, I spotted a west player discarding a club when they couldn't follow suit in spades.

Now THAT is DEPRESSING!

TIP

When discarding - try to keep length with dummy!

# DEFENCE IN MID GAME - ATTITUDE LEADS

## Switch please

It is not always possible to find exactly the right opening lead, particularly if the bidding has given very little away.

S	W	N	E
1♠	-	2♣	-
2NT	-	3NT	

It would be normal to lead 4th highest ♦4  
 East plays ♦9 won by South with ♦J.  
 Declarer now plays ♣A and then ♣4 towards ♣Q  
 You win with the ♣K. Now what?  
 Declarer must have ace and king of diamonds.  
 (Partner played his highest diamond.)  
 Three diamonds, ace of clubs, and three more on table  
 plus two top spades will give south the contract.

So your only chance is a heart switch.  
 But which heart do you lead? Partner **may** think you  
 want your original lead of diamonds returned.

In mid game use attitude leads.  
 The lower the card I lead the more I want the suit  
 returning!  
 Lead ♥3 and partner will return hearts!

If you had led ♥8 partner would win and return your  
 first suit.

Dummy

♠ A K  
 ♥ 10 7 4  
 ♦ 7 6 5  
 ♣ Q J 10 5 2

♠ 9 2  
 ♥ K Q 8 3  
 ♦ Q 10 8 4 3  
 ♣ K 8

3NT  
 by  
 south

♠ A K  
 ♥ 10 7 4  
 ♦ 7 6 5  
 ♣ Q J 10 5 2

♠ 9 2  
 ♥ K Q 8 3  
 ♦ Q 10 8 4 3  
 ♣ K 8

FULL  
 HAND

♠ J 8 7 4  
 ♥ A 6 2  
 ♦ 9 2  
 ♣ 9 7 6 3

♠ Q 10 6 5 3  
 ♥ J 9 5  
 ♦ A K J  
 ♣ A 4

## Return my suit please

♠ 9 2		♠ J 8 7 4
♥ 9 8 5 3	3NT	♥ A 6 2
♦ A Q 10 4 3	by	♦ 9 2
♣ K 8	south	♣ 9 7 6 3
		♠ Q 10 6 5 3
		♥ K Q J
		♦ K J 3
		♣ A 4

On this hand, the auction, and north & east's hands are identical.  
 So is the lead, and south again wins with the ♦J.  
 Declarer, south, does the same as before ♣A, and low to ♣Q.  
 Again, you win with the ♣K.  
 What now?

This time you desperately need to get into partner's hand for a diamond  
 continuation. Again it has to be hearts.  
 If you carelessly lead the ♥3 partner will do what he did last time and  
 return a heart. Your ♥3 would promise an honour!

You must lead the ♥9, expressing no interest in this suit.  
 Partner will now return your diamonds!

# AGREE YOUR DEFENSIVE SIGNALS

*Our plans miscarry because they have no aim.*

*When a man does not know what harbour he is making for, no wind is the right wind.*

♠ J1075  
♥ AJ75  
♦ 3  
♣ AK84

4♥  
by  
south

♠ Q92  
♥ 6  
♦ AQ876  
♣ QJ106

S	W	N	E
2♥*	p	2NT*	p
3♠**	p	4♥	p

\* Weak two bid (6-10pts.)  
\* Ogust  
\*\* Strong-strong

West leads the ♠A

East must choose which spade to play. What do you recommend?

*Try to work out the answer before reading the text !*

To signal effectively, a defender must look beyond the next two tricks.  
Short sighted signals often do more harm than good.

East must choose between an encouraging ♠9 to ask for a continuation, or a discouraging ♠2 to ask for a switch.  
Should it be a *count* signal an *attitude* signal, or is a *suit preference* signal that is needed?

If defender plays the ♠9, what happens next.  
West will play the ♠K and another.  
The third round drops your ♠Q. Declarer ruffs and draws trumps.

You have very kindly set up his ♠J as a winner, on which he can throw his losing club.

