

## Fourth Suit Forcing To Game

**Board 1, 9, 17 & 25**    Vul: None    Dealer: N

S – KQ102  
H – J108  
D – 4  
C – AQ1032

S – J973  
H – 654  
D – AJ103  
C – 87

S – A8  
H – A7  
D – 98765  
C – J965

S – 654  
H – KQ932  
D – KQ2  
C – K4

West	North	East	South
	1C	Pass	1H
Pass	1S	Pass	2D
Pass	2H	Pass	4H
Pass	Pass	Pass	

### The Bidding:

- **1C**      N has a sound opener, 12 HCP + 1 for fifth club
- **1H**      4+ hearts, 6+ total points
- **1S**      4 spades, 12-18
- **2D**      Artificial game force
- **2H**      3 hearts
- **4H**      S has enough for game but no interest in slam, so goes right to 4H.

**The Lead:** H-4

**Defensive Strategy:** *E can see 21 HCP between his hand and dummy. S promised opening points, so partner has up to 6 HCP. Since E has clubs controlled, he should win the H-A and continue trumps.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is from any number of trumps

Count Losers: Losers are 2 spades, 1 heart and 2 diamonds

Note: To count the losers as declarer, decide which hand we are going to set up and count as losers, all the cards that are not high, or are not covered by high cards in partner's hand. Therefore Axx opposite a singleton starts off as 2 losers, if we are counting losers from the hand with Axx or no losers if counting from the hand with the singleton. Trumping the small cards in the dummy is part of the plan. If we don't start off counting those losers, we might forget to include that ruff in the timing.

Make a plan before playing to the first card from dummy: We need to get rid of 2 of our losers. We can discard 1 on the C-Q, and another on the fifth club, if the suit divides no worse than 4-2. We could also avoid a loser in spades or diamonds if the aces are in front of the KQs. We won't have time to ruff a diamond in dummy. Win the second round of hearts in dummy and play a diamond to the D-K. *W should win and continue trumps.*

Win the trump in hand, play the high clubs, discarding a spade or diamond and then trump a club. <sup>4</sup>Since they divided 4-2, our fifth club is a winner. Lead to the S-K and when they take S-A, we can claim, discarding our last loser on the established C-10.

## Fourth Suit Forcing To Game

**Board 2, 10, 18 & 26**    Vul: NS    Dealer: E

S – 8765  
H – A532  
D – K98  
C – K4

S – Q93  
H – KQJ4  
D – 43  
C – AJ83

S – AJ104  
H – 106  
D – AQ2  
C – Q1092

S – K2  
H – 987  
D – J10765  
C – 765

West	North	East	South
		1C	Pass
1H	Pass	1S	Pass
2D	Pass	2NT	Pass
3NT	Pass	Pass	Pass

### The Bidding:

- **1C**      Normal minimum opener
- **1H**      4+ hearts, 6+ total points
- **1S**      4 spades, 12-18
- **2D**      artificial game force
- **2NT**     Denies 3 hearts, has diamonds stopped
- **3NT**     W has values for game but no more

**The Lead:** D-6

**Defensive Strategy:** *N can see 23 HCP between his hand and dummy. E opened, leaving partner with 5 or fewer HCP.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is likely from fourth best.

Count Winners: Winners are 1 spade, 1 club and 2 diamonds (because of the lead)

Make a plan before playing to the first card from dummy: We have great intermediate cards in hearts, spades and clubs giving us at most one loser in each. However, if we lose those 3, the defenders have time to take 2-3 diamonds to defeat 3NT. We can come to 9 via the top tricks plus 3 hearts and 3 in either black suit. Even if we lose the lead twice, if diamonds split 5-3 they could defeat 3NT via 3 diamonds and those 2 entries.

When N plays D-K at trick one, we can afford to hold up. Take the second diamond trick. S is the danger hand with the potential long diamonds. In case S has the H-A, play hearts first so that S won't have the H-A entry to get in later. N will take the H-A and continue diamonds. Take our heart tricks. Now we can finesse for the C-K, hoping N will be out of diamonds (if they split 5-3). Even if our club finesse loses to N and he has another diamond (the suit splits 4-4), they have H-A, C-K and 2 diamonds. If he has no more diamonds, we take 3 clubs, 3 hearts, 2 diamonds and 1 club.

