TAKE MORE TRICKS AS DECLARER

A mini-summary of what to think about as the dummy comes down
(in a trump suit contract)

After the opening lead has been made and Dummy comes down, Declarer must now count losers in **declarer's hand.** (**Dummy** never has any losers.) Declarer must look at the dummy to see how dummy can help him/her with losers in terms of high cards only, **not** in terms of singletons and voids etc: (for now.) In trump suit contracts, we count losers. (In No Trump contracts, we count sure winners.)
We are actually counting **potential losers.** When in doubt about whether a card is a loser or not, call it a loser. You must make a plan. If you just play cards and don't make a plan, you will never be a star as declarer.

DISPOSING OF LOSERS

Usually the first thing Declarer does is to draw trumps, taking the trumps away from his opponents so that they cannot use their trump to trump Declarer's & Dummy's high cards. However, we **do not draw trumps** when we need to have trumps in dummy to trump losers from declarer's hand over in the dummy.

There are 5 main ways of disposing of losers: (Only partial hands are shown in the following examples)

1. TRUMPING LOSERS FROM DECLARER'S HAND WITH DUMMY'S TRUMP

(This is the commonest way of disposing of losers)

Dummy	**Hearts(trump)**	**Diamonds**	
	5	2	
	3		
	2		
Declarer		A	You counted 2 losers but you can now reduce your losers by
		5	**creating a void** in the Dummy in this suit (diamonds) & trumping
		4	your 2 losing Diamonds from declarer's hand with dummy's trumps (hearts)

2. DO WE HAVE EXTRA WINNERS IN DUMMY?

Dummy	**Clubs**	**Diamonds**	
	A	9	
	K	5	
	Q	2	
Declarer	4	6	You can throw away two Diamond losers on extra club winners
		3	in the dummy

Note that when you have immediate losers and no Ace of trump, you may have to delay drawing trump until you have disposed of a loser or two on your extra winners.

3. DO WE HAVE EXTRA WINNERS IN DECLARER'S HAND?

Dummy	Hearts	Diamonds	Clubs	
	9	4	4	1. Play Ace ♣
		3	2	2. Play King ♣
		2		3. Play Q ♣ throwing away the 2 ♢ from dummy
Declarer		A	A	4. Play A ♢
		K	K	5. Play K ♢
		5	Q	6. Trump the 5 ♢ in dummy with 9 ♡ (Hearts are trump)
		1 loser		

4. LONG SUIT ESTABLISHMENT:

Can we set up a long suit in dummy or in declarer's hand to provide extra tricks?

Dummy	**Clubs**
	A
	K
	5
	4
	3
Declarer	6
	2

Most of the time, the missing 6 cards in this suit will divide 4 - 2.
Play Ace & the King of this long suit & then trump a small club in declarer's hand.
Cross over to dummy (using another suit) & trump another club in declarer's hand.
Now the 5th. club in dummy is now high (it is the 13th. card) and will provide a parking place for a loser from declarer's hand.

CAUTION: Make sure that dummy has enough entries for this project to be successful. Often you will find that dummy's trump may be the only entries to dummy and thus you may not be able to pull trump first. Watch out for this.

Also, be careful to draw the <u>final</u> round of trump ending in the dummy so that you can play the 13th card in the long suit without the opponents now trumping it.

5. FINESSING:

A finesse is an attempt to win a trick with a card that is not as high as one held by the opponents.

Dummy	A Q 5	A Q 10 9 5
Declarer	4 3 2	J 3 2

You have 2 potential losers .

To finesse here, lead the Jack (only because your side owns the "next door neighbors"). This way, if the J wins, you are still in your hand to repeat the finesse.

You will note therefore that after dummy comes down, it is imperative to count your losers and then decide how many extra losers you have in excess of what you can afford. (You will usually have too many losers.) You must now play detective and decide which of the above method(s) you must employ in order to make the hand. Decide what your project will be and then decide if it is safe to pull trump now or later.

