

 $2 \checkmark$ = Jacoby transfer for Spades.

West has no particular reason to underlead one of his red honours. The risk of surrendering a trick is too high. A trump or a Club lead is much preferable.

Unfortunately, it turns out on this board that the Diamond lead is the only killing one but most of the time it will be a disaster.

On a black lead, South is able to discard one of his Diamond losers on the fourth Club, thus winning easily his contract.



 $2 \blacklozenge =$ Third suit forcing.

 $3 \blacklozenge =$ Four cards.

4 = Fit, forcing, slam hopes.

5 =Nothing interesting to declare.

The Diamond finesse cannot be avoided. As it fails, you are limited to eleven tricks. The slam was a 50% bet, not a good one therefore, but at pairs, it would have been wiser to stop in 3NT, where ten tricks are available, for a better score of 630.



 $3 \blacklozenge = A$ trial bid, showing losers in the suit.

 $4 \triangleq$ Obvious with 10S and three Diamond honours.

Second sequence : 2NT = "Generalised" trial bid, no singleton.

You have two Hearts to ruff in the short hand. Therefore, you must not rush to clear the trumps : Ace of Hearts, Heart ruffed, Ace of Clubs, Heart ruffed, Ace of Spades, King of Spades and the losing Diamond finesse. Just made...





3 = The points are too few and the hand is too flat to accept this proposition.

Second sequence : 2NT = "Generalised" trial bid denying shortness (void or singleton).

With three losers in the side suits, you must assume a 3-2 trump break But you must think of your fourth Heart, a potential loser if the suit breaks 4-2.

- If you draw trumps first, you will not be able to ruff it in the short hand.

- If you attempt to ruff it before drawing trumps, East will ruff over the dummy.

There is a smart solution : duck a Heart at trick two, win the return, cash the two trump honours and ruff your last Heart.



 $2 \blacklozenge = GF.$

 $2 \checkmark$ = No Ace, no two Kings, less than 8 H.

- 2NT = Balanced, forcing.
- 3♣ = Puppet Stayman.
- $3 \clubsuit$ = Five cards.
- $6 \bigstar$ = Impossible to resist the temptation !

As expected, no communication with the dummy... except a Club ruff.

Draw two rounds of trumps and unblock the Hearts. Ruff a Club and discard a Diamond on the Jack of Hearts.



Over a negative double, the 2 lid does not show a strong two-suiter but a hand of 14-16 H, non forcing.

North leads the Ace of Spades, hoping to find a singleton in South. With the repeated double Diamond finesse, the declarer limits his losses to three tricks : one Spade, one Heart and one Diamond.

The sacrifice in $3 \clubsuit$ is set by only one trick. A good score (100) for North-South therefore, except if it's doubled, in which case it becomes a bottom (200).



¹NT = 15-17 H.

When the Queen of Spades wins the first trick, you must do everything to avoid the danger side, West, in order to protect the King of Spades. The solution is easy : King of Clubs and Club to the 10. When East shows out, you have eleven tricks.



2 = Drury.

3 =Natural, game forcing.

You have nine winners and any hope of ruffing a Club in the short hand vanishes when North leads a trump. Now your only solution is to establing a Heart winner. Win the first trick in your hand, unblock the King of Hearts and cross to the Queen of Spades. Ruff a Heart with the King of Spades, cross to the Jack of Spades and ruff a Heart. Join the dummy with the Ace of Diamonds to cash the good Heart.



 $1 \spadesuit$ = The majors are too ugly for a two-suiter bid.

X = Negative.

After the Spade opening lead, it's not difficult to rake in eleven tricks : two Spades, one Diamond, four Clubs and four Hearts. The "normal" play in Hearts is to finesse the Jack : not only did East remain silent throughout the auction, but it's the only way to capture a Queen-fourth.





 $4 \triangleq$ Control, slam hopes. It's not possible to ask for Aces with unguarded Diamonds.

 $5 \triangleq$ Two keys (\clubsuit Ace and \forall King) and the Queen of trumps.

Your line of play must be based on a cross-ruff but, to keep control in case of a bad trump break, duck the first Club.

Cash King and Queen of Hearts, unblock the Spade honours and cross to the Ace of Diamonds. Discard a Diamond on the King of Spades, cash the King of Diamonds and cross ruff the last four tricks.



1NT = 12-14 H.

If you play a low Heart from dummy at trick one, you secure a second stopper. However, if you win the Ace of Hearts on the first trick, South's Hearts will be established before your Diamonds. Duck the Hearts twice and you will bring your contract home whenever South does not hold both Diamond honours.



The delayed Heart raise shows a hand of 17-18H, with three Hearts, four Spades and five Clubs. With only 15-16H and the same shape, you would have bid 2.

From West's point of view, it's impossible to play in 3NT, fot want of a Diamond stopper and the only possible game is 5.

No problem to collect eleven tricks : Ace of Clubs and King of Clubs to capture a possible Jack-fourth in North. As a matter of fact, a moysian 4♥ could have yielded ten tricks for a top.



