Card Play Worksheets:

- 1 Planning the Play at no-trump
- 2 The Hold-up
- 3 Common Card Combinations
- 4 Planning the Play at a Trump Contract
- 5 Elimination and Endplay
- 6 Counting
- 7 The Duck
- 8 Loser-on-loser Play
- 9 The Finesse
- 10 Avoidance and the Danger Hand
- 11 Entries
- 12 Crossruff and dummy reversal
- 13 Making Deductions
- 14 Planning: checking for pitfalls
- 15 Trump control

Card Play Worksheet 1: Planning the play at no-trump

- 1 Count your sure tricks
- 2 Choose a Work Suit where you can establish the extra tricks you need
- 3 Give up tricks that must be lost early, while you still control the other suits
- 4 Check for pitfalls how often must you lose the lead? Any problems with entries?

Plan the play in 3NT

Dealer	•	▲ 765			
South		♥ A65			
Love A		♦ 96			
		♣ QJ10	94		
		Ν			
		W	Е		
		S			
		▲ AK42	2		
		♥ K83			
		◆ A107	3		
		♣ K2			
West	North	East	Sout	h	
			1		
		Pass			
Pass	3NT	All Pas	SS		
Lead:	♥Q				
Sure T	ricks? _				
Work S	Suit? _				
Plan?					

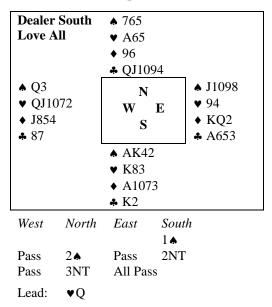
Dealer South	♠ K3 ♥ Q5		
NS Vul	♦ KJ	987	
	* 654		
		N	
		E	
	▲ A6	S	
	♥ AJ	•	
	◆ 105		
		QJ10	
West Nor	th East		
		1*	
Pass 1♦	Pass	1 -1-	
Pass 1♦ Pass 3N7		2NT	
		2NT	
Pass 3NT	f All Pas	2NT ss	
Pass 3N7 Lead: ▲5	f All Pas	2NT ss	

Dealer East	▲ 86
EW Vul	
L · · · · ui	◆ AKQ43
	◆ ARQ+5◆ 976
	N
	W E
	S
	▲ AQ4
	▼ KQ4
	♦ 10987
	♣ AQ2
West North	East South
	Pass 1♦
Pass 3♦	Pass 3NT
All Pass	
Lead: ▲J	
Sure Tricks?	
Work Suit? _	
Plan?	

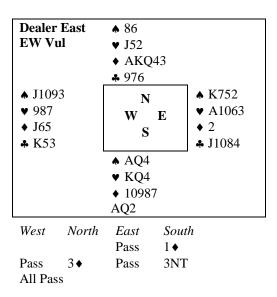
Deale North Gam	-	W A	X975 N E S Q4 0632	
	<i>North</i> 1♦			
	1♥ 2♣			
	3NT			
Lead:	▲ 5			
Sure T	ricks?			
Work S Plan?	Suit?			

Worksheet 1: Planning the play at no-trump – Teachers' Notes

- 1. Count your sure tricks
- 2. Choose a Work Suit where you can establish the extra tricks you need
- 3. Give up tricks that must be lost early, while you still control the other suits
- 4. Check for pitfalls how often must you lose the lead? Any problems with entries?

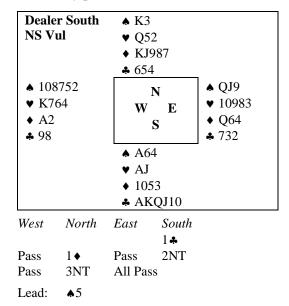


5 Sure Tricks, 2x ★s, 2x ★s, 1x ★s Establish 4 more tricks in clubs. *Play high cards from the short hand first* - *****K *Keep an entry to dummy.* Win *****K at Trick 1. (You do not want them to switch to diamonds)



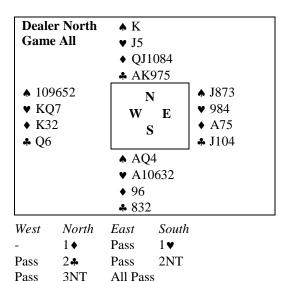
Lead: ▲J

7 Sure Tricks, $2x \diamond s$, $3x \diamond s$, $1x \diamond s$ You can make at least 1 extra trick in diamonds, *but note the potential blockage*. Establish 2 extra tricks in hearts Do not duck $\diamond K$ at trick 1- they may switch to clubs



8 Sure Tricks, $2x \bigstar s$, $1x \blacktriangledown s$, $5x \bigstar s$ You could establish 1 diamond quickly with a good guess, but if you guess wrong opponents may establish enough spades to beat you. You can *ensure* an extra trick in hearts by leading out ace, then jack.

Keep $\bigstar K$ as an entry: win trick 1 with $\bigstar A$



Lead: ▲5

6 Sure Tricks, $3x \bigstar s$, $1x \blacktriangledown s$, $2x \bigstar s$ Work Suit is not always the one with most cards! Diamonds has 2 losers, but will establish 3 tricks Playing on clubs will establish just 2 tricks – and 1 extra loser.

Card Play Worksheet 2: The Hold-Up

The Rule of Seven:

Add the number of cards held by declarer and dummy and deduct from seven This tells you the number of times you must hold up *Do not hold up longer than necessary*

Note: You may need to hold up with two stoppers when you have to give up the lead twice

 ▲ K72 ♦ A65 ♦ 92 ♣ AQ1083 N W E S ♠ AQ9 ♥ K73 ♦ A105 ♣ J952 	 ▲ 764 ♥ QJ97 ◆ A52 ◆ AQ10 N W E S ▲ AQ2 ♥ 1086 ♦ K987 ♣ KJ6
Contract:3NTLead:♦6.East plays ♦Q.	Contract: 3NT Lead: ▲J. East plays ▲K
Sure Tricks?	Sure Tricks?
Work Suit?	Work Suit?
Do you hold up?	_ Do you hold up?
How many times?	How many times?

Holding up to kill a defender's long suit

Two examples of deciding whether to hold-up or not: the Danger Hand

Note: There are two possible reasons for considering one opponent to be the Danger Hand:

- 1) he has enough winners to cash to defeat you
 - 2) he can lead through your honour card

	▲ J7	
	▼ A753	
	♦ 92	
	A Q1095	
	S	
	▲ AK543	
	▼ K6	
	 ▲ AJ3 	
	♣ J82	
Contract:	3NT	Ce
Lead: ♦5.	East plays ♦Q	Le
Sure Tricks	?	Su
Work Suit?	. <u>.</u>	W
Do you hole	1 up?	De
тт	times?	H

	. 17105		
	▲ K105		
	♥ Q109		
	♦ 92		
	♣ AJ975		
	Ν		
	W E		
	S		
	▲ AQJ3		
	♥ AJ85		
	♦ AJ4		
	* Q8		
Contract:	3NT		
Lead: ♦5. E	ast plays ♦Q		
Sure Tricks?			
Work Suit?			
Do you hold up	?		
How many time	s?		
	CDLL	a	_

Worksheet 2: The Hold-Up – Teacher's Notes

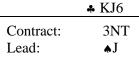
The Rule of Seven:

Add the number of cards held by declarer and dummy and deduct from seven This tells you the number of times you must hold up *Do not hold up longer than necessary*

Note: You may need to hold up with two stoppers when you have to give up the lead twice

	 ▲ K72 ♥ A65 ♦ 92 ▲ AQ1083 	_
 ▲ J863 ♥ J94 ♦ KJ864 ♣ 6 	W E S	 ▲ 1054 ♥ Q1082 ♦ Q73 ♣ K74
	 ▲ AQ9 ♥ K73 ♦ A105 ♣ J952 	_
Contract:	3NT	

♥ OJ97 ◆ A52 **▲**AQ10 **▲** K5 ▲ J10983 Ν ▼ K2 ♥ A543 W Ε ◆ Q103 ◆ J64 S ***** 854 ***** 9732 ▲ AQ2



Lead: •6 A simple hold-up: if East has 3 diamonds and •K he will have no diamond left to play, if diamonds break 4-4 there is no problem. Hold up till the third round