♠ J1075		♠ Q92
♥ AJ75		♥ 6
♦ 3		♦ AQ876
♣ AK84		♣ QJ106
♠ AK43	<div style="border: 1px solid black; padding: 5px; display: inline-block;">             4♥ by south           </div>	
♥ 42		
♦ 109542		
♣ 95		
♠ 86		
♥ KQ10983		
♦ KJ		
♣ 732		

East must discourage a continuation. (Unless west is clairvoyant enough to underlead his king!)  
West is likely to switch to a club. Even a diamond would work!  
When east gains the lead with the ♦A, he can play the ♠Q safely to clarify the spade position.  
Declarer can never get rid of the club loser unless you help him!

What you are giving in this situation is a *count signal*  
The important thing is that you need to think through what you want partner to do.  
On the lead of an ace against a suit contract, encouraging would be from 9-2, looking for a ruff.

♠A Lead

	♠ J107	
♠ AK43	□	♠ Q92
	♠ 865	

Here the situation is slightly different. Only three spades in dummy.  
What do you want partner to do? Continue spades of course.

SO - -  
Tell partner that you are looking for a ruff by playing ♠9  
and then complete the peter - ♠2 on partner's ♠K



# A RANGE OF CUE BIDS

1. **ROCK CRUSHER**
- East  
♠ AK1063  
♥ 3  
♦ AKQ1095  
♣ A
- N - E  
1H - **2H**
- In your early years, a cue bid of the opponent's suit was reserved for hands that were VERY strong, usually forcing to game. Such hands were rare and so now is the use of this cue bid.
- 
2. **UNASSUMING CUE BID**
- West  
♠ K65  
♥ 72  
♦ Q43  
♣ AK762
- N - E - S - W  
1D - 1H - P - **2D**
- Simple Overcalls show 8-15 pts. and are non-forcing. Sometimes, after partner's overcall, there is a chance for game. If you have 11+ish pts and a fit, you can cue bid the opponent's suit to find out how good partner's overcall was. With something approaching an opening hand partner can bid a feature outside his suit. With a poorish overcall, partner will sign off in 2 of his suit.
- 
3. **HAVE YOU A STOP?**
- South  
♠ A108  
♥ KJ  
♦ 974  
♣ AQ1074
- N - E - S - W  
1H - P - 2C - 2D  
2H - P - **3D**
- If partner opens the bidding and you have 12+ pts., game is usually on. Sometimes however you do not have an obvious fit with partner, and an opponent overcalls. If you have a stop in the opponent's suit you would bid NTs. If you do not have a stop, you can ask partner whether s/he can stop the suit by cue bidding the opponent's suit. In this auction you would have spades covered.
- 
4. **1ST ROUND CONTROL**
- North  
♠ A10  
♥ AQ532  
♦ A6  
♣ K1083
- N - S  
1H - 3H  
**3S**
- If you agree a suit during the auction, particularly a major suit, there is no point in showing any other suit naturally. So if you open 1H with a very strong hand and partner raises to 3H you are obviously going to play in hearts. A bid from you of 3S, 4C or 4D would be a cue bid showing 1st round control of the suit. (An ace or a void). *Some pairs will play this as 1st OR 2nd round control*  
It would be forcing to game and showing an interest in slam.
- 
5. **MICHAELS CUE BID**
- East  
♠ A10843  
♥ QJ1032  
♦ 9  
♣ 74
- N - E  
1D - **2D**
- After an opening bid by opponents, many pairs use conventional bids to show two suit hands (5/5). The most common of these is a Michael's Cue Bid. After 1H by opponents, 2H by you, would show 5 spades and 5 of a minor. After 1 of a minor by opponents, 2 of that minor would promise 5/5 in the majors. Strength of the hand may be strong (16+) or weak (6-10) but if the hand was intermediate (12ish) prefer to overcall the higher ranking suit and rebid the 2nd suit if you get a chance. Michaels is usually played alongside the Unusual 2NT bid which shows 5/5 in the two lowest unbid suits.
- 
6. **TELL ME MORE**
- North  
♠ AK8  
♥ KQJ32  
♦ AJ10  
♣ 97
- N - E - S - W  
1H - 2C - X - P  
**3C**
- In a sequence like this, south's X shows 6+ pts. and four spades. Opener has a strong hand with five hearts & perhaps three spades but nothing much in clubs. The cue bid simply asks south for more information about his hand.
- 
7. **SPLINTER!**
- South  
♠ A1084  
♥ KJ1032  
♦ KQ3  
♣ 7
- N - E - S  
1H - 2C - **4C**
- In this sequence the cue bid of the opponent's suit would be a splinter bid agreeing heart, & promising game values.