As long as we do not finesse into the danger hand, the contract is secure.

## Fourth Suit Forcing To Game

**Board 3, 11, 19 & 27**    Vul: EW    Dealer: S

S – 1065  
H – 654  
D – QJ109  
C – 654

S – A832  
H – 32  
D – AK3  
C – QJ72

S – KQJ4  
H – AKQJ10  
D – 54  
C – A3

S – 97  
H – 987  
D – 8762  
C – K1098

West	North	East	South
			Pass
1C	Pass	1H	Pass
1S	Pass	2D	Pass
2NT	Pass	3S	Pass
4D	Pass	4NT	Pass
5H	Pass	5NT	Pass
6D	Pass	7S	

### The Bidding:

- **1C**      Normal minimum opener
- **1H**      4+ hearts, 6+ total points
- **1S**      4 spades, 12-18
- **2D**      Artificial game force
- **2NT**     Denies 3 hearts, has diamonds stopped
- **3S**      4+ spades, slam interest. E should not ask for aces at this point because he has no diamond control.

- **4D**      Control cue bid
- **4NT**     Asking for keycards - 1430
- **5H**      2 keycards without the queen
- **5NT**     Asking for kings
- **6D**      1 king
- **7S**      E can count 4 spades, 5 hearts, and AK/A in the minors. One ruff in either hand will give a 13<sup>th</sup> trick.

**The Lead:** D-Q

**Defensive Strategy:** *S can see 23 HCP. If opener has 12, N has 5, including D-QJ. The C-K is a potential trick*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: Against the grand slam the lead is almost certainly QJ10(x)

Count Losers: From the E hand, there is 1 club loser. From the W hand, there are 2 club losers and 1 diamond loser

Make a plan *before* playing to the first card from dummy: We will win the D-A. Test the trumps. If they split 3-2, we can draw all their trumps, discard 3 of W's clubs on the hearts and then trump E's C-3.

If spades are 4-1, we won't be able to discard the clubs on the hearts until after drawing trumps, so we won't be able to trump the C-3. We cannot afford to trump a diamond in the E hand before drawing trumps because we won't have an entry to W to draw the last spade. If spades split 4-1, draw their trumps and take the club finesse, leading C-Q towards the ace.

## Fourth Suit Forcing To Game

**Board 4, 12, 20 & 28**    Vul: Both    Dealer: W

S – KQJ2  
H – K3  
D – AJ1032  
C – 32

S – 76  
H – A98  
D – Q1076  
C – KJ87

S – 985  
H – 7652  
D – 85  
C – AQ109

S – A1043  
H – QJ104  
D – K4  
C – 654

West	North	East	South
Pass	1D	Pass	1H
Pass	1S	Pass	3S
Pass	4S	Pass	Pass
Pass			

### The Bidding:

- **1D**    N has better than a minimum opener. Count 14 HCP + 1 for the 5<sup>th</sup> diamond and +1 for the second good 4-card suit.
- **1H**    4+ hearts, 6+ total points
- **1S**    4 spades, 12-18
- **3S**    4 spades, 10-12, invitation to game
- **4S**    Values are there for game but not slam

**The Lead:** S-5

**Defensive Strategy:** *W can see 20 HCP between his hand and dummy. N showed 14+ with the raise to game. Unless N has a lot of distribution, E has at most 6 HCP. The auction does not cry out for a trump lead, since he did not lead the unbid suit, I would suspect E has C-A.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is from any number or trumps

Count Losers: Counting from the N hand, the losers are 1 heart, 2 diamonds and 2 clubs. Counting from the S hand, the losers are 1 heart and 3 clubs.

Make a plan before playing to the first card from dummy: Since the S hand has fewer losers, work on setting up that hand. Win the trump lead and draw a second round. If spades split 3-2, draw the last trump and give them the H-A. *The defense should cash their club tricks.*

Trump the third round of clubs in the N hand and the S hand is good. The opponents will get 2 clubs and 1 heart and we will make our contract.