When East plays $\bigstar K$ – hold up. Win the next spade. You must give up the lead twice in hearts - leave East without a spade to lead when he wins $\checkmark A$. (Again, no danger if spades break 4-4)

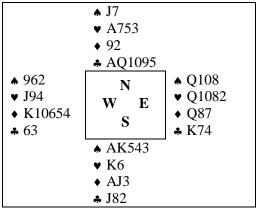
♥ 1086♦ K987

▲ 764

Note: There are two possible reasons for considering one opponent to be the Danger Hand:

- 1) he has enough winners to cash to defeat you
- 2) he can lead through your honour card

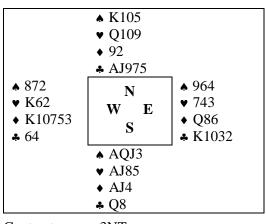
2 examples of deciding whether to hold-up or not: the Danger Hand

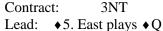


Contract: 3NT

Lead: $\diamond 5$. East plays $\diamond Q$

The Work Suit is clubs, you will finesse into East. Hold up twice so he has no diamonds left





The Work Suit is hearts and you will finesse into West. Win $\diamond A$ – if West gets in $\diamond J$ prevents him from running the suit.

SBU Improvers Course, September 2002

Holding up to kill defenders long suit

Card Play Worksheet 3: Common Card Combinations

♦ J976	♦ KQ94	◆ AQ97	♦ AJ654	♦ AKQ42
◆ AQ8532	◆ A10652	♦ K8642	• K8732	♦ 10983

How would you play these suits in order to avoid unnecessary losers?

Safety plays. What is the best line for		a) losing no tricks b) avoiding losing	in the suit two tricks in the suit	
* AQ653	♣ KJ43	♣ AQ63	& Q8765	& J105
* 8742	♣ A962	• J542	♣ A10432	♣ AK432
a)				
b)				
			<u> </u>	. <u></u>

How do you plan the play of these hands?

	▲ J103	▲ 862
	♥ 74	▼ AQ10
	◆ AQ954	◆ KJ62
	4 Q86	* 542
	Ν	Ν
	W E	W E
	S	S
	▲ AKQ	▲ AK
	♥ A53	♥ KJ5
	◆ K106	◆ Q53
	* 5432	♣ A9876
Contract:	3NT	Contract: 3NT
Lead:	▼K	Lead: AQ

Note: Examine the small cards - try to avoid blockages. *Ensure your contract* at aggregate or teams scoring: at *match points* safety plays can be an expensive luxury

Worksheet 3: Common Card Combinations – Teacher's Notes

Playing cards in the right order to avoid unnecessary losers:

 ◆ J976 	◆ KQ94	◆ AQ97	◆ AJ654	♦ AKQ42
◆ AQ8532	◆ A10652	◆ K8642	◆ K8732	♦ 10983
Run J – guards against K10x in E (missing 3, K10x)	Cash K – guards against Jxxx in either hand	Cash K. You can pick up J10xx in W but not E	Cash K. You can pick up Qxx in W	Play 10 to A - avoid blockage

b) allowing yourself to lose one trick to avoid losing two

♣ AQ653	♣ KJ43	& AQ63	& Q8765	♣ J105
* 8742	♣ A962	\$ J542	♣ A10432	♣ AK432
a) Finesse Q Play for 2-2 break	Finesse J (do not cash A in case W has singleton Q)	Finesse Q (hope for Kx in W)	Cash A, hoping for singleton K	Cash A, run J
b) Cash A. Then lead towards Q. (avoid losing to stiff K)	Cash K. Then low towards 9. Picks up Q10xx in either hand. (Cash A/K in hand with J if you can afford 1 loser, not 2)	Cash A. Then low towards J.	Low towards Q picks up KJx in either hand.	Low to J (4 tricks unless E has 5 * s

Hands where the best play matters

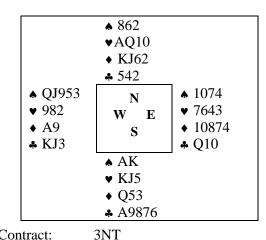
	 ▲ J103 ♥ 74 ♦ AQ954 ♣ Q86 	-
 ▲ 86 ♥ KQ1092 ◆ J872 ♣ K9 	N W E S	 ♦ 97542 ♥ J68 ♦ 3 ♣ AJ107
	 ▲ AKQ ♥ A53 ♦ K106 ♣ 5432 	-

Contract: 3NT Lead: ♥K

7 Sure tricks, 2 extra from diamonds Play \diamond A, then \diamond K. When East shows out you can finesse against West's Jx. You must *unblock* \diamond 10 on the first round or you cannot get to dummy.

Note: Examine the small cards.

Try to avoid blockages.



Contract:	3N7
Lead:	¢Q

6 Sure tricks.

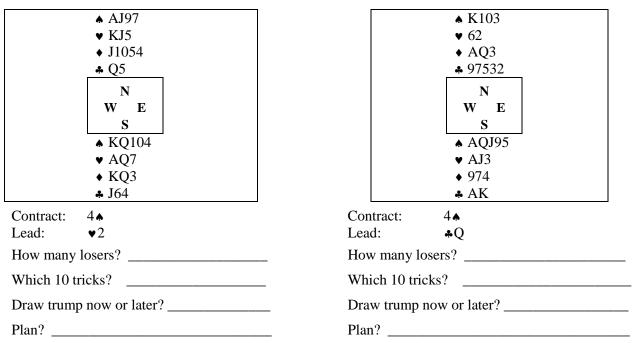
Clubs are too slow – if you give up the lead twice you will lose at least $2x \diamond s$, $2x \diamond s$ and $\diamond A$. The only hope is to establish $3x \diamond s$. Lead twice towards KJxx in case West has Ax

Ensure your contract at aggregate or teams scoring: at match points safety plays are an expensive luxury

Card Play Worksheet 4: Planning a Trump Contract

Count your losers – and your winners

Note: Making a plan involves counting your <u>tricks</u> as well as your <u>losers</u>. Before drawing trump make sure you will have enough tricks once they are drawn If you need to establish a side suit it is usually best to attend to that first



Note: The reason for drawing opponents' trump is to stop them ruffing your winners. Some reasons for not drawing trump immediately are:

- 1) You need to take ruffs in the short hand
- 2) You need to keep a trump to control a side suit while you establish some tricks
- 3) There is a more urgent matter to attend to (usually taking a discard)
- 4) You do not have enough winners outside the trump suit

Two hands where drawing trump must wait

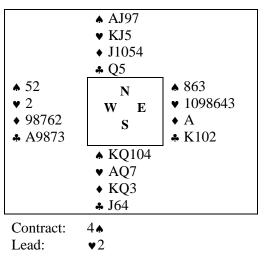
		0	-
	AJ3		
•	55		
♦	QJ1092		
* .	A83	-	
	N W E S		
	KQ1096		
¥	Q73		
◆]	K5		
*	K52		
Contract: 4			
Lead: * Q			
How many loser	s?		
Which 10 tricks?			
	1		
Draw trump now	or rater?		
Plan?			

	▲ QJ3	
	♥ Q54	
	♦ KQ4	
	* 10975	
	N	
	W E S	
	▲ A72	'
	♥ AK7	
	♦ 9	
	♣ KQJ832	
Contract:	5*	
Lead:	▲ 10	
How many l	osers?	
Which 11 tri	cks?	
Draw trump	now or later?	
Plan?		

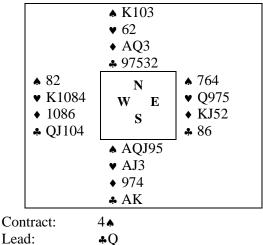
Worksheet 4: Planning a Trump Contract – Teacher's Notes

Count your losers – and your winners

Making a plan involves counting your tricks as well as your losers. Note: Before drawing trump make sure you will have enough tricks once they are drawn If you need to establish a side suit it is usually best to attend to that first



3 losers in the minors. 7 Sure Tricks, 3 more will be established in diamonds. Draw trump this lead is very suspicious!

