

	AUTHOR	BOLS EXPERT TIPS (1) (2)	DETAILS
1	Jean Besse	Beware of your trump tricks. When you see a chance for an early overruff, don't be in too much of a hurry to take it.	The idea of not overruffing soon becomes familiar when you hold either length or strength in the trump suit. Somewhat less well known are those cases where the defender <i>with the shorter or weaker trump holding</i> may gain a trick for his side by employing the same tactics.
2	Dorothy Hayden	Against no-trumps, defender's first spot card, unless it is essential to give the count, should indicate attitude the opening leader's suit. spot card are cards ranking below the Jack or any card from the deuce through and including the Ten. It has been mathematically estimated that of all the 13 tricks, about 8 are won with the honors, and the remaining 5 tricks are won with spot cards.	'In other words, the idea of a signal relating to a declarer's attitude to the suit led against no-trumps has been around for some time – not that this was any reason why the notion should not be developed in the course of a Bols Tip. The basic idea of Smith Peters was that a peter in the first suit played by the declarer should signify undisclosed values in the suit led by partner; but the opening leader himself used the peter only to <i>deter</i> his partner from returning the first suit. Mr Smith's original article also drew attentions to other occasions where this kind of information is vital to defenders
3	Gabriel Chagas	When you have to develop a shaky suit, consider whether you can prepare for an intra-finesse by ducking with an 8 or a 9 on the first round.	My bridge tip, therefore, is that whenever you have to develop a shaky suit, and especially when this suit is trump, you should consider whether you can prepare for an intra-finesse by ducking with an 8 or 9 on the first round.
4	Benito Garozzo	Games may be quietly defended but slams must be attacked	'The one factor that works in favour of the defence is that declarer is rarely willing to risk immediate defeat if any alternative seems attractive. And sometimes such an alternative can be created by the lead itself. If you are to amount to anything at this game, you must build up a picture of the unseen hands.
5	Charles Goren	If you aren't sure how to continue after you win a trick, you should consider ducking it	But there are many cases when you will not have the time for consideration after the opportunity arises – the duck will be effective only if you execute it smoothly, leaving declarer in doubt where the high card is. Generally speaking, too, a defender with AJ10x in the trump suit should duck the first round. The play is especially successful when declarer plays at low level with a fragile trump suit
6	Robert Hamman	If you ever to amount to anything at this game, you must build up a picture of the unseen hands. The idea is to know what the problem is before you try to solve it	In the first Bols Bridge Tip Hamman went straight to the heart of things: 'Would try to play golf or tennis blindfolded? That does not seem a very intelligent thing to do, but most players do exactly that when they play the hand at Contract Bridge.
7	Patrick Jourdain	With eight winners and five losers in three no-trumps ,play off your long suit early	Most players believe that squeezes occur towards the end of a hand, and that you usually need to have the rest of the tricks bar one to exert the necessary pressure. However, where one defender has responsibilities in three suits, the pinch can operate much earlier, even where there is no chance of an endplay

8	Mike Lawrence	<p>Ecstasy anytime you feel yourself succumbing to an emotion, whether sadness, depression, irritation, comfort, elation, or ecstasy, you should fight it off. stop and pay attention.</p> <p>Almost everyone I know will admit to the following mishap. You are declaring, say, Three No-Trump, and due to unfortunate circumstances, the defenders are running their five-card suit so you are going down at least one</p>	<p>Being depressed about bidding, you discard poorly thus messing up your entries. Suddenly, your eight remaining tricks become only six when the opponents take advantage of your sloppy carding. Three down. Its bad enough you're getting a zero but even with your head hung half-way to the floor, you catch a glimpse of partner whispering to his kibitzer. The tough player does this automatically. The good player struggles, but usually succeeds and the rest of the world does it occasionally, but not routinely. You say "I KNOW THAT." I agree that you probably do know that, but do you really know it on a usable conscious level?</p> <p>Strong negative emotions. They do obstruct our thoughts.</p> <p>Is there anything worse for our emotions than bad news?</p>
9	Ed Manfield	<p>5 Over 5? Think twice before you bid over five: the five level belongs to the opponents</p> <p>Most players have a tendency to resolve difficult competitive decisions by "bidding one more". This is often good strategy at low levels - in part, because defense against low level contracts tends to be very difficult. However, at high levels it pays to exercise caution. In particular, it is seldom right to compete over the opponents' five level bid.</p> <p>Many factors combine to make it usually unwise to bid five over five:</p> <p>a) Even though your hand might be quite distributional, the opponents' hands are often much more balanced. Therefore, you will frequently have more winners against their contract than you might suspect.</p>	<p>b) Partner might have minor honours in the opponents' suits. It is difficult to envisage the defensive power of stray Queens, Jacks and Tens. However, such cards can often help defeat the opponents' five level contract. Other times your five level bid will not fare well because the opponents have minor honours in your suits.</p> <p>c) In defending high level contracts there are relatively few combinations of cards that need to be considered. Therefore, defenders are much less likely to err against five level contracts than they are to err against lower contracts.</p> <p>d) Unless the deal is a distributional freak, the combined trick taking potential of the hands (i.e. - the number of tricks you can take in your best trump suit added to the number that the opponents can take in theirs) seldom exceeds 20. Therefore, even if your five over five bid works out well, your profit will tend to be small. For example, suppose the opponents bid 5 6 with both sides vulnerable, and you successfully save in 5 4. If 5 makes, and you go two down doubled, your gain will be only 100 points (-500 versus -600).</p> <p>e) The combined trick taking potential of the hands is often 19 or less. In these cases five over five bids are often disastrous.</p>
10	Per-Olov Sundelin	<p>If you can't see yourself beating the contract by winning the trick, duck it – even at the cost of a trick.</p>	<p>You are all familiar with the situation where you sit over dummy's K-Q-10 with A-x-x. When declarer leads up to the king you smoothly play low. On the next round declarer may go wrong, and at least you have spread uncertainty. 'Some of you have fooled declarer by ducking with the king when sitting over A-Q-J-x-x. Perhaps the declarer then wasted an entry, or released a guard, to enter his hand for another finesse. Such plays are still more effective when the defender sits over the closed hand. 'These are valuable – indeed, essential –stratagems. But they are seldom very risky or unexpected. In this field</p>

			you haven't really arrived until you are willing actually to sacrifice a winner: you must be prepared deliberately to give away a trick for the possibility of leading declarer astray.
11	Pietro Forquet	Count the opponents' hands – but when you have counted them, play intelligently.	'How many times have you heard the excuse, "Sorry, partner, if I'd guessed correctly I'd have made the contract"? And how many times has this so-called unlucky guess truly unlucky?
12	Harold Schogger	Don't open another suit .DON'T PANIC AND OPEN UP FURTHER SUITS	"if you have led the wrong suit, don't panic and later switch to another suit which may cause more damage"
13	Schmuel Lev	When you have a holding such as A-Q or A-J in the suit led by partner, do not automatically play third hand high	'One of the maxims that bridge inherited from whist was 'Third hand high'. Another slogan expressed the same idea was "Never finesse against your partner". 'Since the early days, of course, a great deal has been discovered. My tip describes some quite frequent situations where it may be good play for third hand to finesse against his partner – that is, to play the lower non-touching honours even when dummy has a worthless holding in the suit led. 'A common situation occurs in no-trumps. It is often vital to wrinkle out declarer's stopper on the first round so that the suit can be run when defenders next obtain the lead
14	Zia Mahmood	Roll over Houdini, when they don't cover they don't have it I know this TIP is going to revolutionize the simple fundamentals of the every-day finesse, but although it comes with no guarantees, I can assure you that it is nearly always effective and deadly	And declarer should place or drop the relevant card offside, even when this is hugely anti-percentage. Before the critics jump, I must add a few obvious provisos. 1. The length must be in the concealed hand. 2. The declarer should not be known to have special length or strength in the suit. 3. The honour in dummy should not be touching, i.e. J 10 - Q J, etc. 4. The pips in the suit should be solid enough to afford overtaking your honour without costing a trick when the suit breaks badly.
15	Pietro Forquet	Always be Ready to Change your Plan	Even if you have made a good plan, you should always be ready to change your strategy if, at a certain moment, you discover that it cannot work.
16	Dick Cummings	Avoiding the Gong	This is an area where the average defender makes many errors. Players are advised to work hard on developing an acute sense of spot consciousness. The Coffee House was a great fillip in that direction. Fear of the gong just worked wonders for your concentration. So, the next time you are in danger of being lazy about your own spot lead, or about reading a card from your partner, pause awhile. Try to imagine the distinguished figure of Plum Meredith poised over the chair, gong in hand. That should help you do the right thing.