♠ KJ9<sub>6</sub>3  
 ♥ K4  
 ♦ 97  
 ♣ KJ84

♠ 52  
 ♥ AQJ62  
 ♦ KJ4  
 ♣ A63

♠ Q87  
 ♥ 10973  
 ♦ 86  
 ♣ 10972

♠ A104  
 ♥ 85  
 ♦ AQ10532  
 ♣ Q5

S	W	N	E
1D	1S	2H	P
3D	P	3S	P
3NT			

## HAVE YOU A STOP IN THE ENEMY SUIT?

You can count nine top tricks.

After cashing diamonds, a heart finesse will bring home 11 tricks at pairs.

## SHOWING 1ST ROUND CONTROL WHEN SUIT IS AGREED

If north raises to 3H rather than 4H south should cue bid SA

♠ 5432  
 ♥ 86  
 ♦ QJ98  
 ♣ QJ5

♠ K76  
 ♥ K10974  
 ♦ 543  
 ♣ A7

♠ QJ98  
 ♥ J  
 ♦ K1072  
 ♣ 9642

♠ A10  
 ♥ AQ532  
 ♦ A6  
 ♣ K1083

S	W	N	E
1H	P	3H	P
3S	P	4C	P
4NT	P	5H	P
6H			

♠ A10982  
 ♥ QJ1065  
 ♦ 8  
 ♣ 54

♠ J65  
 ♥ 872  
 ♦ AQ1073  
 ♣ Q10

♠ K7  
 ♥ AK3  
 ♦ J9542  
 ♣ 972

♠ Q43  
 ♥ 94  
 ♦ K6  
 ♣ AKJ863

S	W	N	E
1C	2C	P	3H
?	4H	?	

## MICHAEL'S CUE BID

After a minor opening the cue bid shows both majors. With pts. in the majors, east jumps to 3H 4H makes. 5C is two or three off!

## TELL ME MORE

North realises that game should be on and with this holding, 3NT is the spot.

On another day 4S/5C will be the contract.

♠ QJ6  
 ♥ Q9  
 ♦ AJ10972  
 ♣ 109

♠ AK982  
 ♥ J2  
 ♦ 85  
 ♣ KQ52

♠ 10753  
 ♥ 10876  
 ♦ 43  
 ♣ J86

♠ 4  
 ♥ AK543  
 ♦ KQ6  
 ♣ A743

S	W	N	E
1H	2D	2S	P
3C	P	3D	P
3NT			

♠ 842  
 ♥ AKQ76  
 ♦ 2  
 ♣ KJ107

♠ AK1063  
 ♥ 3  
 ♦ AKQ1095  
 ♣ A

♠ QJ97  
 ♥ J104  
 ♦ 63  
 ♣ 8532

♠ 5  
 ♥ 9852  
 ♦ J874  
 ♣ Q964

W	N	E	S
1H	2H	P	3C
P	3H	P	4D
?			

## ROCK CRUSHER OR MICHAELS

6D is cold and you should get there whether you play Michaels or not!

## HAVE YOU A STOP?

### C7 LEAD

1S bid is constructive! As long as south holds up CA for 2 rounds, it makes.

Is a 1NT opening an option?

♠ J1074  
 ♥ Q642  
 ♦ 954  
 ♣ 75

♠ AK965  
 ♥ 105  
 ♦ A763  
 ♣ J10

♠ Q83  
 ♥ K7  
 ♦ Q10  
 ♣ KQ9642

♠ 2  
 ♥ AJ983  
 ♦ KJ82  
 ♣ A83

E	S	W	N
1C	1H	P	1S
2C	2D	P	3C
X	3NT		

♠ 94  
 ♥ Q985  
 ♦ 10985  
 ♣ 1085

♠ K65  
 ♥ 72  
 ♦ Q43  
 ♣ AK762

♠ 1083  
 ♥ AKJ106  
 ♦ AJ72  
 ♣ 3

♠ AQJ72  
 ♥ 43  
 ♦ K6  
 ♣ QJ94

E	S	W	N
1H	1S	P	2H
P	3D	P	4S

## UNASSUMING CUE BID - HOW GOOD WAS YOUR OVER-CALL

### LEAD H5

With a 13 count south can bid the diamond feature and north bids game.