## Fourth Suit Forcing To Game

**Board 5, 13, 21 & 29**    Vul: None    Dealer: N

S – KJ93  
H – K10  
D – AQJ97  
C – 32

S – Q872	S – A1065
H – 76	H – 82
D – 82	D – 1063
C – K10764	C – QJ98

S – 4  
H – AQJ9542  
D – K54  
C – A5

West	North	East	South
	1D	Pass	1H
Pass	1S	Pass	2C
Pass	2D	Pass	2H
Pass	3H	Pass	4NT
Pass	5H	Pass	6H
Pass	Pass	Pass	

### The Bidding:

- **1D**    Sound opener
- **1H**    4+ hearts, 6+ total points
- **1S**    4 spades, 12-18
- **2C**    Artificial game force
- **2D**    N would prefer to have 6 diamonds for the rebid, but it seems a better alternative than bidding 2H which shows 3-card 4support.      N must not bid NT without a club stopper

- **2H**    6+ hearts – since opener has denied 3 hearts, no need to rebid a 5-card suit here
- **3H**    Heart support
- **4NT**    Asking for keycards - 1430
- **5H**    2 keycards without the queen
- **6H**    Decision

**The Lead:** C-6

**Defensive Strategy:** *E can see 21 HCP and S should have 16+ for his strong auction, leaving about 3 HCP for W, perhaps a little more if S has good distribution. If partner has the C-K, we could get 1 club and 1 spade.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is most likely fourth best

Count Losers: Losers are 1 club and 1 spade

Make a plan before playing to the first card from dummy: We can get rid of our spade loser by discarding on our diamond winners. We must win the lead with the C-A, pull trumps and play the diamond suit. Because of the favorable lead we will make 7.

## Fourth Suit Forcing To Game

**Board 6, 14, 22 & 30**    Vul: NS    Dealer: E

S – A876  
H – 875  
D – 97  
C – AK109

S – KQJ943  
H – J109  
D – K5  
C – 43

S – 2  
H – A62  
D – AQ842  
C – QJ65

S – 105  
H – KQ43  
D – J1063  
C – 872

West	North	East	South
		1D	Pass
1S	Pass	2C	Pass
3S	Pass	Pass	Pass

### The Bidding:

- **1D**    Sound minimum opener
- **1S**    4+ spades, 6+ total points
- **2C**    4+ clubs, 12-18
- **3S**    6+ spades, 10-12 total points, invitation to game

**The Lead:** C-A

**Defensive Strategy:** *S can see 19 HCP between his hand and dummy. Declarer promised 10-12 HCP with his 3S bid, so partner will have up to 11 HCP. S should discourage on the club lead and N should switch to a heart.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is from AKx(x)

Count Losers: Losers are 1 spade, 2 hearts and 2 clubs. A second spade loser is possible if trumps divide the expected 4-2.

Make a plan *before* playing to the first card from dummy: *When N cashes C-A, and switches to H-8, we should play low from dummy. S can win but cannot continue hearts. Instead, he should return a club to N's C-K and he should play another heart. Now win the H-A, and discard our second heart loser on the C-Q.*

The opponents have taken 3 tricks. Now if we can play trumps for one loser we will make the contract. Play a trump from dummy to a top honor in our hand. Since S started with S-10x, *if N takes S-A and plays back a red suit or a trump, we will make the contract. However, if N plays a fourth round of clubs and S trumps with S-10, they will promote a second trump trick for N's S-A876.*

Great defense results in a one-trick set, declarer losing 2 spades, 1 heart and 2 clubs.