HAND # 1

♠ 6543
♡ 864
♢ KQJ
♣ 865

S	N
2♣	2♢
2♠	3♠
4♣	4♠

Opening lead by West: A ♡

♠ AKQJ102
♡ 107
♢ A
♣ AJ43

HAND # 2

♠ 543
♡ J9
♢ J105
♣ Q8542

Bidding left to your imagination:
You are in 6 ♡ (South)

Opening lead by West: 9 ♢

♠ AQJ
♡ AKQ432
♢ AKQ
♣ 7

HAND # 3

♠ 8765
♡ 104
♢ 9765
♣ AKQ

Contract is 4♡ (south)
EW did not bid.

Opening lead by West: Q ♠

♠ A92
♡ AKQ632
♢ A842
♣ ---

HAND # 4

♠ Q
♡ A10862
♢ AKQJ2
♣ KJ

N	S
1♡	1♠
3♢	3 NT

West leads ♣ 6

♠ K1064
♡ 3
♢ 765
♣A5432

HAND # 5

♠ 72
♡ K
♢ K43
♣ AKQJ983

N	S
1♣	1♠
3♣	3NT

Op lead by West: J ♡

♠ J943
♡ AQ5
♢ Q1065
♣ 74

HAND # 6

♠ ----
♡ K10965
♢ KQJ10
♣ AK73

S	W	N	E
1 ♠	P	2♡	P
3 ♠	P	4 ♣	P
4 NT	P	5 ♢	P
6♠	P	P	DBL*
P	P	P	

Op lead by West: Q ♣

* Note that East's double of 6 ♠ is lead directing and calls for the lead of a ♡ by West (dummy's first bid suit).

♠ AKQJ1098
♡ 7432
♢ A
♣ 2

"MY KINGDOM FOR AN ENTRY!"
PRACTICE HANDS SEE ATTACHED # 1-6

HAND # 1

West has led the A♡, followed by the K♡ and then the Q♡. You have counted 3 potential ♣ losers and 2 ♡ losers. Since you are powerless to do anything about the ♡ losers, you must find a home for the ♣ losers or you are toast.
Behold the extra ♢ winners in the dummy. BUT how can we ever get there??
With 4 trump in dummy, if you remember to not play too quickly at trick # 3, then you will have saved the ♠2 and this will get you over to dummy's ♠6 or 5 after you have unblocked the ♢A. On the ♢KQJ, you will be able to pitch the ♣4 and 3.
DON'T PLAY TOO QUICKLY AT TRICK # 1.

HAND # 2

West has led the ♢9. You have no choice but to win this in your hand as declarer (south). You have a ♣ loser and a potential ♠ loser. Please remember that for the rest of your career, you will be playing against bridge players, not friends and relatives, so do not consider leading the ♣7 now and hope that your left hand opponent (LHO) will now lead back a ♠. It simply will not happen. There is good news and bad news on this hand. The good news is that the ♠K is in the East hand, the bad news is that the ♠K will not fall on the second round of ♠ if you get over to dummy once to do the finesse.
At trick # 2, you must cross over to dummy by leading a small ♡ to the 9♡ in dummy saying a prayer and crossing the fingers of your right hand. If it wins, you can now do the ♠ finesse (keep praying). It wins. You can now cross to dummy again on the ♡J and lead another ♠ and finesse again. It wins again. Now draw more trump and graciously concede a ♣ at the end of the hand, making 6♡.

HAND # 3

After the opening lead of the ♠Q by West, you have 5 potential losers. You do have some extra winners in the dummy. If your opponent had been a good human being, he would have led a ♣ for you instead of a ♠. Oh well. You cannot readily see any entries in dummy but you must create one. At Trick # 2, you lead a small ♡ from declarer's hand towards dummy's ♡10. Don't forget to cross your fingers and pray again! If West has the ♡J, then you will ultimately get to dummy with the ♡10 and will be able to throw away your losing ♢'s on dummy's magnificent ♣ suit.