## UNASSUMING ENEMY STOP

### LEAD H7

Unusual but with the heart stop and a strongish overcall south can rebid 2NT which north converts to game

♠ J7654  
 ♥ 74  
 ♦ 74  
 ♣ 10632

♠ AQ  
 ♥ 952  
 ♦ 653  
 ♣ AKJ98

♠ K983  
 ♥ AQ863  
 ♦ Q8  
 ♣ Q5

♠ 102  
 ♥ KJ10  
 ♦ AKJ1092  
 ♣ 74

E	S	W	N
1H	2D	P	2H
P	2NT	P	3NT

# MATCH POINTED PAIRS



I don't understand this game! We were pair 8 sitting N/S We doubled our opponents in 5♠ and put them THREE DOWN and STILL got a below average score.

Our friends, pair 6, were pushed to 5H and just failed by one trick and they didn't score anything. A complete bottom!

## FAQS

### 1. How are my +420s and -170s on the traveller converted into a % score?

Your scores are converted to Matchpoints. (Hence the name of this type of event - Matchpointed Pairs)

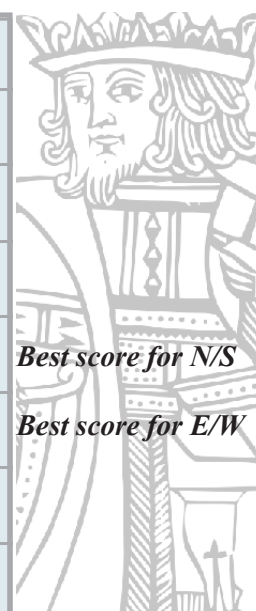
### 2. How is my % score arrive at?

Your Matchpoints on each board are added together. On the example below, (with 8 pairs), 14 Matchpointss is a top. If you played 10 rounds, the maximum score would be 140. If your total matchpoints were 70, your % would be 50 %.

**For each pair you beat, you score 2 Matchpoints**

**For each pair you draw with, you score 1 Matchpoint**

Board								N/S	E/W
N/S	E/W	Vuln.	Contract	By	Tricks	+	-	Matchpoints	Matchpoints
1	9	N/S	3NT	N	9	600		8	6
2	10	N/S	4H	S	10	620		10	4
3	11	N/S	3H	N	10	170		4	10
4	12	N/S	4S	E	8	100		2	12
5	13	N/S	4H	S	11	650		14	0
6	14	N/S	5H	N	10		100	0	14
7	15	N/S	3NT	N	10	630		12	2
8	16	N/S	4Sx	E	7	500		6	8



Best score for N/S

Best score for E/W

N/S pair 1 scored +600. Better than the scores for N/S 3, 4, 6 and 8. They therefore score 8 (2 for each pair they beat)

N/S pair 2 scored +620. Better than the scores for N/S 1, 3, 4, 6 and 8. They therefore score 10

N/S pair 1 bid and made their game but only get a slightly above average result

E/W pair 12 were two down in 3S but score 12/14 matchpoints. (a 2nd top)

N/S pair 6 had a difficult decision, because E/W bid to N/V 4S. Should they X or bid 5H? - They got it wrong!

E/W pair 16 shows that you can sacrifice over a safe vulnerable game. Even going three off doubled for -500 was better than opponents making a safe vulnerable game for 620.

### 3. What Score is likely to win an event?

A winning score will be somewhere between 60% & 70%. Anything over 50% is good!

### 4. Why do E/W sometimes have to move up 2 tables?

Called a skip move, this is to avoid you meeting boards you have played coming in the opposite direction

### 5. Why do some clubs use an Arrow Switch on the last round?

This is to achieve one overall winning pair, rather than awarding a top N/S and a top E/W.

# NEGATIVE DOUBLES/OVERCALLS

Takeout Doubles are made after the opponents have opened, Negative Doubles after partner has opened.