17	Larry Cohen	Eight never - nine ever	When considering bidding at the three level over the opponents' three-level contract, always bid when your side has nine trumps but never when it has only eight. Of course, -for -every rule there is an exception, but Larry Cohen's tip contains excellent advice and works out well most of the time.
18	Dave Stire	Just like in <u>Bingo</u> , Bridge it's all about the cards	
19	Dirk Schroeder	Use the space. It happens frequently that slam contracts fail because of trump quality, although all the other suits are perfectly controlled. Using Three Notrumps as a cue bid, the slam bidding could be stopped in time, when the poor trump quality is found out. The Three No trump cue bid sequence located between the Three Spade and Four Club bid. When Spades are established trump suit this is the lowest possible cue bid.	Use the Tree No Trump space in cue bidding sequences based on a major suit, to establish the quality of the trump suit in time. Examine your natural bidding system step by step looking for free spaces which are of no natural use. Try it investigate together with your partner how these spaces could be utilized in a sensible way. A natural system thus enhanced might possibly save you the burden of learning a complicated artificial system in order to solve your bidding problems
20	Anna Valenti	Don't rush to draw trumps. On some hands you may be able to draw them successfully; on others, even if you can draw them, you will be left with too few tricks.	When you have a trump suit divided 4-4, you should bear in mind that the outstanding trumps will break poorly (4-1 or 5-0) nearly one third of the time. If you cannot withstand such a division, you should give serious thought to playing out the hand without touching the trumps. 'Provided you keep your head, you will be surprised how often this plan succeeds. Quite frequently you will find yourself making contracts that, to a bystander, would have seemed certain to fail.
21	Howard Schenken	When on defense in third position, cultivate the habit of playing slowly to the first trick	Even when you have an automatic play to the first trick, you can pause and say, "Sorry, I'm not thinking about this trick". This may help you prepare a vital decision at the next trick Much has been written about the careful thought required of declarer before he plays the first trick. But little has been said about the player at the declarer's right 'When you are in this position you often have a difficult but vital role to play. Unlike declarer, you cannot see your partner's hand, but by reviewing the bidding and observing the lead you may be able to visualize it.
22	Aavo Heinlo	Let the opponents tell the story	It sometimes happens that you have a hand that is too weak to enter the auction on the first round, or maybe there are other reasons for an initial pass. Nevertheless you would like to know if you have a fit with partner. Often the opponents' bidding will provide useful clues and you can enter the auction later on.

			If you choose to pass on the first round but want to find a fit, listen to opponents' bidding and sometimes you can later emerge out of the blue
23	Mark Horton	Don't be Afraid to respond to an opening bid	All the textbooks tell you that you need six points to respond to your partner's opening bid. However, my advice is to bid as often as you can. ON many hands a sub-standard response will allow you to reach a better part score.
24	Jon Baldursson	Don't be a pleasant opponent, Bid. Don't just sit and watch your opponents. Bid at the first opportunity. So, there you are, as a steady and sometimes spectacular, points earner	In most textbooks on competitive bidding we are advised not to bid without good reason. To bid with weak hands on bad suits, the theory says, will cost in the long run, misleading partner when we end up defending, and risking severe penalties otherwise.
25	Zia Mahmood	The Panther Double. When the opponents have animpossible-sounding auction, or when you want them to run or when they have an invitational auction and the cards do not lie well for them	You can use the double whenever the following situations exist, and you have the slightest excuse. 1 The impossible-sounding auction 2 You want your opponents to run 3 Invitational auctions
26	Paul Marston	Take the Hint When they double you, don't just sit there — try a sensible alternative.	If they double you for penalties, take the hint and consider changing suit — especially if your partner has had no say in the choice of trumps
27	Marijke van der Pas	Play the Hand Yourself. Remember the playing strength of a long suit and don't try too hard to find or support another fit. THE playing strength of a seven-card suit is enormous. Even a 7-0 fit is manageable. Get that into your head and don't put your seven-carder down in dummy.	If you started bridge with lessons, you will remember the ones about the 4-4 fit in a major. Time after time the teacher hammered home this point. The first convention you learnt was Stayman, to be sure none of those 4-4 fits would be missed. After a few lessons you even saw 4-4 fits in your dreams. You didn't realize it at the time, but had been completely brainwashed; so effectively that, even at a very high level, many bridge players can't give up the idea of the holy 4-4 fit.
28	Bep Vriend	Bid More with a Clean hand, Don't get busy if you have Minus Points. The authors solve this problem by introducing the concept of plus points for long suits and ruffing values, and minus points for a blank honour. It's remarkable that bridge literature pays very little attention to similar illustrative examples for advanced players. In this article I will discuss two situations in which the vast majority of players go wrong.	Rule 1: Be aware of minus points in competitive bidding if your side has a fit. In this situation minus points are dangerous, particularly: 1) at favourable vulnerability 2) if you have a spade fit Rule 2: Be aware of minus points if your overcall is a close one