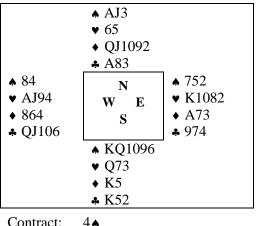




4 possible losers in the red suits. 9 Sure Tricks Ruff a heart in dummy – you have to play hearts before drawing trump

- The reason for drawing opponents' trump is to stop them ruffing your winners. Note: Some reasons for not drawing trump immediately are:
 - 1) You need to take ruffs in the short hand
 - 2) You need to keep a trump to control a side suit while you establish some tricks
 - 3) There is a more urgent matter to attend to (usually taking a discard)
 - 4) You do not have enough winners outside the trump suit

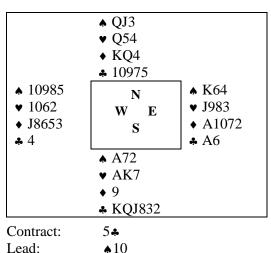
Two hands where drawing trump must wait



Contract:	4
Lead:	÷

Q

5 possible losers, 7 Sure Tricks. One heart ruff is not enough - you must establish diamonds. If you draw trump at once there are 3 heart losers. Play diamonds first. If they continue clubs draw trump ending in dummy and cash diamonds. If they play hearts ruff the third round, draw trump, cross to A.





3 possible losers, 5 Sure Tricks. Trick 1 goes ▲10-▲J-▲K-▲A. If you play trump East will win and play another spade. You will lose 3 tricks. Play diamonds first – you can cross to \mathbf{v} Q to discard \mathbf{A} 2 before playing trump.

Establish a discard first.

Card Play Worksheet 5:

Elimination and Endplay

Common features:

lots of trump mirror distribution no long suit to establish a suit you would prefer not to handle yourself

Some of the card combination you would rather **they** opened up:

Q95	A103	K103	AJ7	K76
A103	Q74	A94	1042	J42

Two examples where it does not matter which opponent is forced to open up the key suit

▲ AQ872	▲ 1097432
♥ 32	♥ 84
◆ 52 ◆ KJ6	◆ A3
* A65	◆ 115 ◆ Q86
S	S
▲ K109543	▲ AKQ65
♥ A10	♥ AKJ
♦ A102	◆ 92
≁ K8	4 J43
Contract: 6	Contract 4
Lead $\clubsuit Q$	Lead $\bullet Q$
Plan	Plan

Two examples where you want to endplay a specific opponent.

	▲ AQ10		▲ QJ984	
	♥ KQJ32		v <i>J</i> 8	
	♦ KÕ		♦ AK3	
	* A65		* 872	
	N		N	
	W E		W E	
	S		S	
	▲ 753		▲ AK1052	
	♥ A10764		♥ A5	
	◆ AQ		◆ QJ10	
	♣ KQ8		& AKJ	
Contract:	6♥	Contract:	64	
Lead:	♦J	Lead:	♥K	
Plan?		 <i>Plan?</i>		

Possible pitfalls: Be sure not to run out of trump!

You need at least one trump in *each* hand when you give up the lead (It is usually wrong to take ruffs in the long trump hand!)

Worksheet 5: Elimination and Endplay – Teachers' Notes

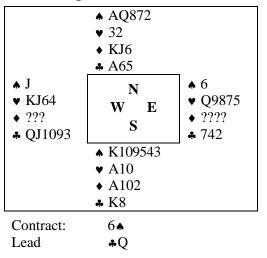
Common features:

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lots of trump
mirror distribution
no long suit to establish
a suit you would prefer not to handle yourself
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Two examples where it does not matter which opponent is forced to open up the key suit

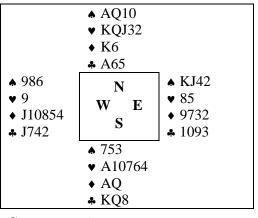


▲ 1097432 ♥ 84 ♦ A3 ***** 086 ▲ 8 **▲** J Ν ♥ Q762 ♥ 10953 W Ε ◆ QJ106 ◆ K8754 S ♣ A1052 **♣** K97 ▲ AKO65 ♥ AKJ ♦ 92 **•** J43 Contract 4 Lead ♦Q

Draw trump, ruff dummy's third club, play $\checkmark A$ and another. Whoever wins must play diamonds or give a ruff and discard.

Win, draw trump, \checkmark AK, ruff \checkmark J, exit with a diamond. Whoever wins is endplayed Remember – *Second Hand Low* in clubs

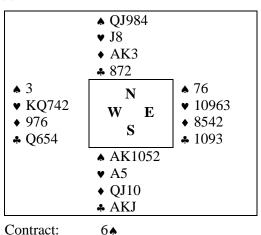
Two examples where you want to endplay a specific opponent.



Contract: 6♥

Lead: $\bullet J$

Draw trump, cash all diamond and club winners ending in South. Play to $\bigstar 10$. Smile at East.



Lead: ♥K Win ♥A, draw trump, cash diamonds, play ♥J. Never finesse unless you need to!

Possible pitfalls: Be sure not to run out of trump!

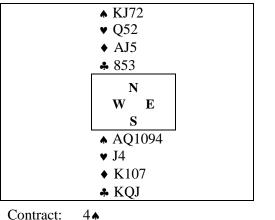
You need at least one trump in *each* hand when you give up the lead

(It is usually wrong to take ruffs in the long trump hand!)

Card Play Worksheet 6: Counting

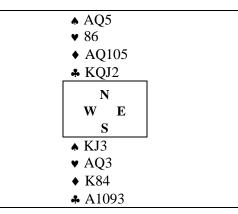
Note There are three things to count during the play: *tricks, distribution and points* Counting is the one single skill that gives the expert his edge. It allows you to form a picture of the unseen hands, thus eliminating many guesses Counting is an *acquired skill* – you have to practise. But it is not so difficult – anyone can do it It becomes easier if you keep making the effort

Discovering the distribution before making a key decision in another suit.



Lead: ♥A (West overcalled 2♥. He plays ace, king and another heart ruffed by East with ▲6.)

Plan? _____



Contract: 7NT Lead: •4 (*East opened 3* •, which explains the lead.)

Plan? _____

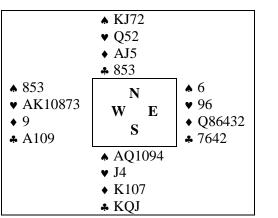
Counting the Points and Making Deductions from the Bidding

Dealer	▲ 8643
West	♥ 752
	◆ J63
	4 J73
	Ν
	W E
	S
	▲ KQ
	▼ AQ4
	♦ 75
	♣ AKQ962
West No	orth East South
$1NT^1$ Pas	ss $2 e^2 3 a$
All Pass	
¹ 12-14	² transfer to hearts
Lead: ♦A	
	by playing $\bullet AKQ$ and South ruffs
	by playing ving and bouin rugs
Plan?	

D	Dealer	▲ 10	0653	
N	lorth			
		♦ A.	J4	
		♣ K	104	
			Ν	
		W	Ε	
			S	
		▲ A]	KJ72	
		♥ 73	;	
		◆ Q	105	
		♣ A.	13	
West	North	East	South	
-	Pass	Pass	1	
Pass	3♠	Pass	4	
Lead:	♥J			
South	ruffs the	third ro	ound of hearts.	
Plan?				

Worksheet 6: Counting – Teachers' Notes

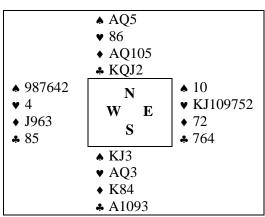
Note There are three things to count during the play: *tricks, distribution and points* Counting is the one single skill that gives the expert his edge. It allows you to form a picture of the unseen hands, thus eliminating many guesses Counting is an *acquired skill* – you have to practise. But it is not so difficult – anyone can do it It becomes easier if you keep making the effort



Discovering the distribution before making a key decision in another suit.

Contract: 4 ▲ Lead: ♥A (*West overcalled 2*♥. *He plays ace, king and another heart ruffed by East with ▲6.*) Overruff, draw trump and play *clubs* to get a count

in that suit. When West turns out to be 3-6-1-3 your diamond guess becomes a sure thing.