Partner opens a minor suit	Opponents overcall a major	YOU		* Prepared to pass partner's re-opening double for penalties.
		X	= 6+ with <b>four</b> spades	
		1♠	= 6+ with <b>five</b> spades	
		pass	= 0-8 *or 10ish with hearts. <i>Denies four spades.</i>	
		1NT	= 9 ish <b>with stop</b> in hearts. <i>Denies four spades.</i>	
1♣	1♥	2♣	= 5-8 A limit bid. <i>Denies four spades.</i>	
		2♦	= 12+ A responders reverse with game interest. <i>Denies four spades.</i>	

Partner opens a minor suit	Opponents overcall a major	YOU		* Prepared to pass partner's re-opening double for penalties.
		X	= 6+ with four hearts or 6-9 with five hearts <i>Too weak to bid 2♥</i>	
		2♥	= 10+ with five hearts	
		pass	= 0-8 *or 10ish with spades* <i>Denies four hearts.</i>	
		1NT	= 9 ish <b>with stop</b> in spades <i>Denies four hearts.</i>	
1♦	1♠	2♦	= 5-8 is a limit bid. <i>Denies four hearts.</i>	
		2♣	= 6+ Forcing for one round. <i>Denies four hearts.</i>	

Partner opens a minor suit	Opponents overcall a major	How would you respond?	1	2	3	4		
			1♣	1♠	♠ K63 ♥ 9754 ♦ AK ♣ A864	♠ 8 ♥ K862 ♦ Q975 ♣ Q743	♠ KQ6 ♥ 854 ♦ Q96 ♣ Q875	♠ A2 ♥ KQ964 ♦ QJ6 ♣ 432

- With 6+ points and four of the other major, Double. *Do not support partner's minor suit.*
- With 6+ points and four of the other major, Double. *Do not support partner's minor suit.*
- With 9ish pts., a good stop in enemy suit and not four of the other major bid 1NT. *Not 6-9 We suggest that with 6-8 pts. (without ♠Q perhaps), just support clubs. Without four clubs - Pass!*
- With 10+pts. and five hearts make the normal bid of 2♥. *With five hearts and fewer points - Double*

Partner opens a minor suit	Opponents overcall a minor	X	= 6+ with four of a major. <i>Ideally both majors.</i>
		1♥/1♠	= 6+ with FIVE of major. <i>Forcing for one round.</i>
		pass	= 0-5 OR 10+ with diamonds. <i>Will pass a reopening X</i>
		1NT	= 9 ish with diamond stop. <i>Denies four of a major.</i>
		2♣	= 5-8 A limit bid. <i>Denies four of a major.</i>
1♣	1♦		

Partner opens a minor suit	Opponents overcall a minor	Double	= 6+ with four of a major. <i>Happy to play in 2♦</i>
			or 6-9 with five of a major. <i>Too weak to force.</i>
		2♦	= 5-8 A limit bid. <i>Denies four of a major.</i>
		2♥/♠	= 10+ FIVE hearts/spades. <i>Forcing</i>
		pass	= 0-8 or 10 ish with clubs. <i>Denies four of a major.</i>
1♦	2♣	2NT	= 10-12 with stop in clubs. <i>Denies four of a major.</i>

Partner opens a minor suit	Opponents overcall a minor	How would you respond?	1	2	3	4		
			1♦	2♣	♠ KJ75 ♥ 84 ♦ J8643 ♣ A10	♠ 9872 ♥ QJ1075 ♦ K53 ♣ 9	♠ A75 ♥ 1074 ♦ 842 ♣ K965	♠ AK963 ♥ K104 ♦ J98 ♣ 82

- With 6+ points and four of a major, Double. *Do not support partner's minor suit.*
- With 6+ points and both majors, Double. Then pass partner's rebid. *Do not support partner's minor suit.*
- With 7 HCPs, no major suit and horribly balanced, Pass! If partner then doubles, bid 2♦.
- With five spades and 10+pts, make the normal bid of 2♠. A responders reverse with game interest.

**NOTE. Responding higher than 2 of your partner's opening suit forces your partner to rebid his suit (or something else) at the 3 level. This is a Responder's Reverse which should not be passed!**

