

# Communication

Maintaining communication is one of the hardest errors to spot, because it involves being able to look ahead in the planning of the play. When teachers say make a plan, we include communication in that “worry about other things” step, and it can be easy to mess up. As we improve, we should be able to include this in our planning.

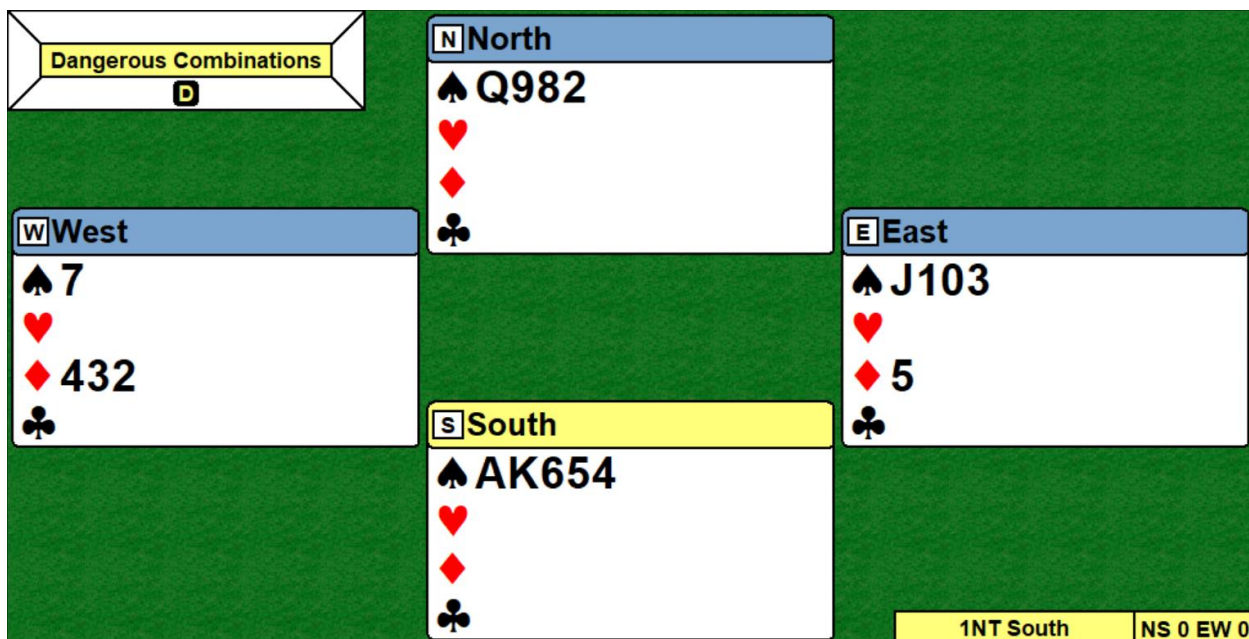
## Dangerous combinations

Some card combinations can wind up blocked if we're not careful. Recognizing some of these will help us plan our play better.

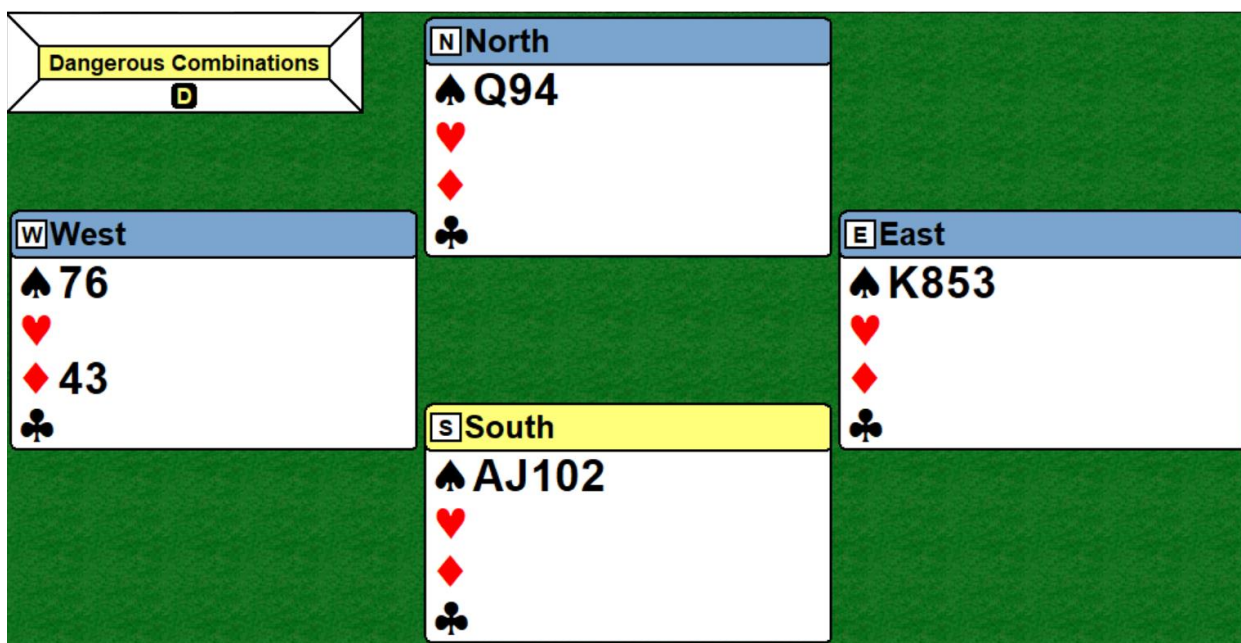
<b>Dangerous Combinations</b> D			
		<b>N North</b>	
		♠ Q987	
		♥	
		♦	
		♣	
<b>W West</b>			<b>E East</b>
♠ 2			♠ J103
♥			♥
♦ 432			♦ 5
♣			♣
		<b>S South</b>	
		♠ AK654	
		♥	
		♦	
		♣	