29	Jeremy Flint	Don't Cry Before you are hurt - When you are outgunned don't let your opponents know	Many players who use the weak no-trump fail to appreciate that it is essentially a tactical weapon. More frequently, you disguise your discomfiture, forcing your opponents into a difficult guess. Remember, at poker it isn't always the best hand that wins the pot.
30	George Havas	Consider a Falsie it could give you a top. FALSE-CARDS both by defenders and declarers are well understood and practiced in bridge As with false-carding by defenders, there is a risk that you could mislead partner with an ill-chosen falsie. However, do contemplate using a falsie in the bidding, especially when partner has shown limited values so that you cannot lead him too far astray, in order to divert your opposition's attention. It is not always right to make a clean breast of your holdings in the bidding. Add some titillation to your game.	False-bids ('falsies') are not so well appreciated, but they sure can give you a substantial uplift By falsies I do not mean those outrageous psychic opening bids on virtually no values that cause all kinds of trouble to both sides of the table. Rather I refer to bids aimed at deceiving the defenders, but with little risk to the declaring side. An ideal falsie will cover your deficiencies and hide your weak holdings while retaining credibility. If you think that you might enjoy misleading your innocent opponents, give falsies a try. Good situations for using a falsie arise when you have a pretty fair idea of where you want to end up. You do not really need much more co-operation from partner so he cannot be misled in a damaging way. Such opportunities most frequently occur when partner's hand is already limited.
31	Eric Kokish	Make the 'one for the road' a double. If you are considering 'unusual' further action on a competitive deal, double to announce that you'd like some help from partner, whose assets might be only imperfectly defined by his previous bidding.	In the field of competitive bidding, there has been considerable progress. We find ourselves turning to analytical techniques (the evolution of deal generators and the resurgence of the Law of Total Tricks, to name two) to help us solve delicate bidding problems were not so long ago we might have relied solely on our intuition and experience. Can we do more?
32	Patrick Jourdain	Consider the Discard. When choosing between trump suits, imagine running the long suit, and ask what you expect to throw from the other hand. The answer will often tell you which trump suit will serve you best	YOU discover during an auction that your partnership has a 5-4 fit in one suit, and a 4-4 fit in another. Which should you select as trumps at, say, the slam level? Traditional advice says choose the 4-4 fit: a ruff in either hand may gain a trick, whereas with the 5-4 fit the ruff only gains if taken in the short trump hand. But this advice directs players' attention to the wrong priority. Instead of thinking about the ruff, or blindly assuming that the 4-4 fit is better, you should concentrate on whether the discard on the long suit will prove useful when it is not trumps.
33	Terence Reese	Careless Talk Costs Lives 1 Weak jump overcalls (1) You cannot make a strong or intermediate jump overcall on a hand with a good six-card suit and three or four quick tricks. You may have to double with unsuitable shape. Thus take-out doubles lose much of their normal sense and value.	3 Those pointless doubles Opponents are preceding slamwards and one of them makes a cue-bid at the four level in a suit where you hold fair strength, such as KJxxx. It is absurd to double, though many of the best players do it (eg both Meckstroth and Rodwell in the Naturals v Scientists match). By doubling you extend the options of the next player from just one call to a selection of three 4 That 4-4 myth

		<p>(2) The weak jump overcall gives the opening (and usually stronger) side important information. This is a theme that will recur. Instead, perhaps, of bidding too high because the unbalanced distribution has not been revealed, they will take note of the hazards and may either penalise the overcall or stay at a safe level in a contract of their own.</p> <p>2 Weak distributional overcalls Of much the same kind are those two-suited distributional overcalls when it is obvious that your side is outgunned.</p>	<p>Keep quiet about such holdings and they will often lead the suit, which is nice when partner puts down Axx.</p> <p>5 Conventions that have had their day</p> <p>On their card for the Naturals v Scientists match, Wolff and Hamman had the Blue Club Two Diamond opening, 17-24 with 4-4-4-1 distribution. Laborious study of the Encyclopedia convinces me that this is about a 500 to 1 chance, and the type presents no problems anyway. Another popular convention is the Flannery Two Diamonds: 4-5 in the majors, 11-15. Again, very rare and completely unnecessary.</p>
34	Rixi Markus	<p>Keep It Simple</p> <ol style="list-style-type: none"> 1. When you are the dealer you have at advantage which you should not waste Try to open the bidding as often as you can particularly if you have a good suit which you can rebid and which you want your partner to lead. 2. Consider playing a strong no-trump at all vulnerabilities. My 1NT opening promises 16-18 points, but I count AJ10 as six points, QJ doubleton as two points and the doubleton Qx as one 3. Do not hesitate to open a four-card major suit, which can sometimes be a good pre emptive weapon 4. Use your two bids to show strong but not game-forcing hands. My Acol two bid shows a hand either with one long, strong suit or with two good suits, and I can assure you that my various partners and I have bid very many games and slams that were missed by our opponents. 5. Use Herbert responses to Acol two bids, whereby a bid of the next higher-ranking suit is the negative. This is an idea which I helped to popularize, and it has two advantages over traditional methods. First, it means that any eventual no-trump contract is almost always played by the strong hand, which makes the opening lead and 	<ol style="list-style-type: none"> 7. If your partner's opening bid of 1NT is doubled for penalties, redouble if you have a strong hand but ignore the double if you are weak. This is my own special idea, and I find that it works very well. It means that transfer bids will permit all two-level t contracts to be played by the stronger hand, and it also means that responder will be able to try to wriggle out of trouble by bidding Two Clubs (Stayman) even after a double 8. Agree some way of showing both major suits over the opponents' weak no-trump. I personally like to use a conventional bid of Two Diamonds for this purpose, for it deprives the opponents of two bids (Two Clubs and Two Diamonds) which would otherwise be available to them. 9. Only make a game-forcing jump shift in response to partner's One of a suit if you have either a very good suit of your own or a very good fit for partner. On all other strong responding hands, you will need as much bidding space as possible and it will work out better to take things slowly. 10. Unless the opponents are obviously sacrificing, only double a high-level contract if you have a good holding in trumps: aces and kings do not always take tricks 11. Retain a penalty double for low-level contracts. I find that to play negative doubles gives up the chance of obtaining too many profitable penalties, and I have never come to much harm through bidding my suits instead of showing them by way of a double. 12. Never make 'trap' passes 13. At rubber bridge, keep it simple for partner. If you want him to bid again, for example, do not make a bid which he might pass 14. If your partner makes a take-out double and your right-hand opponent redoubles, do not speak unless you have something useful to say. Do not bid for the sake of it, for you

		<p>subsequent defence more difficult. And second, it can save valuable bidding space</p> <p>6. Play Stayman and transfer bids in response to 1NT. I find transfer bids most useful, because they allow the final contract to be played by the strong hand and because they allow the responder to describe his hand more accurately.</p>	<p>may choose the wrong suit and go badly astray. Use the opportunity to pass and tell partner that you have nothing worthwhile to say.</p>
35	Svend Novrup	<p>Search for the Eggs of Columbus. When you are dissatisfied with some aspect of your bidding system, don't accept that there is nothing you can do. When you have this sort of problem hopefully you try to think of possible solutions or you will never cut the Gordian knot or find any Columbus eggs. Maybe you would come to the same conclusion as some Danish players: on balanced hands, you could exchange the Two Club and 2NT openings without losing anything</p>	<p>On th contrary. Now, when you open Two Club partner will relay Two Diamonds, after which 2NT will show 20-21 HCP while an opening 2NT will show 22-23 HCP, almost like in the very old days. What do you gain?</p> <p>Now if partner deviates from the relay this also needs a meaning. There are, a course, several possibilities, but a very obvious one is to let it mean: partner — if you have the 20-21 HCP balanced hand, then I would prefer to play in my long suit at this level. On the hand above South would open Two Clubs, and when North responded Two Hearts he would pass, saving a level ... and the contract.</p> <p>There are many new possibilities. As opener's 2NT rebid would now be meaningless (!), it could show that you didn't have the balanced hand, but a forcing hand with clubs. And three-level bids could be trial bids inviting partner to bid game in his suit.</p>
36	Anton Maas	<p>Reversed splinter bids. Do not play splinter bids; play reversed splinter bids</p>	<p>Although splinter bids can be extremely useful, the method has a serious drawback. It can make it easy for the opponents to find a fit. Who has not experienced opponents saving in Five Clubs/Five Diamonds, not vulnerable against vulnerable, after doubling your splinter bid? Very nasty, especially at Pairs. All they have to do is to double a bid at the four level with KQ109xx and an ace; not very risky. Of course, there is a defense to the reversed splinters: a double still shows the short suit. So, 1♥—Pass—4♣—Double shows a diamond suit, etc.</p> <p>However, firstly opponents have to make such an agreement, and secondly, doubling has become a bit more dangerous</p>
37	Terence Reese	<p>The discard tells the story. The answer to the above question will often resolve a critical guess.</p>	<p>Study the early discards and consider this point: from what holding would the defender most readily have made those discards?</p>
38	George Rosenkranz	<p>Wherever possible, direct the opening lead during the auction. Instead of complaining about bad luck or your partner's leads, be aware of the opportunities to put in a lead-directing overcall in order to steer partner on to the right road needed for successful defense. You will be amazed</p>	<p>THE fate of many contracts hinges upon the opening lead. Strolling through the playing area at a major bridge tournament, you pick up fragments of conversations, such as: 'If only you had led a...' or 'Sorry, partner, I made the wrong lead, but...' or 'How could I tell that a ... lead would beat the contract?'</p>