1NT = This overcall shows 16-18 H.

 $2 \blacklozenge$ = Natural, less than 8 H, six cards.

West must hurry to cash his top tricks because of the menacing dummy's Spades. At trick two, he must cash the Ace of Clubs on which East signals with the 10. A Club to the King followed by the Jack of Hearts hold the declarer to nine tricks.

The contract could have been set by a Spade lead (or the Jack of Hearts) but who can blame East for not finding it ?



North should not overcall $1 \clubsuit$ over $1 \clubsuit$: the suit is too bad. 1NT = 10-13 H.

West wins the Heart lead and switches to the Ace of Clubs and another Club. He will later hop up on his Ace of Spades to give his partner a Heart ruff and receive a Club ruff in return. Did you find this killing defense ?



Against the 4♥ contract, South knows from the bidding that his partner has two Spades at most. The Spade opening lead sets the contract : thanks to the King of trumps, South can give his partner a Spade ruff.

Rather luckily for East-West, it turns out that the 4 contract cannot be defeated.



After the Spade opening lead, East establishes dummy's Clubs but a clever South will defeat the contract, by forcing his partner to play a Heart through East's King. After the first trick, he knows that his partner holds the Jack and Queen of Spades. He wins the second trick with the Ace of Clubs and deliberately blocks the Spades by playing the King and a preferential 9 of Spades, asking for a Heart return. This way, his side will make seven tricks : four Spades, two Hearts and one Club.



Difficult for East to impose a Heart contract with such a fragile suit. The fourth-suit forcing gives more flexibility to the bidding. When West bids 2NT, hoping to find a Club honour in East, East concludes in 3NT.

Nine tricks after the Club lead. The 4♥ contract is much more difficult. After the Club lead, the only hope is to find three Hearts and three Diamonds in the same hand. With the vile trump break, East cannot avoid going one down.

Bridge can be unfair sometimes.

	♠ KQ9765	South	West	North	East
	♥ 1072			2 🔶	
	♦ Q3 ♣ K5	4 🔺	—		—
 ▲ J2 ♥ A4 ◆ J9842 ♣ 8432 	 ▲ 1083 ♥ KQJ93 ♦ 65 ♣ 1076 				
Lead : ♥K	▲ A4 ♥ 865 ▲ K 107				
<i>Par</i> : 100 for EW	♣ AQJ9				

 $2 \bigstar$ = Weak two-bid, six cards.

 $4 \bigstar =$ What else ?

West must overtake the King of Hearts with the Ace and continue the suit. He will ruff the fourth Spade with the Jack to promote his partner's 10. It's an "uppercut".

Failing to put up the Ace at trick one blocks the suit and costs two tricks, not just one.



- $3 \checkmark$ = Strength in Hearts (Ace or King), no honour in Clubs or Diamonds.
- $4 \triangleq$ Conclusion, two Aces are missing..

Eleven tricks, next board please !

	🔺 AKQ93	South	West	North	East
	♥ Q 10				_
	♦ 94 ♣ QJ75	1 💙		1 🔺	—
A 874	▲ 105	1 NT		2 🐥	—
♥ 82 ♦ A7632	22 K543	2 🔶		4 🌲	—
♣ 862	♣ K 1093	_			
	▲ J62 ▼ AJ976				
Lead : 🜲 10	♦ KJ8				
<i>Par</i> : 480 for NS	▲ A4				

The checkback Stayman (called "Roudi" in France) is a useful tool. It requires only the strength necessary to play 2NT, i.e. 10H or more.

- 2 = How many Spades and how many points have you ? the responses are :
- $2 \blacklozenge$ = Two cards in the responder's major and minimum strength (12-13 H).
- $2 \checkmark$ = Three cards, minimum (12-13 H).
- 2 \bigstar = Three cards, maximum (14 H).
- 2NT = Two cards, maximum (14 H).

Play low from dummy and win the Queen of Clubs. Cash three rounds of Spades, finishing in the closed hand and pass the Queen of Hearts, which East should not cover. Finesse the Jack of Hearts, cash the Ace and ruff a Heart when the King does not drop. Play a low Diamond to the Jack and discard your last Club on the long Heart.



 $3 \bigstar =$ Six good cards, second zone.

Do not worry about the trump lead. Your plan is to establish the dummy's Diamonds, using the trumps as entries. Win the first trick in your hand and ruff a Diamond. Cross to the 10 of Spades and ruff another Diamond. Cross to the Queen of Spades, cash the good Diamond, discarding a Heart and play a low Heart to your King. West wins the Ace but you are already home.

Had you attempted to ruff a Heart in the short hand, West would have played a trump on each occsaion and you would have failed, losing three Hearts and the Ace of Clubs.