Contract:7NTLead: $\checkmark 4$

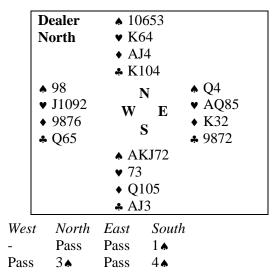
(East opened $3 \checkmark$, which explains the lead.) Leave diamonds till last. Cash everything else and you discover that East has just 2 diamonds. Play $\blacklozenge A$, $\blacklozenge K$ and take the *marked finesse* against West's Jack

Counting the Points and Making Deductions from the Bidding

Dealer West ▲ J1075 ♥ K8	 ▲ 8643 ◆ 752 ◆ J63 ◆ J73 N 	▲ A92 ▼ J10963
 ▲ AKQ8 ▲ 1084 	W S ▲ KQ ♥ AQ4 ♦ 75 ♣ AK09	€ • 10942 ♣ 5
1NT ¹ Pass All Pass	transfer to 1	South 3*

Lead: ♦A

West starts by playing AKQ and South ruffs Draw trump and play spades. When East has AWest needs K to make up 12 HCP. No point in taking a finesse that must lose, try for doubleton king.

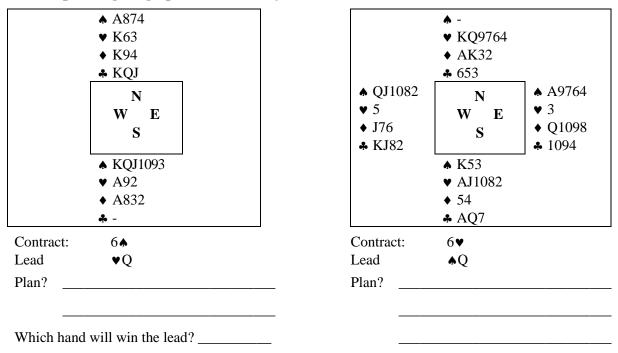


Lead: ♥J

South ruffs the third round of hearts. When East turns up with AQ and AK that makes 11 HCP, he cannot have AQ as well because he did not open the bidding

Card Play Worksheet 8: Loser on Loser Play

2 examples of giving up an unnecessary trick to establish more than one



Common features: tricks you are guaranteed to make once a high card is knocked out lots of losers to discard

2 examples of a loser-on-loser endplay

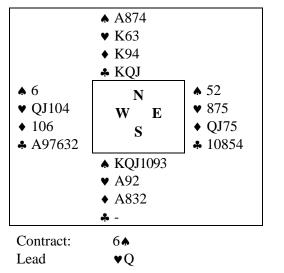
	▲ AQ109			▲ J6	
	♥ AK87			♥ AQJ	
	♦ K6			♦ 8542	
	* 653			♣ K854	
♠ 6	Ν	▲ 754	▲ KQ104	Ν	♦ 987532
♥ J1094	WE	♥ 532	♥ 10982	W E	♥ 753
♦ 10854	S S	♦ J9732	♦ K63	s I I I I I I I I I I I I I I I I I I I	♦ J109
♣ KJ72	5	4 109	* 63	5	♣ J
	▲ KJ832			▲ A	
	♥ Q6			♥ K64	
	♦ AQ			♦ AQ7	
	♣ AQ84			♣ AQ10972	
Contract:	6♠		Contract:	6*	
Lead:	¥J		Lead:	λK	
Plan?			Plan?		

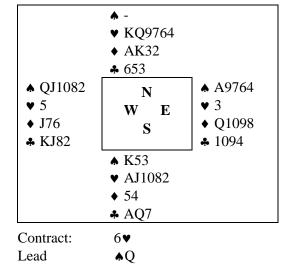
Note the similarities with Elimination Play.

You must remove all safe exit cards before putting the right opponent on lead

Worksheet 8: Loser on Loser Play – Teachers' Notes

2 examples of giving up an unnecessary trick to establish more than one

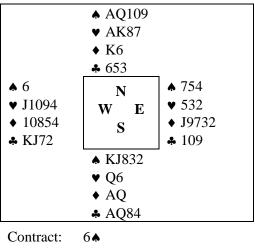




Win \blacklozenge (keep entries to dummy) draw trump ending in North, play \clubsuit K and discard a heart. West wins, but now you can discard 2 diamonds on \clubsuit QJ Discard a club from dummy at Trick 1. East wins A, but you can throw another club on AK and ruff 2 clubs and 1 spade in dummy.

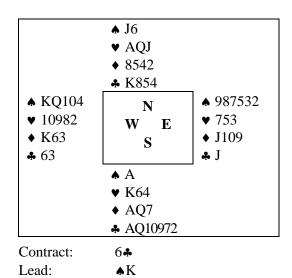
Common features: tricks you are guaranteed to make once a high card is knocked out lots of losers to discard

2 examples of a loser-on-loser endplay



Lead: ♥J

Win ♥Q (high card from short hand), draw trump, cash ♦AK, play ♥AK discarding 1 club, play last ♥ and *discard another club*. West is endplayed



Win A, draw trump, cash 3 hearts ending in dummy play A and discard 4 7 to endplay West. (Note: the diamond pips are not good enough for an elimination)

Note the similarities with Elimination Play.

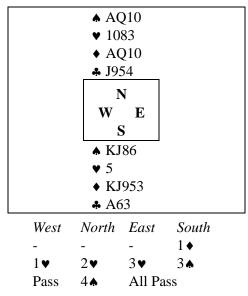
You must remove all safe exit cards before putting the right opponent on lead

Card Play Worksheet 15: Trump Control

Loser-on-loser and Trump Control

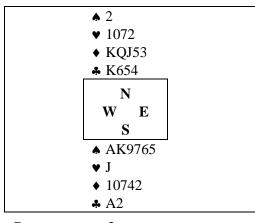
			1	
	٨	A42		
	¥	1072		
	•	Q1085	3	
	*	K10		
		Ν		
		W E	E	
		S		
	٨	KQ107	65	
	¥	65		
	•	A7		
	*	AQJ		
West	North	East	South	
-	-	1♥	Dbl	
Pass	2♦	Pass	2	
Pass	4♠	All Pa	SS	

West leads partner's suit, $\mathbf{v}Q$ and another, East wins trick 2 with $\mathbf{v}J$ and continues with $\mathbf{v}A$ What is your plan? Do you ruff? If not, why not? What card would you play instead of ruffing?



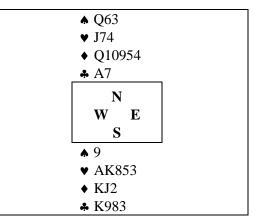
West leads ♥AK, East signals an even number Should you ruff in the longer trump hand? What is your plan? Do you ruff? If not, why not? What card would you play instead of ruffing?

Setting up a side suit before drawing trump to keep control



Contract: 3

West leads ♥AK. How do you plan the play? (If you cash ▲AK everybody follows)

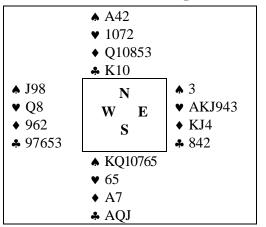


Contract 4♥

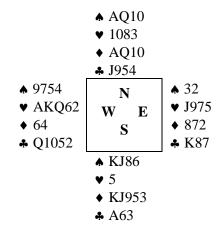
West leads **A**J and continues **A**s. How do you plan the play? What are the possible pitfalls?

Worksheet 15: Trump Control – Teachers Notes

Loser-on-loser and Trump Control



West leads $\mathbf{v}Q$ and another, East plays $\mathbf{v}J$, $\mathbf{v}A$ If you ruff the third heart low West will overruff If you ruff high West must make a trump trick. The answer is not to ruff at all: discard your diamond loser instead to avoid the defensive *trump promotion*.