		how your scores will improve and your partnership confidence will soar to imposing levels.	Yet, did you ever examine your conscience after a catastrophic lead by your partner? Did you ever wonder whether some of the blame was yours, not all his? Had you done your best to steer him away from the lurking perils and to guide him on to the road to success?
39	Sandry Landy	<p>Trump Leads</p> <p>Always have a good reason for leading trumps. If you have decided that a trump lead is right do not worry too much if your trump holding looks unsuitable.</p>	<p>DECIDING whether or not to lead a trump against a suit contract is never easy. Apart from picking a trump because every other lead looks worse, the main reason is to try to cut down the number of ruffs declarer can get in dummy or to prevent the hand being played on a cross-ruff. An auction like 1♠—1NT—2♣ almost demands a trump lead as does one where one hand has shown three-suiter and they appear to have found 4-4 fit. However, a problem arises when, having decided a trump is the right lead, you look at your trump holding and decide it is the last holding you would wish to lead from something like KJx or Q10x or Kx. But you should not automatically be put off, because usually if a trump is the right lead the lost trick comes back in some other way.</p>
40	Derek Rimington	When leading a trump always choose the lowest card	<p>If that lead is to sound the death-knell of a contract it is sometimes essential that it be the lowest one held.</p> <p>Another reason for leading the lowest trump is that it informs partner that all the lower unseen trumps are held by declarer. This facilitates the counting of his hand and may indicate a successful line of defense in preference to an alternative which is doomed to fail.</p>
41	Tim Seres	<p>Give Declarer Enough Rope</p> <p>When you can see that declarer is bound to succeed by normal play, look for a chance to give him a losing option. It stands to reason that if you consistently give your opponent a chance to go wrong, he will sometimes take it!</p>	<p>IN the long haul you win at bridge by avoiding error rather than by being brilliant. The expert may display an occasional glimpse of genius or elegance, but he owes his pre-eminence to the fact that he makes fewer mistakes than his fellow players. Because bridge is a game of errors, you should try to develop the knack of giving an opponent the chance to go wrong. One way of doing this is by providing the declarer with a choice of plays in a situation where he would otherwise be bound to make a winning play.</p>
42	Andy Robson	<p>Play a Pre-emptor who leads his suit for a singleton trump</p> <p>SAY you open the bidding with a three-level pre-empt. Soon you find yourself on lead to an enemy trump contract. What do you lead? Well, of course, you need to know your hand, but generally? 'A priori'?</p> <p>Perhaps your first thought is that you will lead a side-suit singleton, if you have one. How likely is that going to be? We shall assume a fairly aggressive, though sane, style of</p>	<p>The enemy has an unfortunate habit, however, of playing in their longest trump fit. Thus, sadly, your singleton is more likely to be in trumps than elsewhere. In fact, about half the time you are on lead to a trump contract, having pre-empted, you will hold a singleton trump. Now, what do you tend to lead holding a 7-3-2-1, 6-3-3-1 or 6-4-2-1 shape with a singleton trump? Most of the time you lead your own suit, do you not? What of the other 20-25% of hands, when you don't hold a singleton at all? On a little under half such deals you will hold a void (7-3-3-0, 7-4-2-0, very occasionally 6-4-3-0) and unsurprisingly it will nearly always be in trumps, particularly if partner has doubled! On the rest you will</p>

		pre-empting: that, as well as seven-card suits, you will open a fair number of 6-3-3-1 or 6-4-2-1 hand patterns at the three level, but very few 6-3-2-2 or 6-4-3-0 shapes. In this event your hand will contain a singleton over three-quarters of the time, and, if that singleton is in a side suit, you will generally lead it.	be 7-2-2-2 (or occasionally 6-3-2-2). Again, on all these hands you are likely to lead your own suit. Our final conclusion: if a pre-emptor leads his own suit, he will have a singleton trump about two-thirds of the time; but he will have two or more trumps less than one-fifth of the time, basically the dreaded 7-2-2-2 pattern, though actually nearly four times less frequent than the 7-3-2-1. More simply explained: the large majority of pre-empts contain a singleton; if it's in a side suit it will be led; if it isn't led it's in trumps!
43	Sally Brock	Conceal the Queen of Trumps—the defenders may think they have it. ONE aspect of the game that distinguishes the expert from the average player is in the area of deceptive play	. The expert is always looking for ways to induce an opponent to make an error or to save himself from having to make a guess. In the area of declarer play, one way to do this is to persuade the defenders that they have established more defensive tricks for their side than is actually the case. The trump suit offers an excellent opportunity for a number of deceptive plays, one of which deserves more attention than it has previously been given.
44	Steen Moller	Discovering Distribution Take the opportunity early in a match to discover the honesty of your opponents' signaling-it may help you later on.	Having tested your opponent with one or two of the above-mentioned suit combinations and found out that they are quite honest, you may get a chance to use your knowledge later in the match
45	Jeremy Flint	Consider Whether to Lead an Honour Instead of stolidly pushing out an unimaginative small card from three or four to an honour, you should consider whether to lead the honour. IT is normal in bridge to lead low from a suit of three or more cards headed by an unsupported honour card.	There are, however, some basic situations where the lead of the high card may produce better results. The most common of these occurs when there has been a competitive auction. Suppose that the defender on lead has, say, Kxxx of his partner's suit and scarcely any other assets. It may very well be good play to start with the king in order to retain the lead and find the killing switch through the dummy. Experienced players will recognize that kind of situation readily enough
46	David Birman	Suit Preference on Opening Lead When your side has found a fit, or you know there is a singleton in dummy or declarer's hand, your lead in that suit is suit-preference to help your partner find the right continuation after winning the first trick.	THERE are many situations where partner is going to win the first trick in a suit where declarer is likely to have a singleton, and partner's play to the next trick is critical. It can be important to use your first card (the lead) to help partner make the right decision. Most of the time the number of cards you hold in the suit is known from the bidding, or the number of cards in declarer's hand is known (when he has made a splinter-bid, for example). In my opinion, suit-preference on lead (SPL) can be more important than just leading a systemic third or fourth highest. In these situations, avoid using your normal methods, and lead instead the card that will show your partner which of the other two suits you prefer.