	♠ AQ107	South	West	North	East
	♥ 84			1 🔶	1 💙
♦ J 10742 ♣ AQ		1 🔺		2 🐥	
▲ J8632 ♥ 6 ♦ AK9	 ▲ K ♥ KJ 1092 ● Q3 ● K00042 	-	3 🖡	—	_
♣ J 1085	▲ 954 ▲ 954 ♥ AQ753				
Lead : ♦ 5	♦ 865				
<i>Par</i> : 150 for EW	♣ 72				

Despite his Diamond stoppers, West must raise his partner's Clubs rather than bidding notrumps. His shape is better suited to a trump contract.

Thanks to the Diamond lead, you can get rid of your King of Spades. The friendly lie of the Clubs and Hearts allows you to score eleven easy tricks.



When you win the King of Hearts at trick two, you know that your partner overruffs the declarer. You need to take one precaution though before playing another round of Hearts : cash the Ace of Clubs. If you failed to do this, East would discard his Club loser on the third Heart and would win his contract.

If East had opened a strong 2, it would have been more difficult for South to find the killing Heart lead, unless North entered the bidding.

	▲ A 10952	South	West	North	East
♥ AJ98					
◆ Q3 ♣ J8 ♠ KQ6 ▲ 83	1 ♦		1 🌲	—	
	▲ 83	1 NT — 2 🌲	—		
♥ 752 ♦ K 1064	$26 \rightarrow 972^{643}_{972}$	2 💙		3 💙	—
* 743	AK952	3 NT		4 秦	—
	♠ J74 ♥ KΩ10				
Lead : 🐥 A	♦ AJ85				
<i>Par</i> : 100 for EW	🐥 Q 106				

2♣ = "Roudi".

2 = Three card Spade support, minimum.

 $3 \mathbf{v} =$ To discover a possible 4-4 Heart fit.

On the Club lead, West plays a count-showing 3. Knowing declarer has two Clubs and, from the bidding, a shortness in Diamonds, East shifts to a low Diamond. Against another defense, North would establish the Queen of Clubs to discard his Diamond loser.

After the King of Diamonds, West returns a Club and the contract is doomed.



You win the first Spade and clear the trumps in three rounds before playing a low Heart from dummy. You lose two Diamonds and one Spade : just made !

On a Club lead, you face a more difficult task. One round of Hearts, to avoid being tapped and a low Diamond.

- If South switches to Spades, clear he trumps and claim ten tricks. Easy !

- If South insists in Clubs, you ruff, cross to a Heart honour and play a Diamond. If South ruffs, you are home. If he discards a Spade, win the King and play a third Diamond. You ruff the Club return but you are still in control.

North-South could have sacrificed in 4 for down two, provided East-West manage to ruff a Club.

	1 09	South	West	North	East
♥ K64 ♦ 8732 ♣ 10952		1 ♦		1 💙	
	1 🔺	1 NT		2 🌲	
▲ AQ62	♦ 43	_	2 NT		3 NT
♥ 92 ♦ K 1064 ♣ AJ8	QJ 1087 AQJ AQJ AQ3 AQ4 A AQ4 AQ4 A AQ4 AQ4 A AQ4 A AQ4 A AQ4 A AQ4 A AQ4 A A AQ4 A A AQ4 A A AQ4 A A A A AA AA	_	—	—	
	▲ KJ875				
Lead : 🔺 10	◆ A55 ◆ 95				
<i>Par</i> : 430 for EW	• N/0				

1NT = A good Spade stopper, maximum (14H).

2 =To play in 3NT if West has a double Spade stopper or in $4 \neq$ if he has a three-card support.

You must duck the first Spade, even if South rises with the King, to destroy the opponents' communications. You win the second Spade and tackle the Hearts, hoping to find the honours split. Had you won the first Spade, North would have won the first Heart to return a Spade and the contract was doomed.



Fortunately for his side, South has a relatively easy Heart lead.

Against any other lead, the declarer would have discarded his two Heart losers on the dummy's long Diamonds.



 $3 \blacklozenge \text{ or } 3 \blacklozenge = 11-12 \text{ S}$, four-card raise.

When West leads the Ace of Hearts, and dummy puts down a singleton, East is in a suit preference situation. He must play the 10, inviting his partner to return a Diamond, the higher of the remaining suits (excluding trumps). West ruffs the third Diamond to set the contract.

Some East-West pairs may have decided to sacrifice in $5 \clubsuit$, losing one Spade and two Clubs for 200 in the wrong column. Their score will depend a lot on the defending skills of their counterparts...



 $2 \checkmark$ = No Ace, no points.

2NT = No Spade support.

The defense starts with three rounds of Hearts and shift to a Spade. When the declarer cashes all his trumps, East must help his partner keep the right minor King. The best way is to discard all three Diamonds, finishing with the Jack. West then realises that the declarer has two Diamonds and one Club and easily discards a Club.



Ruff the second Diamond and finesse the Jack of Clubs. Clear the trumps in three rounds, capturing West's Queen and pass the Queen of Clubs. You can claim the rest of the tricks. You could have made all thirteen tricks had West not found the Diamond lead.