West leads ♥AK

The 4-3 fit is always fragile! Discard club losers Do not shorten your trump if you can help it. Discard 463 on \forall KQ, then you can win any switch, and draw trump. If they play a fourth heart you ruff in the short hand

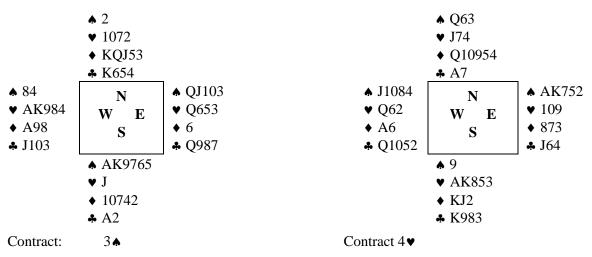
Two different reasons for not ruffing:

avoiding a costly overruff keeping trump length with an opponent, not *losing trump control*

Common features: inevitable losers to discard

(Note that in the second example you discard clubs *even if they are winners*!)

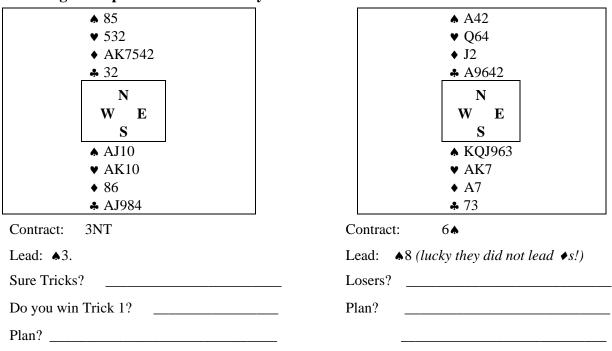
Setting up a side suit before drawing trump to keep control



West leads \checkmark AK. If you ruff, cash \bigstar AK and play another spade East draws 2 more rounds and plays a third heart, removing your last trump. West has two hearts to cash when he wins \blacklozenge A. You can afford 2 trump losers – play diamonds after 2 rounds of trump West leads $\bigstar J$ and continues $\bigstar s$. If you ruff and play 3 rounds of trump West wins $\blacklozenge Q$ and plays another spade, removing your last trump before you have established diamonds. Leave them with winning trump and play your side suits. West can cash $\blacklozenge Q$ when he wins $\blacklozenge A$, but you still have one heart to guard the spades

Card Play Worksheet 7: The Duck

Ducking to keep contact with dummy:



Note: always check *entries* to the hand where you need to establish a long suit. If you can afford one loser duck with eg AKQxx opposite xx, or even xxx. Consider ducking even at a suit contract.

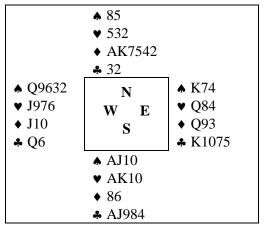
Ducking t	o keep the	Danger 1	Hand off l	ead.
	 ▲ A9 ◆ A105 ◆ 92 ♣ J1090 N W S ▲ 54 ◆ KQ7 ◆ K84 ▲ AQ2 	65 E		
West 1 A Pass Lead: AK	North Pass 4♥	<i>East</i> 2♠ All Pa	3♥	
Losers? Do you wi Plan	n Trick 1?			

	0		• • ·	_
		♠ K7		
		♥ 65	3	
		♦ A4	43	
		♣ A(QJ4	
		I	N	
		W	Е	
			S	
		▲ A1	10952	
		♥ AJ	4	
		♦ K9)	
		\$ 10	93	
West	North	East	South	
-	-	-	1	
Pass	3NT	Pass	4	
Lead:	♥K			
Losers	?			
Do you	ı win Tr	ick 1? _		
Plan				

Ducking for the tempo – the Bath Coup

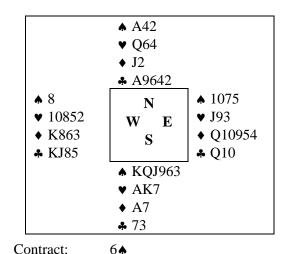
Worksheet 7: The Duck – Teachers' Notes

Ducking to keep contact with dummy:



Contract: 3NT

Lead: $\bigstar 3$. East plays $\bigstar K$ and you win to ensure 2 spade tricks. Your only chance is to establish diamonds. You must let the defence win the first round to preserve an entry to dummy



Lead: & (*lucky they did not lead* &*s*!) Your only hope is to establish clubs. You must duck the first round to ensure you have enough *entries*. (Now &A, ruff, &A, ruff, &Q- cash)

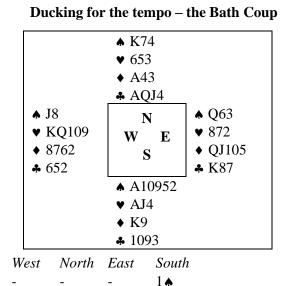
Note: always check *entries* to the hand where you need to establish a long suit. If you can afford one loser duck with eg AKQxx opposite xx, or even xxx. Consider ducking even at a suit contract.

 ▲ A9 ▲ A1053 ♦ 92 ♣ J10965 ▲ KQ763 ♥ 94 ▲ A753 ♣ K3 ▲ 54 ♦ KQ762 ▲ K84 	
 ♦ 92 ♣ KQ763 ♥ 94 ♦ A753 ♣ K3 ♥ 54 ♥ KQ762 ♥ 92 ♣ J1082 ♥ J8 ♥ J8 ♥ QJ100 ♣ 874 	
 ★ J10965 ★ KQ763 ♥ 94 ♦ A753 ★ K3 ★ 54 ♥ KQ762 ★ J1082 ♥ J8 ♥ QJ100 ♣ 874 	
 ▲ KQ763 ♥ 94 ♦ A753 ♥ KQ762 ▲ J1082 ♥ J8 ♥ QJ100 ♥ 874 	
 ♥ 94 ♥ A753 ♥ KQ762 ♥ J8 ♥ QJ10 ♥ 874 	
 ★ K3 ★ 874 ★ 54 ★ KQ762 	5
♥ KQ762	
-	
♦ K84	
♣ AQ2	
West North East So	uth
1▲ Pass 2▲ 3▼	,
Pass 4♥ All Pass	

Ducking to keep the Danger Hand off lead.

ζ.

Do not win $\bigstar A$. East can drop $\bigstar J$ to promise $\bigstar 10$. When West wins $\bigstar K$ he puts partner in to lead $\blacklozenge Q$ through your king. Duck and East has no entry





3NT

Pass

This time you duck because if West continues hearts you have 2 tricks, and if he switches you can establish a long club for a heart discard.

4

Pass

Card Play Worksheet 12: Crossruffing and Dummy Reversal

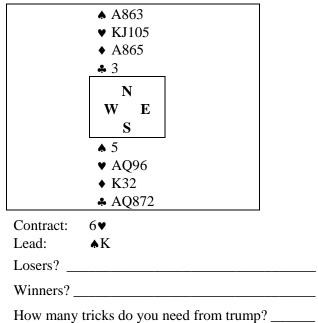
A *complete crossruff* is rare: typical features are:

singletons in both hands a shortage of outside tricks high trump that cannot be overruffed

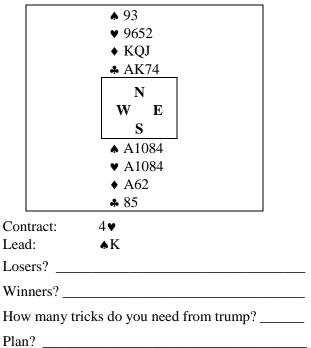
A partial cross ruff is more common: in a 4-4 fit you may draw 2 rounds of trump then start ruffing

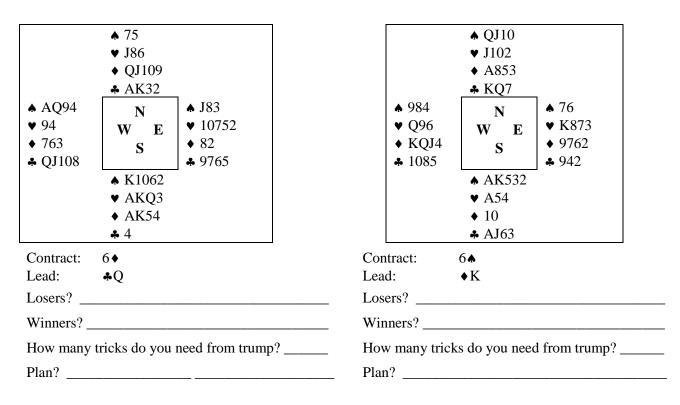
Remember: if you must give up the lead do so <u>before you start to crossruff</u> <u>Cash outside winners first</u>, or opponents will discard that suit and eventually ruff them Ruffing in both hands is dangerous: if possible prefer to ruff in one hand, then draw trump

If defending against a crossruff: lead trump whenever you get the chance



Plan?