47	David Bird	<p>Not Obligated to Say Anything</p> <p>When the opponents open the bidding you are not obliged to say anything. Anything you do say will be noted down and ... may be used in</p> <p>UNDENIABLY, there are great advantages to be gained from overcalling</p>	<p>. You may:</p> <ul style="list-style-type: none"> · reach a making contract · find a worthwhile sacrifice · rob the opponents of bidding space · suggest a good opening lead <p>So, there was very little to weigh against the ever-present risk that the opponents would take advantage of the information gained</p>
48	Hugh Kelsey	<p>Guard Your Honour. Leading Unorthodox Cards Against Slams Brings One Lasting Satisfaction.</p>	<p>This tip is particularly effective when you have potential but uncertain trump trick.</p>
49	Derek Rimington	<p>The King Lives, Long Live the King</p> <p>At trick one watch out for the king, he may be sending a message.</p> <p>'As already stated, against a small slam and other high-level contracts attained pre-emptively, experts lead the king from ace-king combinations.</p>	<p>This is to allow partner to signal count: high with an even number and low with an odd number. The opening leader will then know whether to play his ace at trick two.</p> <p>'Conversely the ace when led will be unsupported and partner should signal high if he holds the king. This is to prevent an absurd slam from being made when declarer has two top losers in a side suit.</p>
50	Rixi Markus	<p>Consider leading Low from a Doubleton Honour</p> <p>When you have to open up a suit in which you have a doubleton honour, consider the possible advantage of leading the low card.</p> <p>When you, as a defender, are about to attack a suit in which you have a holding such as Jx, Qx or Kx, do you invariably lead the high card?</p>	<p>Most players do, but this is sometimes quite a costly mistake. This is particularly likely to work when the hand on your left is marked with strength in this suit, and especially when you have no re-entry to your hand.</p> <p>Suppose, for example, that at some point during the defence you lead the king from Kx and the next hand wins with the ace from AJX. Now, if you yourself cannot regain the lead, your partner will be stymied, even if his holding is as strong as, say, Q109x, for he will be unable to continue the suit except at the cost of a trick. Had you led low instead, the suit could have been cleared. (I am assuming, of course, that your partner has plenty of entries.)</p>
51	Pierre Jaiis	<p>Extend Your Distributional Signals</p> <p>Arrange with your partner to play length signals from the remaining cards in a suit when you have not been able to start such a signal on the first round.</p>	<p>You can effect quite an improvement in your defensive play by increasing the use of suit-length signals to cover new situations. Practically everybody knows how to use standard count signals on the first round of a suit: you play high-low to show an even number of cards and low-high to show an odd number. You will find that this extra exchange of information enables you to defeat many more contracts.</p>
52	Jose le Dentu	<p>Tip for the Pip</p> <p>Against no-trump contracts, when partner has led his fourth best in a suit where dummy has a singleton, you should return your smallest pip if you have five cards in the suit.</p>	<p>The corollary, of course, is that partner must unblock on the second round of the suit when he sees your small card. I Always feel surprised when no-trump contracts are not defeated because the defenders' suit is blocked after a fourth-best lead in a suit where</p>

			dummy has a singleton and partner five cards. I am convinced there is, indeed, a very simple rule to avoid such accidents but I think it has never been explained.
53	Barry Westra	<p>Don't Follow partner's signals blindly. Don't stop thinking when partner signals. Work out the hands and base your defense on that analysis in conjunction with partner's signal. Where: A bridge tournament anywhere in the world. When: Just after a beatable game has been allowed to make due to defensive error. Partner's signal can never be the sole guidance for the defense, simply because it sometimes happens that you know more about the hand than he does.</p>	<p>Possible conversations: A: "There's no point in signaling with a partner like you! I ask for a heart and you play a club. What's the point?" B: "Partner, why didn't you play back a club?" "But you signaled for a heart." "That doesn't mean you have to play one! Why don't you think for yourself?" Which conversation is more likely? Ten to one says it's 'A' for obvious reasons. If your partner obeys your signal and it turns out wrong, you go easy on him. You might even take part of the blame. However, when partner ignores your signal and that is the wrong thing to do, oh boy, you hit him with everything you've got! It is therefore very understandable that many players tend to see partner's signals as a command (who needs a scolding?) rather than a suggestion. This is the wrong way to handle signaling. Signals are indispensable in solving many of the difficult problems that come up, for any partnership. However, they should be an aid to the right defense and nothing more. Defense starts with analysis.</p>
54	Matthew Granovetter	<p>Picture the Original Shape. Count the high cards, but try to picture the original shape – as early as you can. THIS bridge tip has to do mainly with the most difficult part of bridge: defense, though it can be applied to declarer play (and bidding) as well. Try to picture the original shape of declarer's hand as quickly as possible. (As a declarer, try to picture one of the opponents' original hands.) By forming some kind of picture early in the deal, you will be laying the groundwork for problems that lie ahead. Not this tiresome counting business again, you say. The sad fact is you cannot get around the chore of counting high-card points</p>	<p>, but you can eliminate the far more tedious chore of counting cards simply by picturing the shape instead. I discovered this method myself only recently. There are only ten common shapes to remember. If you haven't memorized them through experience, if you are a beginner or intermediate, it would help to sit down and commit them to memory. The point is that in the middle of a hand you do not want to have to sit there and say to yourself: 'Three rounds of spades were played, partner followed once, that's four, then three, then three, equals ten, leaves two in my hand, so declarer has one, on to hearts, let's see, declarer followed twice, etc, etc.' Instead, you form a picture of a single, familiar pattern on your mind: 'Declarer was known to be balanced from his bidding: in spades, hearts and diamonds he has shown up with 4-3-2 ... ahh 4-4-3-2 shape; he has four clubs.'</p>
55	Jean Besse	<p>Don't Play an Idle Card Thoughtlessly. Consider what the effect of playing it may be. If played at the wrong time, an idle card may betray your whole hand. IDLE cards are those that can neither make tricks nor prevent the enemy from making tricks, nor act as guards to important cards.</p>	<p>Indeed, they appear to have no practical use at all. and yet idle cards can exert an influence, even though it may be hard to pin down. They are like the neutrinos of nuclear physics, which are of minute mass and seem not to affect other particles but which have mysterious powers.</p>

			There is only one way you can penetrate the mystery. Before playing an idle card, you should consider what the effect of playing it may be.
56	Barry Rigal	<p>Defense electivity Never automatically follow suit with your lowest card; consider playing an intermediate or an honour card. BRIDGE beginners soon learn that the simplest way to win tricks is to keep high cards until they need them. Subsequently the idea of signaling — attitude, count or Lavinthal — persuades them to play a card other than their smallest on some occasions</p>	<p>In addition they discover tactical plays to gain tricks in a suit in isolation, such as false-carding. These plays would merit an article on their own, but that is not my theme. There are many other reasons for not following with your smallest card. Here are some examples (on all occasions you are playing fourth highest leads).</p> <ol style="list-style-type: none"> 1. Avoiding the endplay 2. The unblock 3. Disruption of declarer's timing 4. Prevention of the avoidance play: The moral: when declarer may want to keep you off lead, for whatever reason, the logical riposte ought be to try and prevent him from doing so by playing whatever high or intermediate cards you feel you can afford. 5. Protecting your partner's entry: Finally, when dummy leads a low card it feels unnatural to play an unsupported honour in second seat. One feels perhaps that it is taking declarer's finesses for him, or that you may crash your partner's high cards. As against that, in general your honour would be finessable anyway; it is particularly relevant to consider rising with an honour when you are trying to establish partner's suit and you think he may be short of entries. Any time that you hold a doubleton (or even tripleton) ace or king it might be right to rise with your honour when the suit is led from dummy.
57	Clement Wong	<p>Hide and Seek When defending with QXX in trumps or in a key suit play hide (in favourable positions) and seek (in unfavourable positions) with declarer. The tip is equally applicable to holding Qxxx or Qx and I will leave it to the reader to have some more fun with it.</p>	<p>With Qxx in a key suit in a two-way finesse position, a good defender will try to induce the declarer to guess wrong. On the other hand, if to queen is doomed, playing it prematurely may work well. This is what this article is about. When your queen is doomed try abnormal play to mislead declarer into the wrong play. When your queen is in a favorable position do not play as though you have a sure trick with it. ANOTHER well-known position is in an endgame where declarer has K10x opposite A9x and has thrown you in to broach this suit. If you hold Qxx it is standard practice to lead the queen, trying to hide your partner's jack.</p>
58	Terence Reese	<p>Unfriendly Play. There are times when the jack from jack-nine, the queen from queen-ten and the king from king-jack may achieve a brilliant result in defense</p>	<p>When you know that the cards lie well for declarer, you should be on the look-out for the chance to deceive.</p>