1NT South | NS 0 EW 0

This is a blocked spade suit. It probably wouldn't matter if spades are trump, but could be important in a notrump contract. Note that there's no way for South to stay on lead after the fourth round of the suit. If Spades had been 2-2, South could win the last trick.



This one is much better for us. That ♠2 is key for maintaining communication, so don't play it when you cash the ♠A or K. Instead, play the 9/8 on those cards.



This innocuous suit is dangerous. If you lead the Q and East does not cover, you will need another entry to North as the next round will be won by South. Instead, lead the 9 the first time around and the Q the next time.

**Dangerous Combinations**  
**D**

**N North**  
 ♠ Q103  
 ♥  
 ♦  
 ♣

**W West**  
 ♠ J9  
 ♥  
 ♦ 43  
 ♣

**S South**  
 ♠ AK42  
 ♥  
 ♦  
 ♣

**E East**  
 ♠ 8765  
 ♥  
 ♦  
 ♣

This is a suit you can take 4 tricks in, but you need to play the ace and Queen early, because the suit blocks. Do not take a finesse.

**D Deal 1**

**N North**  
 10 9 8 8 7 6 7 6 5 J 10 9 3  
 ♠ ♠ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

**W West**  
 7 A K J 10 9 3 Q J 10 2 Q 7  
 ♠ ♥ ♥ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

**E East**  
 6 5 3 Q 4 2 9 4 3 K 8 6 2  
 ♠ ♠ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

**S South**  
 A K Q J 4 2 5 A K 8 A 5 4  
 ♠ ♠ ♠ ♠ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

4 ♠ South    NS 0 EW 0

In 4♠, you need to be careful to ruff high at trick one to maintain entries to the dummy for diamond finesses later.



**Deal 2**

**North**  
 3♥ 7♥ 3♥ A♣ J♣ 10♣ 9♣ 6♣ 4♣ 3♣ A♦ 7♦ 3♦

**West**  
 K♠ 10♠ 8♠ 2♠ A♥ 10♥ 6♥ 8♥ J♦ 10♦ 9♦ 8♦ 2♦

**East**  
 Q♠ 7♠ 6♠ 5♠ J♥ 9♥ 8♥ 2♥ Q♣ 7♣ 5♣ 2♣ 4♦

**South**  
 A♠ J♠ 9♠ 4♠ K♥ Q♥ 5♥ 4♥ K♣ K♣ Q♦ 6♦ 5♦

West	North	East	South
Pass	3♣	Pass	3NT
Pass	Pass	Pass	

3NT South    NS 0 EW 0

Here we need to give up on the idea of taking all the club tricks. Overtake your ♣K with the ♣A and attack the suit from the top.

**Deal 3**

**North**  
 Q♠ 4♠ 3♥ 7♥ K♣ Q♣ J♣ 10♣ 9♣ 2♦ 9♦ 5♦ 2♦

**West**  
 9♠ 8♠ 7♠ A♥ K♥ 5♥ 4♥ 2♥ A♣ 6♣ 3♣ K♦ 10♦

**East**  
 10♠ 6♠ J♥ 10♥ 9♥ 8♥ 3♥ 8♠ 7♠ J♦ 8♦ 6♦ 4♦

**South**  
 A♠ K♠ J♠ 5♠ 2♠ Q♥ 6♥ 5♥ 4♥ A♦ Q♦ 7♦ 3♦

West	North	East	South
2♥	3♥	4♥	1♠
Pass	Pass	Pass	4♠

4♠ South    NS 0 EW 0

In 4♠, you'll need to use that club suit effectively to avoid losers. If you ruff the second heart in dummy, the opponents can keep you out of the dummy and you will have to lose a heart, a club, and two (at least) diamonds.

Deal 4  
D

N North

West	North	East	South
			2NT
Pass	3NT	Pass	Pass
Pass			

W West

E East

S South

3NT South    NS 0 EW 0

Detailed card layout from the image:

- North (N):** ♠ 5 4 3, ♥ A 5, ♣ J 10 9 7 6, ♦ Q 7 6
- West (W):** ♠ Q 7 6, ♥ Q J 10 9 2, ♣ 5 4 10 8 2, ♦ 2
- East (E):** ♠ J 10 9 8, ♥ 8 6, ♣ K 8 3, ♦ K J 5 4
- South (S):** ♠ A K 2, ♥ K 7 4 3, ♣ A Q 2, ♦ A 9 3

Avoid the temptation to hold up. Also, you don't need the finesse here. If you take a finesse in clubs, you are going to either block the suit or wind up out of entries to the dummy.