Note: Always look at the play from both sides: consider ruffing losers in either the South or North hands

Worksheet 12: Crossruffing and Dummy Reversal – Teachers' Notes

A *complete crossruff* is rare: typical features are:

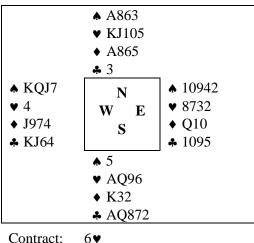
singletons in both hands a shortage of outside tricks high trump that cannot be overruffed

A partial cross ruff is more common: in a 4-4 fit you may draw 2 rounds of trump then start ruffing

Remember: if you must give up the lead do so <u>before you start to crossruff</u> <u>Cash outside winners first</u>, or opponents will discard that suit and eventually ruff them Ruffing in both hands is dangerous: if possible prefer to ruff in one hand, then draw trump

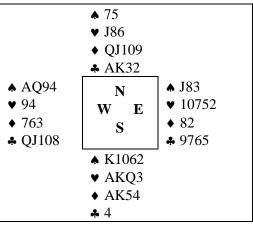
If defending against a crossruff:

lead trump whenever you get the chance



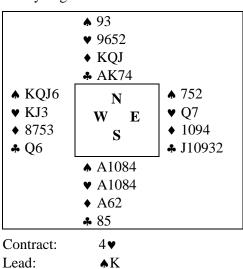
Lead: $\bigstar K$

Hard to see any source of tricks in a plain suit. Make all your trump separately, ruffing spades and clubs. *Cash ◆AK early* in case a defender can discard diamonds while you are ruffing.



Contract: 6♦ Lead: ♣Q

There are 2 spade losers. You can discard a spade from dummy on a heart. You have 4 heart tricks and 2 clubs – you need 6 trump tricks. Win A, ruff a club with K, cross to Q, ruff a club with A, draw trump and cash winners.



3 spade losers and 2 trump. 7 sure tricks. Duck the lead, win the next spade and duck a trump. Win the return, cash \checkmark A, then crossruff spades and clubs – a *partial crossruff*.

	▲ QJ10	
	♥ J102	
	♦ A853	
	♣ KQ7	
♦ 984	N	♠ 76
♥ Q96	WE	♥ K873
♦ KQJ4	S S	♦ 9762
* 1085	5	\$ 942
	▲ AK532	-
	♥ A54	
	♦ 10	
	♣ AJ63	

Contract: 6♠ Lead: ♦K

2 losers, 11 winners. Can you find an extra trump trick? Ruff 3 diamonds in the South hand!

♦ A, diamond ruff, ▲10, diamond ruff high, spade to Jack, diamond ruff high, ♣K, draw trump with ▲Q, discarding a heart from South, cash clubs. A *dummy reversal!*

Note: Always look at the play from both sides: consider ruffing losers in either the South or North hands

Card Play Worksheet 11: Planning Your Entries

Preserving entries where they are needed

▲ A104	▲ 832
♥ K865	♥ Q5
♦ A973	◆ KQ53
♣ A2	♣ 6542
Ν	Ν
W E	W E
S	S
♠ 976	▲ AQJ10
♥ A7	♥ J106
♦ 8652	♦ AJ84
♣ QJ109	♣ KQ
Contract: 1NT	Contract: 3NT
Lead: ♥Q	Lead: $\clubsuit7$
Sure Tricks?	Sure Tricks?
Work Suit?	Work Suit?
Entry to your established winners?	Entry to your established winners?

Note: Checking on entries is an essential part of the preliminary plan. You need to keep entries in the hand where you plan to cash long tricks and in the hand opposite your finesses

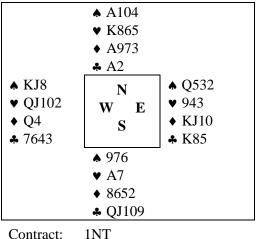
▲ A52	▲ Q104	
♥ 65	♥ KQ1092	
♦ J74	♦ 743	
▲ A9832	▲ 105	
Ν	Ν	
W E	W E	
S	S	
▲ KQ4	▲ AJ3	
♥ AK7	♥ J5	
♦ 108532	◆ AK82	
♣ KQ	♣ AQ63	
Contract: 3NT	Contract: 3NT	
Lead: ♥Q	Lead:	
Sure Tricks?	Sure Tricks?	
Work Suit?	Work Suit?	
Best play for the tricks you need?	Entry to your established winners?	
Entry to your winners?	Play to Trick 1?	

Creating entries by overtaking and unblocking

Note: Beware of false economy with your big cards!

Worksheet 11: Planning Your Entries – Teachers' Notes

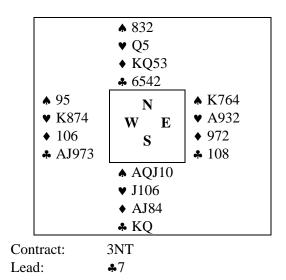
Preserving entries where they are needed



Contract: 1NT Lead: ♥Q

5 Sure Tricks, you can establish 2 more in clubs. Finessing will not do the job!

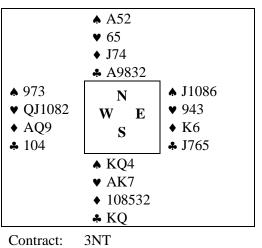
- Play A (high card, short hand) and another.
- Win $\mathbf{\Psi}$ K at Trick 1. You need $\mathbf{\Psi}$ A as an entry.



6 Sure Tricks and you cannot afford to lose the lead You need to finesse spades, perhaps 3 times. Cross to \mathbf{A} K, then \mathbf{A} Q, save \mathbf{A} 4 to cross to \mathbf{A} 5 on the fourth round for your third finesse.

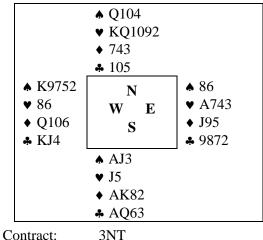
Note: Checking on entries is an essential part of the preliminary plan. You need to keep entries in the hand where you plan to cash long tricks and in the hand opposite your finesses

Creating entries by overtaking and unblocking



Lead: ♥Q 8 Sure Tricks. Diamonds are too slow, so try clubs.

If you cash KQ and cross to your only entry, A, you need clubs 3-3. If you *overtake* Q and play 9 you have enough tricks when s are 3-3, *and also when someone has Jx or 10x.*



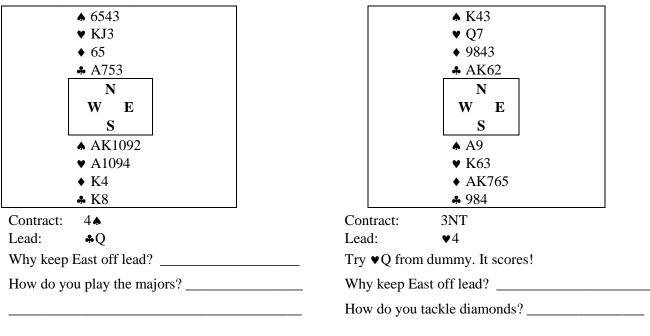
Contract:	3N.
Lead:	♠5

5 Sure Tricks. Hearts are the Work Suit. But East will hold up ♥A and you need an entry. To ensure a slow entry in spades you must win Trick 1 with ▲A. If you win it cheaply East holds up in hearts and West can keep you out of dummy.

Note: Beware of false economy with your big cards!