59	Tony Friday	Practice the Art of Camouflage When you are defending, remember the art of camouflage. If you can mislead declarer in one suit, he may well jump to a wrong conclusion in another.	MILITARY men give much thought to camouflage. Thus a general, when planning a defensive battle, will pretend to be strong in a part of the line where he is weak. He will also try to appear vulnerable in a place where he is strong. Defenders at bridge have many opportunities to do the same. When you are strong in a suit, you aim to conceal the fact. There is then a good chance that declarer will misread your strength in another – and perhaps vital – suit.
60	Eric Rodwell	Danger Hand High Consider playing an unsupported honour, second in hand, especially if you are the dangerous opponent. THE adage 'second hand low' is good general advice, but, as we all know, there are many exceptions. Some of the better known include:	<ul style="list-style-type: none"> · taking the setting trick · splitting honours to promote a trick for self or partner · winning a trick to return partner's lead · unblocking to avoid being endplayed Playing second hand high can also destroy declarer's communications — if declarer ducks your honour he surrenders an extra trick; if he wins he loses a crucial entry. If dummy has only small cards in declarer's suit, it is often right to play high from holdings like Jx or even Kxx...
61	Alfred Sheinwold	Don't Think! Unless you absolutely must win the first available trick, play low without thinking when declarer takes a repeatable finesse in your direction.	Don't think! Just in one clear situation, of course. But when you recognize that situation, you must not think. The recognition is easy: you're a defender and declarer takes a repeatable finesse that is doomed to lose. Don't win the trick. Don't even think of winning the trick. Just play low with normal speed — not too quickly and not too slowly.
62	Qi Zhou	Play your honour early if it's of no use	
63	Michel Lebel	Duck when you don't have the Ace Whenever dummy has a suit such as AQ109x or KQ109x, and appears to be short of entries, be willing to hold off with Jx. You may well find that this daring man oeuvre offers the only real chance of preventing declarer from bringing in the long suit.	Successful defense often requires that you should take all possible measures to shut out dummy's long suit. You must do all you can to spoil declarer's communications. Sitting over dummy's KQ109x, you will, as a matter of course, hold off with AJx when dummy's king is played. But when the ten is finessed? The position is essentially the same; to kill the suit it may be necessary to hold off, persuading declarer to finesse the nine next time. If you win the ten with the jack he will have better communications, obviously. You should sometimes hold up the jack even when you do not possess the ace. You will find that quite remarkable results can be obtained.
64	Giorgio Belladonna	Hold Up the Ace of Trumps	The most powerful card in bridge is the ace of trumps. When you, as a defender, are fortunate enough to hold this card, you must be sure to put it to the best possible use. A general does not necessarily commit his crack troops to the battle right at the start, and

		Whenever you, as a defender, include the ace of trumps among your assets, you should consider whether to hold up this card when trumps are first played.	you too should quite often hold back the ace of trumps until it can play a decisive role. After all, the ace of trumps is the one card in the pack that you are always sure to make!
65	Jeff Rubens	Honour thy partner. Show that you treat his problems as your own and actively help him solve them. Amazingly, this will improve not only partner's defense but also his overall performance. He will be playing more carefully in order to be worthy of your respect.	Bridges 'crashes' are often of this sort. One defender makes a losing play but his partner was at fault. There is not only a loss on the deal, but also a drop in partnership morale. We seem to mind more when partner causes us to make the fatal move than when he makes it himself. A player should be alert to partner's problems as well as his own. Everyone tries to help partner by signaling, but better players should aim to go further still. For example, a good partner tries to remove undesirable options. If you fear that partner may duck his ace in front of dummy's king-jack, you can prevent this by leading the suit yourself. If you cannot get in to lead the suit, perhaps you can discard the queen behind dummy's king-jack!
66	Anders Brunzell	Don't relax when Dummy is Strong Don't get depressed by overwhelming strength in dummy Quite the reverse, get alerted, and play for the only chance! Do you recognize the following situation? The enemy has reached a game after some hesitation. You attack hopefully and dummy comes down with quite a lot to spare.	It's now apparent that your left-hand opponent had been considering slam prospects and decided against, so the game seems easy enough. You doze off and wait for the next board to come. Mostly this is OK, but occasionally you let declarer make a game you could have defeated. As a matter of fact, it is easy to defend against these 'over-strong' contracts. You can't wait for declarer to go down on his own because you be waiting forever! No, most often this is a case of now or never
67	Israel Erdenbaum	Never Play your lowest card first The vast majority of people playing social or duplicate bridge play simply for pleasure. They do not take the trouble to analyze every move, so when a hand looks simple they play it routinely and automatically.	The Laws of Duplicate Bridge say that when declarer tells dummy to play low, dummy must play the lowest card at the first opportunity, but the simple fact is that this is exactly what he does whenever he plays without thinking, and quite often with dire consequences.
68	Billy Eisenberg	Play low from dummy when it can't cost you a trick and is likely to cause third hand to make a grievous error.	MOST declarers realize the advantage of playing low from dummy when the queen is led through a king at trick one. The ace is almost certainly over the king and by playing low once or twice from the dummy the ace may fall on the right, establishing the king as a trick. However, there are also many other holdings where declarer can gain a full trick by playing low from dummy in situations that are not as well known.
69	Max Rebattu	The high cards will be with the Length Expect a missing high card to be held by the opponent possessing the most worthless low cards in that suit.	If, for example, KQ2 of a suit are missing and the ace is played, collecting an honour and the deuce, it can be concluded that the one who plays the deuce most probably has the