## Fourth Suit Forcing To Game

**Board 7, 15, 23 & 31**    Vul: EW    Dealer: S

S – AQJ92  
H – 1054  
D – AQ  
C – J43

S – 543  
H – KQ98  
D – K1085  
C – 98

S – 876  
H – AJ76  
D – 76  
C – 10765

S – K10  
H – 32  
D – J9432  
C – AKQ2

West	North	East	South
			1D
Pass	1S	Pass	2C
Pass	2H	Pass	2S
Pass	4S	Pass	Pass
Pass			

### The Bidding:

- **1D**    Sound minimum opener
- **1S**    4+ spades, 6+ total points
- **2C**    4+ clubs, 12-18
- **2H**    Artificial game force
- **2S**    S would like to have 3 spades for this preference, but the alternatives are worse. 2NT would show a heart stopper, and the diamonds are not good enough to rebid. Sometimes opener looks for the smallest lie.
- **4S**    N has enough for game but no slam.

**The Lead:** S-6

**Defensive Strategy:** *W can see 21 HCP between his hand and dummy. Assuming N has 12+ HCP for his opening bid, partner has up to 7 HCP.*

### Declarer Plan (*Defense in italics*):

Analyze the lead & think about distribution: The lead is from any number of trumps

Count Losers: Losers are 3 hearts and 1 diamond

Make a plan *before* playing to the first card from dummy: With the trump lead, we will not be able to ruff a heart in dummy, but we can get rid of one of our heart losers by discarding it on a club winner. If we can set up dummy's diamonds, we might make overtricks.

We will win the trump lead with the S-K and play a diamond to the D-Q. We must take this finesse before drawing the rest of the trumps since we need a spade in dummy to control the hearts. When D-Q wins, cash D-A, and play a trump to dummy and ruff a diamond. Since we have all high trumps, there is no danger of an overruff.

Since diamonds split 4-2, we will have to trump another diamond to set them up. Now we need spades to split 3-3 or we can't afford to trump another diamond and we will have to settle for 11 tricks, 5 spades, 4 clubs and 2 diamonds. However, when spades do split, we can lead a club to dummy to trump another diamond, and we add a third diamond trick for 12 tricks in total.

## Fourth Suit Forcing To Game

**Board 8, 16, 24 & 32**    Vul: Both    Dealer: W

S – AK103  
H – 87654  
D – 6  
C – 765

S – 2  
H – AQ102  
D – A92  
C – KQ1082

S – J54  
H – K3  
D – KQ10543  
C – A3

S – Q9876  
H – J9  
D – J87  
C – J94

West	North	East	South
1C	Pass	1D	Pass
1H	Pass	2S	Pass
4D	Pass	4NT	Pass
5H	Pass	6D	Pass
Pass	Pass		

### The Bidding:

- **1C**    Good unbalanced hand
- **1D**    4+d, 6+ total points
- **1H**    4 h, 12-18
- **2S**    Artificial game force. 1S would show 4 spades and be forcing one round.
- **4D**    3 diamonds, 16-18 DP – this is always an unbalanced hand, with 15-17 balanced, W would open 1NT, with 18-19 balanced, he would rebid 2NT instead of 1H.
- **4NT**    Asking for keycards - 1430    Although E does not have a spade control, he can assume his partner

has a singleton spade for his raise to 4D, showing the unbalanced hand.

➤ **5H**

2 keycards without the queen

➤ **6D**

Missing 1 ace, E bids the small slam.

**The Lead:** S-7

**Defensive Strategy:** *N can see 22 HCP between his hand and dummy. E has 13+ leaving at most 5 HCP for S. Any high cards S has in hearts or clubs can be finessed, so the only hope to defeat the slam is a trump trick in S's hand. Leading a second round of spades and forcing dummy to ruff might protect that holding.*

**Declarer Plan (*Defense in italics*):**

Analyze the lead & think about distribution: The lead is most likely fourth best.

Count Losers: Losers are 3 spades

Make a plan before playing to the first card from dummy: When N wins the spade lead and returns another spade, we must trump in dummy.

Without this defense, we would have cashed D-K first in case either opponent started with D-Jxxx. By cashing the high card in the hand with 2 high diamonds, we would still be able to finesse the D-Jxxx in either hand. However, now we can only cash the D-A, which will allow us to pick up a 4-0 split if N has the diamond length.

When everyone follows to the first round of trumps, all is well. We have 6 diamonds, 3 hearts, 3 clubs and a spade ruff in dummy – one trick more than we can take.