Card Play Worksheet 10: Avoidance and the Danger Hand

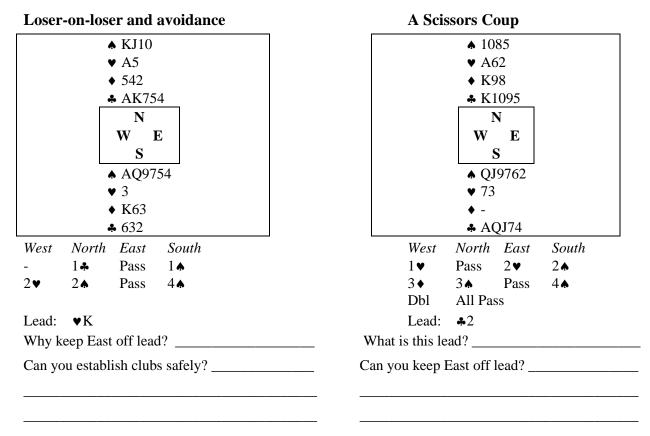
Techniques for keeping one hand off lead:



Note: There are 2 possible reasons for keeping one hand off lead:

it has tricks to cash it can lead through an Honour

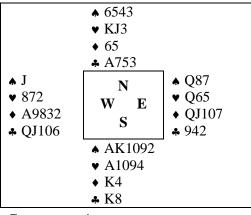
Keep it out by finessing/ducking into the other hand – but only when you can afford the loser!



You will not run into a *Scissors Coup* every day! Nor should you go out of your way to look for clever plays. Improvement comes when you recognise the situation (usually after the play is over) All the expert does is to recognise it in time.

Worksheet 10: Avoidance and the Danger Hand – Teachers' Notes

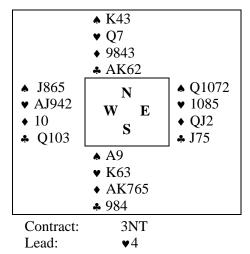
Techniques for keeping one hand off lead:



Contract: 4 Lead:

♣Q East might lead $\diamond Q$ through your King. Keep him out by finessing trump: A, A, ♣A, spade to ▲10. Even if West wins and plays *J you can ruff and finesse hearts into West. If he has $\mathbf{v}Q$ as well you discard $\mathbf{45}$ from dummy and lose just 1 diamond

Loser-on-loser and avoidance



You try \mathbf{v} Q from dummy and it holds. Now you must keep East off lead. Play $\diamond 3$. If East plays $\diamond 2$ duck to West. If East plays high win, cross to **&**K and play another diamond, ducking if East plays $\diamond 2$.

Note: There are 2 possible reasons for keeping one hand off lead:

it has tricks to cash it can lead through an Honour

Keep it out by finessing/ducking into the other hand – but only when you can afford the loser!

LUSCI-011-	loser anu	avoluance				
 ▲ 3 ♥ KQJ983 ♦ AQJ9 ♣ 108 	 ▲ KJ10 ▲ A5 ♦ 542 ▲ AK75 N W S ▲ AQ97 ♥ 3 ♦ K63 ♣ 632 	 ▲ 862 ♥ 10764 ♦ 1087 ♣ QJ9 	 ▲ AK4 ♥ K10954 ◆ A743 ♣ 2 	W	52 098 0955 N E S 99762	 ▲ 3 ♥ QJ8 ◆ QJ10652 ♣ 863
West No	rth East	South	West	North	East	South
- 1+	Pass	1	1♥	Pass	2♥	2
2♥ 2♠	Pass	4	3♦ Dbl	3▲ All Pas	Pass ss	4
Lead: ♥K	<u> </u>		Lead:	* 2		

You must establish clubs without letting East in to lead \bullet 10 through your K. Duck \bullet K! Later discard a club on \mathbf{v} A and establish length tricks in clubs with a ruff. You need dummy's trump as entries, heart. so delay drawing trump till you have done your work

If East gets in he can give West a club ruff. West wins the first round of trump and plays a heart. Win \checkmark A and play \diamond K, discarding your second heart. Now West has 3 tricks but East has no entry!

You will not run into a Scissors Coup every day! Nor should you go out of your way to look for clever plays. Improvement comes when you recognise the situation (usually after the play is over) All the expert does is to recognise it in time.

Card Play Worksheet 13: Making Deductions

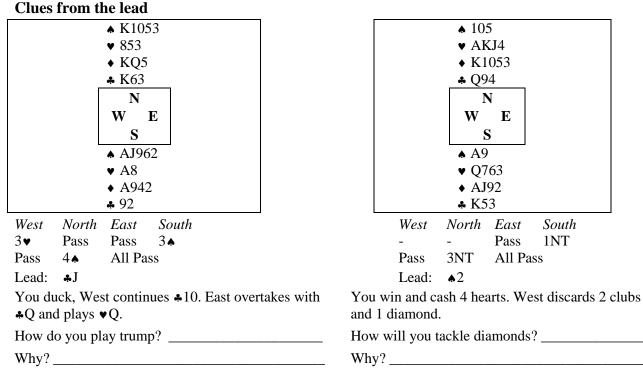
	•	A74					▲ Q5	3		
		87					₩ Q3 ♥ Q1			
							-			
		J103	А				♦ 109			
	*	Q1065	4				♣ KJ			
		Ν					Γ	N		
		W F	E				W	Ε		
		S					5	5		
	٨	9					♦ AK	J962		
	¥	AQ32					♥ 4			
	•	K5					♦ KJ	8		
	*	AKJ93	32		♣ A102					
West	North	East	South			West	North	East	South	
Pass	Pass	Pass	1*			$1NT^{1}$	Pass	Pass	3♠	
Pass	2*	Pass	2♥			Pass	4♠	All Pa	ISS	¹ 12-14
Pass	3*	Pass	5*							
Lead:	♠Q					Lead:	¥A			
You w	in ∧ A a	nd draw	rtrump, which breal	k 1-1.	East di	scourage	es with	♥2, We	st switch	es to trun
How will you play diamonds?				How w	ill you j	play club	os?			
Whv?					Whv?					

Note: Not everyone bids like you, but you can rely on some things:

if they do not open the bidding they do not have opening values

if they open 1NT they may be a point short, but rarely hold a point too many

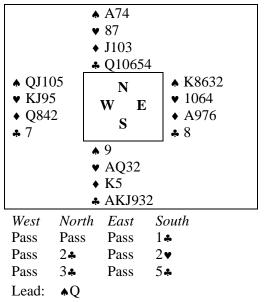
Before tackling a suit where you have a choice of plays find out as much as you can about the other suits.



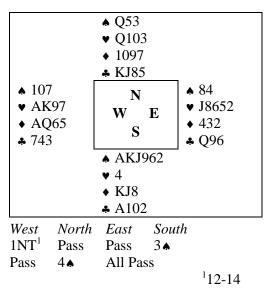
When a hand that has preempted chooses to lead a plain suit it is often a singleton NB When a 4-card suit is led against 3NT (with no clues from the bidding) it is usually the leader's longest suit. When a hand that has supported its partner leads another suit it will often have the ace of partner's suit

Card Play Worksheet 13: Making Deductions - Teachers Notes

Clues from the bidding



When you draw trump you discover that West has a singleton. He has AQJ, yet has not opened, nor made a takeout double of 1. He will not have, $\forall K and \diamond A$. When he has $\forall K$ play East for $\diamond A$



Lead: ♥A

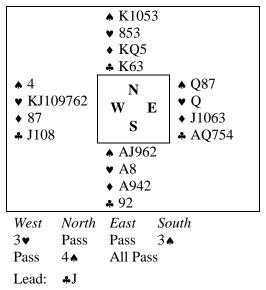
East plays $\checkmark 2$ and West switches to a trump Draw trump and test diamonds. West has $\checkmark AK$ and $\diamond AQ$, so cannot have $\clubsuit Q$ – that would make 15HCP

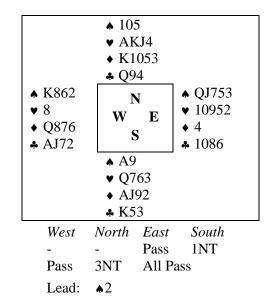
Note: Not everyone bids as you would, but you can rely on some things:

if they do not open the bidding they do not have opening values

if they open 1NT they may be a point short, but rarely hold a point too many Before tackling a suit where you have a choice of plays find out as much as you can about the other suits.