		<p>IT is well known that missing high cards will most probably be found in the hand containing most cards of that suit. If, for example, five cards including the queen are missing, and the suit is divided 3-2, the queen can be expected in the three-card holding. The probability is three out of five or 60%. This is, of course, true not only for the queen, but for any other card. The converse is, of course, also true. The player possessing the queen has most probably the length in the suit. If five cards are missing including the queen, and the suit is divided 3-2, the chance that the player possessing the queen also has the three-card holding, is again 60%. The same goes for the other four cards in the suit. By forcing the opponents to discard certain low cards it is possible to obtain information about the most probable distribution of the suit between both opponents.</p>	<p>missing honour. The chance of the two being singleton is only one out of three of the 2-1 distributions.</p> <p>The same principle can be applied to other distributions. If declarer has AKQ3 opposite 54 in a suit, the opponents can be forced to show the two by playing the ace, king and queen. If both opponents follow suit three times, the position of the two indicates the most probable position of the missing card (four out of seven or 57%). What applies to the two does not apply to the six or higher cards in this case. These cards need not be shown, but may be played by choice by the owner of the four-card holding, or may be kept until the last card.</p> <p>If the two and three are the only missing low cards, it applies to both cards. If they are divided there is no clue, but if both are played from the same hand the probability that this hand contains the length is very high. On the other hand nothing can be said if the two drops by only playing the ace. The opponents may false-card by playing the two from the three-card holding but keep it from four cards.</p> <p>THE use of this principle is fairly rare, but I have never seen this theory in previous bridge literature. It could be applied when trying to count the opponents' hands, thinking of a throw-in or looking for the right squeeze.</p>
70	Terence Reese	Fear The Worst	<p>WHEN opponents bid unexpectedly high you have to ask yourself: does my hand contain any nasty surprises?</p>
71	Tony Forrester	<p>The Power of the Closed Hand Make use of the power of the closed hand. It is declarer's biggest edge. Try to lead from dummy as often as possible, even when there may appear at first sight to be little advantage.</p>	<p>We have all faced the situation on many occasions. Dummy has xxx in a suit and leads to declarer's king. We (over declarer) have Axx. Should we win or should we not? If you win, declarer has KQ10 and now finesses against partner's jack when he would almost certainly go wrong if his king had held, and, if we duck, declarer has Kxx and needed one more trick for his contract! Not exactly original, I agree, but that type of situation is a common variation on a theme which extends to many hands</p>
72	Eric Kokish	<p>The Simplest Gifts are often the Best BRIDGE experts pride themselves on their mastery of the endgame, projecting the play to a late stage, then reading the situation with the requisite accuracy to negotiate a vital trick.</p>	<p>There are many occasions, however, when the needed trick can be obtained much earlier in the play. When you find yourself wondering how you should guess a critical suit or how you should determine which suit to broach, that is often a good moment to consider the possibility of having your opponents do your work for you. And sooner rather than later</p>
73	Derek Rimington	Play Trumps Fluently	<p>one of the qualities of liquids, also applies in contract bridge to the effective utilization of the trumps. Declarer especially must ensure that his trumps remain so. This is often</p>

			achieved when drawing trumps by cashing the top honours in such a way as to leave entries to both hands.
74	Eric Crowhurst	Second Hand Problems PLAN WHICH OPPONENT PLAYS SECOND TO THE TRICK	YOU are the declarer in a no-trump contract, and you have a 4-4 club fit containing AKQJ109 in the two hands. How would you plan the play of the suit? If you believe that it cannot possibly matter, read on. If the adverse clubs are 3-2, one defender (A) will have to find one discard on the clubs, and the other defender (B) two. The important point is that if the fourth round of clubs is led from the hand on his right, Defender B's two discards will have to be made before Defender A has made even one. This can be of considerable advantage to the declarer.
75	Villy Dam	Do Their Thinking When considering how to play a poor or no-play contract, try to enter the opponents' minds and see the problem through their eyes	WHEN you are bidding, playing or defending a hand you do a lot of planning. You work out a strategy from the cards you and your partner hold. This is not always enough. Bridge is not a game between machines, but between human beings. Do not expect the opponents to play perfectly. They cannot look through your cards. Consider what they know and what they may do. Figure out what they may be induced to do. Do not only your own thinking — enter their minds to include their thinking. See it through their eyes.
76	Chip Martel	Play with all 52 cards. When analyzing a hand, be sure your construction is consistent with the bidding and play of both unseen hands. If you follow my tip and make sure that when you construct a possibility for one hand you also check the fourth you will 'guess' correctly far more often. Soon your partner and opponents will be complimenting you on your ability to see through the backs of the cards.	'You played that hand as if you could see through the backs of their cards' is one of the nicest compliments a bridge player can get. Accurate reconstruction of the unseen hands is an essential skill for a successful card player. Unfortunately, there are often several constructions of the unseen hands that seem reasonable. The ability to come up with the right choice separates winners from losers.
77	Sandry Landy	Remember what they didn't bid When deciding on your line of play, remember what the opponents didn't do. It may give you the clue to playing hands more successfully.	When playing a hand as declarer it is always wise to stop and look when dummy goes down – after all, you haven't played a wrong card yet ! Gather all the evidence from the bidding and the card led. Analyse all the clues before deciding on your line. And remember there are just as many clues to be gained from what hasn't happened as from what has: <ul style="list-style-type: none"> · an opponent who has not opened the bidding has fewer than 13 points · opponents who have not overcalled don't have values and a long suit · the lead of the chosen suit often tells you something about holdings in other suits

78	Phillip Alder	<p>Don't be impulsive consider the Alternatives Do not make the `obvious' play without thinking: consider the alternatives.</p>	<p>It is often written and said that bridge and chess have close ties. It is true that many of us first learned chess and later gravitated towards bridge. But in the playing of the two games there are several obvious differences. In chess, the positions of all the pieces are always known. In bridge, only some of the cards are visible to each player. In chess, the number of possible moves increases dramatically as the game unfolds, and just worrying about the sensible ones and their ensuing variations is a formidable task. In bridge, the number of possible bids and plays is more limited. However, it is true in both games that if you do not think of the best move, bid or play, you will not make it.</p>
79	Gabriel Chagas	<p>The Value of the small cards Watch the small cards, as they tell you the story of the hand. In bridge, and other card games, attention has always focused on high cards. You start by counting points, or honour tricks, but as you improve you appreciate intermediate cards: Q1098, 10987, Q987 have potential, while Q432, AK432 and even AKQ432 show signs of fragility. For the defenders, the small cards have great significance. As leads and signals they will often show length, or attitude, or a desire for some other suit. And the declarer will attempt to decode them in the light of other information he has available. The rare situation in which a defender discards an ace is highly meaningful – often an indication that he has all winners and that a shift is desirable. The common situation in which a defender plays or discards a deuce can be given more precise meaning.</p>	<p>Many experts play a mixture of count and attitude according to circumstances. Consider the situation in which your partner leads a strong honour holding and you have 842. I suggest that the normal play should be the four followed by the eight to show an odd number of cards. This preserves the deuce for special purposes, perhaps a suit preference to the low-ranking suit. When the deuce seems to suggest an impossible or absurd shift, the corollary must be that the deuce-player had no choice. Perhaps he has a singleton, or a doubleton honour that cannot be wasted. This, of course, applies to the lowest missing card not in view. If the two is in the dummy, your three is obviously low and has special power. However, your play of the three does not have a special meaning when the declarer follows with the deuce. Otherwise you would be overexposed to falsecarding. The small trumps, too, are not given the attention they deserve. They are often crucial for entry purposes, and in rare situations are needed for endplays. Careless players frequently lose contracts by routinely ruffing with the lowest trump: one very seldom loses by saving that card. The modern trend toward upside-down count and upside-down attitude signals often permits a defender with a doubleton to play his small card and preserve an intermediate card. 'We prefer to keep the high cards to score tricks,' they say, thus showing a deplorable contempt for the small cards.</p>
80	Jim Jacoby	<p>The deuce should be thought of, not as the two-spot, but instead, as the lowest remaining card in any particular suit. When the situation warrants it, save the deuce!</p>	<p>From our bridge infancy we learn to conserve our high cards carefully, using intermediates to promote smaller cards to winning stature. Since the normal object is to win tricks, the philosophy of play is to rid ourselves of low cards and preserve the higher ones to take tricks. In fact, there are many occasions when it is necessary to save your smallest cards, either to force a particular opponent to take the lead at a propitious moment, or to avoid being placed on lead yourself to disadvantage.</p>