Clues from the lead





You duck, clubs are continued, East wins and plays ♥Q. Take the trump finesse. Ukin and cash 4 h 1 diamond. He m 5-card suit if he h

Win and cash 4 hearts. West discards 2 clubs and 1 diamond. He must be 4-1-4-4: he would lead a 5-card suit if he had one. Play \blacklozenge A and finesse West for \blacklozenge Q

When a hand that has pre-empted chooses to lead a plain suit it is often a singleton When a 4-card suit is led against 3NT (with no clues from the bidding) it is usually the leader's longest suit. When a player who has supported its partner leads another suit he will often have the ace of partner's suit

Card Play Worksheet 14: Planning: Checking for Pitfalls

Not 'doing what comes naturally' if there is a better line

 ▲ J52 ♥ 1032 ◆ A97 ♣ 9762 N W E Ω 	 ▲ A3 ♥ QJ3 ♦ KJ753 ♣ 942 N W E
S ▲ AQ ♥ AQJ974 ◆ K65 ♣ A3	S ▲ K62 ♥ A7 ◆ 1098 ♣ AKQJ10
Contract: 4♥ Lead: ♦Q Losers?	Contract:3NTLead: $\blacklozenge Q$ Sure Tricks?
What is the danger? Can you guarantee success? How?	Work Suit? Can you guarantee success? How?

Note: When you have made a plan look to see if there is a better one You do not need to take a finesse just because it is there

Even the most straightforward-looking contract can have hidden traps.

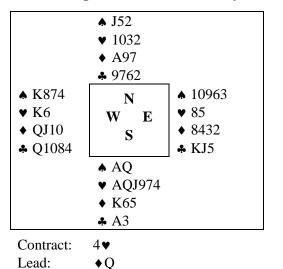
▲ 86		
♥ 92		
♦ AKQJ3		
♣ J1075		
Ν		
WE		
S		
▲ AK7432		
♥ 854		
♦ 1082		
♣ A		
Contract: 4		
Lead: $\mathbf{\Psi}$ K. East overtakes and switches to trump		
Losers?		
Plan?		
Can you guarantee success?		

Note: Always count your losers.

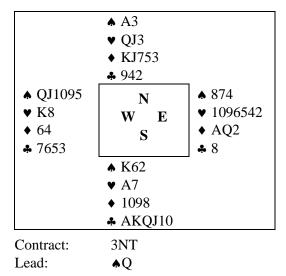
Try to imagine what might happen if opponents get on lead

Card Play Worksheet 14: Checking for Pitfalls – Teachers Notes

Not 'doing what comes naturally' if there is a better line



It looks normal to finesse trump – but if that loses they will clear diamonds. Win in hand, keeping A as an entry to dummy. Play A, then Qto establish AJ to discard a diamond



To ensure 9 tricks win **▲**K and play **♥**A and a heart. Cards sometimes lie badly!

♥K

Note: When you have made a plan look to see if there is a better one You do not need to take a finesse just because it is there

▲ K52	▲ 86
▼ A954	♥ 92
◆ Q4	♦ AKQJ3
♣ Q832	♣ J1075
▲ QJ109 N ▲ 864	▲ 95 N ▲ QJ10
♥ 82 W E ♥ K3	$\checkmark KQJ6 \qquad W E \qquad \checkmark A1073$
◆ A965 S ◆ 10873	◆ 764 S ◆ 95
♣ 1094 🖉 ♣ KJ76	* K864 * Q932
▲ A73	▲ AK7432
♥ QJ1076	♥ 854
♦ KJ2	♦ 1082
* A5	♣ A

Even the most straightforward-looking contract can have hidden trans

Contract:

♦Q Lead:

If you finesse trump at trick 2 they clear their spade trick. Win $\bigstar K$ and play $\blacklozenge Q$ to establish a discard.

East overtakes $\checkmark A$ and switches to $\blacklozenge Q$ Now you will not be able to ruff your 3rd heart in dummy. How to avoid 3 heart losers? Duck $\blacklozenge Q!$

Lead:

Note: Always count your losers.

Try to imagine what might happen if opponents get on lead

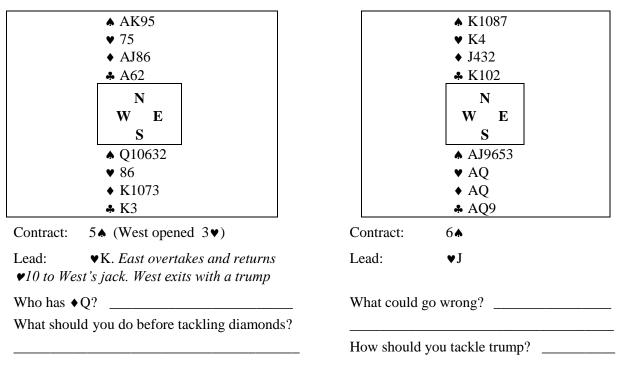
Card Play Worksheet 9: The Finesse

A finesse involves leading towards one or more high cards in the hope that opponents' high cards will be well placed

Finesse technique: how should we tackle these suits to make the maximum number of tricks?

▼ AJ102	♥ AJ105	♥ 42	♥ AKJ104	♥ KQ83
♥ Q95	♥ Q43	♥ AKJ1073	♥ 753	♥ J64
Variations on	the Finesse: Indirect,	Ruffing, 'Obligatory'		
Variations on ♥ QJ6	the Finesse: Indirect, v J2	Ruffing, 'Obligatory' ♥ AQJ10	♥ KJ1094	♥ K873
			♥ KJ1094♥ 3	♥ K873 ♥ Q942
♥ QJ6	♥ J2	♥ AQJ10		
♥ QJ6	♥ J2	♥ AQJ10		

The two-way finesse



Note: The expert is always reluctant to take finesses: he prefers something better than 50%. When you have a two-way guess postpone your decision as late as you dare – find out about the other suits. The hand with greater length is favourite to hold the high card With a choice finesse into the safe hand, not the Danger Hand.

Worksheet 9: The Finesse – Teachers' Notes

A finesse involves leading towards one or more high cards in the hope that opponents' high cards will be well placed.

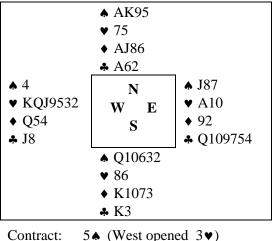
Finesse technique: how should we tackle these suits to make the maximum number of tricks?

♥ AJ102	♥ AJ105	♥ 42	♥ AKJ104	♥ KQ83
♥ Q95	♥ Q43	♥ AKJ1073	♥ 753	♥ J64
Run 9, then Q to finesse 3 times if necessary	Low to J, then low towards 10 in case West has Kx	Finesse J, then 10 to pick up Qxxx Do not cash A!	Cash A first when you have 3 cards has Ax	Play towards KQ twice in case West

Variations on the Finesse: Indirect, Ruffing, 'Obligatory'

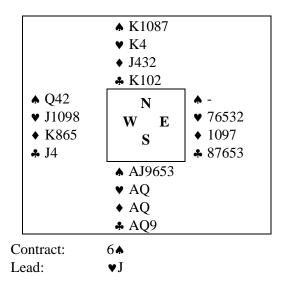
♥ QJ6	♥ J2	♥ AQJ10	♥ KJ1094	▼ K873
♥ A753	♥ AQ73	♥ 7	♥ 3	♥ Q942
Lead towards QJ twice.	Lead towards Jx	Play A then run Q (in a trump contract)	Play to Jack, then ruff finesse.	Play to K (or Q) If it wins duck next time

The two-way finesse



Contract: $5 \bigstar$ (West opened $3 \checkmark$) Lead: $\checkmark K$

East overtakes and returns a heart. West wins and exits with a trump Draw trump, then play ♣KA ruff to get a count. West has 3 diamonds , play him for ♦Q.



Start trump with \bigstar K. If East has Qxx you have a marked finesse. If West has Qxx cash \bigstar A, the other heart trick, and 3clubs. If West does not ruff throw him in with \bigstar Q.

Note: The expert is always reluctant to take finesses: he prefers something better than 50%. When you have a two-way guess postpone your decision as late as you dare – find out about the other suits.

The hand with greater length is favourite to hold the high card With a choice finesse into the safe hand, not the Danger Hand.