81	Terence Reese	<p>See round corners As a defender, consider playing an unnecessarily high card on the second round of a suit; as declarer if you need to place a missing honour assume the defenders had no choice about which honour to play. Think along these lines whenever you make a decision on the second round of a suit. In time you will gain the reputation of being a good guesser. Or a good looker.</p>	<p>There are many situations where the declarer has to 'take a view' on the second round of a suit. In this area both sides have opportunities for clever play. The common factor in these deceptive plays is that it is generally right for a defender to play a card that cannot conceivably take a trick but may mislead the declarer. There are a few situations where the unnecessarily high card is absolutely necessary to give declarer the chance of going wrong. The first of these two is better known than the second.</p>
82	Bobby Wolf	<p>Your Tempo is showing Keep a steady demeanor and consistent tempo, both in bidding and play. When your opponents' tempo varies, look for a reason for it.</p>	<p>Body language with intent to mislead has no place at the bridge table. Rather, I am addressing what you can do to make yourself difficult to play against. Don't look bored with a Yarborough. Don't sweat when baring a king offside. Play confidently; although you may expect a poor result, and make your opponents guess what to do.</p>
83	Jean-Paul Meyer	<p>Build your own algorithm When playing, either as declarer or in defence, your first concern should be to foresee what will happen two or three, or sometimes even eleven, tricks later</p>	<p>For example, you lead MUD, middle up down, and you decide a heart lead is called for.</p>
84	Joyce Nicholson	<p>Move an Important card When you have made a lead or planned a play that involves playing a certain card later in the hand, move that card to an unusual place in your hand in order to avoid playing it too soon by accident. You think you would never do such a foolish thing? Watch enough VuGraph (complete play records of thousands of deals from major tournaments), and you will see how even the top players do strange things occasionally, let alone intermediate players. THIS is a very simple tip, but one that can help an intermediate player who occasionally finds it easy to lose concentration. You may have made a lead or planned a play that involves playing a certain card later in the hand. Maybe the card is not one you would automatically play</p>	<p>You lead the six from 862. About three or four rounds later, declarer leads a heart. Your concentration falters, you glance at your hand and automatically play the obvious card from 82 doubleton. You play the two (you give reverse count). You should have played the eight. Immediately you realize what you have done, but it is too late. Partner will think you led from a doubleton. He will get the count of the hand wrong, or lead a heart for you to ruff when next on lead. Horror of horrors! Therefore, as soon as you lead the six, move the eight away from the two, maybe to the middle of a black suit, or maybe to the other end of your hand. You must do this, of course, without attracting attention, possibly rearranging several cards in your hand. You have to be careful about obviously moving a card that gives information to partner or opponents. When the next lead of a heart is made and you look at your hand, the fact that the hearts are separated immediately sends you a message. You are reminded of your original lead and make the correct play.</p>

		when the time arises. The recommendation is to move that card to an unusual place in your hand.	
85	Toine van Hoof	Shuffle your cards	
86	Gabriel Chagas	Don't spoil your partner's brilliancy When your partner makes an unusual play, be careful not to spoil his brilliancy. FROM time to time, sitting at the bridge table, you will get the opportunity to rise to the occasion.	This does not always succeed because there is also a partner who must understand what is going on. Everybody knows the situation: you underlead an ace against a trump contract, and your partner looks a little surprised when his king wins the trick. This is an awkward moment for your partner, whose first duty is to discover why you underled your Ace.
87	Matthew Granovetter	Keep your guesses to yourself	If you have a guess to make, don't let the opponents in on the secret— do it smoothly!
88	Jens Auken	The Kill Point. Develop an ability to spot kill points. IT is often stated that the best a bridge player can do is always play in an even tempo. That statement is wrong. How many tricks have been lost by not playing in an even tempo? We have all tried playing in an even tempo and a trick too late realized that at the trick before we should have stopped to think. Instead we made a mistake.	We are beyond the point of no return now, and there is no way to recover. We say once again, 'Sorry partner, I lost concentration.' But maybe it is not good enough to concentrate if you do it in an even tempo. My belief is that on almost every bridge hand there is a point of time — a trick — when the action of a bridge player is decisive for the fate of the contract. The spotlight is on him. What he is doing the rest of the time is not decisive as long as he does not do anything foolish. I call that point the 'kill point'. If you are clever at spotting kill points you are a strong player and you will gain yet more strength from being able to relax the rest of the time.
89	Jim Jacoby	Beware bridge players bearing gifts	When a good opponent seemingly gives you a present, stay alert! Watch for a trap!
90	Bernard Marcoux	Imagine and capitalize IN exceptional situations, forget Newton and follow the Chagas Principle (3)	("If you're lucky or good on the first board, things are probably going to go your way"). Think in curves Well, after Newton came Albert Einstein who said that: 'Imagination is more important than knowledge' and that the fast ball Newton saw falling from the tree is actually a curved ball. And if you think in curves, if you let your imagination sometimes supersede your knowledge, you are following the Chagas
91	Robert Hamman	When in Rome, do as the Romans do, i.e. when you are playing bridge think about bridge. YOU'VE been there before. The contract is Four Spades. You lead your singleton club, which declarer wins in hand. At trick two declarer takes a losing trump finesse through you. Excellent! You've got two other tricks, so while you silently congratulate yourself on your fine opening lead,	Where is that club return? Is he kidding? In your mind your lead was so obviously a singleton, partner must have been in a coma if he didn't recognize it! How could he consider anything else!?! If partner fails to return that club, chances are the defence will go up in smoke. There may be a way to defeat Four Spades even if you don't get that ruff, but you'll never find it in your emotional state. You're too busy with recriminations and frustration. Your mind is clouded with thoughts that have no place at the bridge table.

		you contemplate your matchpoint score — or your IMPs — for one down. But wait! Partner has started thinking!	The reality of bridge is that your partners will vary from great to bad - and even the great ones will not always see the defense that is obvious to you. The same thing applies in other settings. When your opening lead turns out to be a bad one, don't sit there saying 'Gee! I wish I had made a different lead.' Spend your energy searching for ways to recover. There may still be time - and ways - for your side to prevail
92	Id Lundby	Bridge is only a Game - have fun playing it	
93	Kitty Munson	The Trappist Rule Don't discuss bridge with your partner while you're playing.	Taking the Trappist vow of silence will eliminate the above two problems before they start; saving the analyses and arguments for later will improve concentration and reduce the error rate. It is best not to allow any exceptions, other than brief compliments like 'well played'. When partner uses a convention in an unexpected fashion, play it the way it was used or explained until there is a long enough break to make a new agreement. If remembering hands for later discussion is a problem, write them down. Playing rubber bridge, keep a small notebook handy. In a tournament, there's room on the scorecard; make a note next to the board number.
94	David Porris	Don't walk the plank Never let the level of the contract or the quality of your opponents immobilizes your thinking process. Learn to walk mentally across the board, rather than picturing yourself walking the plank	However, the penalty for failure at the bridge table is only mental anguish not physical, so that the penalty for failure is only in the mind of the declarer. Most experienced bridge players forget how frightened novice declarers can become, and this phenomenon seems to be in direct relationship to the level of the contract in question. This even occurs with good players when their opponents are known as experts. When the spotlight is turned on, panic sets in, and logic flies out of the window. Overcoming the debilitating fear of failure as declarer can lift a player to a higher level of ability

(1) from 1974 - 1994 , the IBPA (International Bridge Press Association) organizes the Bols Tip competition, sponsored by the Dutch liqueur manufacturer. Eight invited experts submit articles based on a useful piece of advice. The IBPA members voted on the very best of these tips

(2) Terence Reese wrote: "The original purpose of the Bols Bridge Tips was to suggest ways in which keen players might improve their game"

(3) In 1990, after winning the World Championship in Geneva , Gabriel Chagas, who always throws curved balls, invented the Chagas Principle. 'If you're lucky or good on the first board, things are probably going your way.'

source: <http://www.haroldschogger.com/bols1.htm>

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