HAND # 4

When West leads the ♣6, you can count your winners. In No Trump, we count sure winners…quick winners. Cards that will win WITHOUT losing the lead. You have 1♡ winner, it looks like 5♢ winners (if things go well) and 2 sure ♣ winners. Eight winners. You only need one more. Which suit will provide you with the extra winner that you require. ♠'s. You bet. IF YOU PLAY THE ♣J from dummy at Trick # 1, and IF East now plays the ♣Q, you are in serious trouble. You will be forced to play the ♣Ace from declarer's hand now and your entry to the ♠K will be gone forever. You MUST play the ♣K at trick # 1 and then play the ♠Q knocking out the ♣ Ace. Greed is a terrible thing.

HAND # 5

Opening lead ♡J by West. Count your sure winners. It looks like 10 winners. 3♡ winners and 7♣ winners. If you win the first trick in dummy with the ♡K, and then attack the ♢ suit, East will quickly win her ♢Ace and East-West will now take 4 ♠ tricks. Down one. You must win the first trick in declarer's hand with the ♡Ace, overtaking dummy's ♡K and the take your tricks and run (in the ♣ suit). Tough to do but essential because of your ghastly holding in the ♠suit.

HAND # 6

What is this all about anyway?? East doubled the ♠6 slam. This is a special double by East (the double of a slam) which calls for the lead of dummy's first bid suit. *"Please lead a ♡" said East to West.* West led the ♣Q.
Aha, so clearly West had no ♡'s. (Always assume that your opponents know what they are doing!) Lucky for South if West had no ♡'s.
South has 4 potential ♡ losers. Now what?
You win Trick one with the ♣Ace (or King). If you now play the ♢10 to the ♢Ace, you will be banished from dummy forever.
This hand calls for drastic action. You must play the ♣Ace at Trick # 1 and then the ♣King at Trick 2, discarding the ♢Ace from your hand since it is the one card that is causing you grief.
Now play the ♢K, Q, J, 10 from dummy, discarding your 4 ♡'s. If everyone follows, you will make 7 doubled. Worse case scenario: You only make 6. Doubled. Your partner will be so impressed!

ABOVE HANDS BY EDDIE KANTAR kantarbridge@gmail.com www.kantarbridge.com

LONG SUITS ARE TO DIE FOR

by

Barbara Seagram

bseagram@ca.inter.net
416-487-8321 or 416-487-1288

When considering the development of a long suit in dummy, one must consider how the missing cards will divide. Statisticians know exact percentages; mere mortals need know only this: when missing an *odd* number of cards, they will divide *evenly* most of the time. Missing an *even* number of cards, they will usually divide *oddly* (badly). Thus, missing five cards, one expects them to break 3-2; missing six cards, expect 4-2.

	S QJ75 H 973 D AKJ42 C 2	
S 32 H KQJ10 D 75 C K8543		S 4 H 865 D Q983 C J10976
	S AK10986 H A42 D 108 C AQ	

S	W	N	E
1S	P	4C[1]	P
4H	P	5D	P
6S			

1. A special bid called a Splinter bid showing four-card spade support, 13-15 points and a singleton or void in clubs.

Opening lead: H King

When I was just learning to play bridge, my bridge teacher taught me, "When your partner lays down a five-card suit in dummy, you must smile and say, 'Thank you, partner.'" While courtesy dictates that we always thank partner, regardless of what treasures (or the lack thereof!) he produces, on this deal, declarer has every reason to be sincere in his thanks!

As the dummy is tabled, declarer warily counts his losers. He has two quick heart losers and one loser in clubs. The latter can be easily trumped in dummy. For the rest, he realizes that there is a potential for a diamond finesse and also for a finesse in clubs. However, none of South's diamonds is a loser — the DA and the king rest happily in the dummy — so if he takes a diamond finesse, he risks turning a non-loser into a loser, which would cost him the contract. The same fate could await him in clubs.

Let's take a closer look at those diamonds. There are five in dummy and two in declarer's hand, making seven. That leaves six diamonds for the bad guys, an even number. Odds are that the suit will break 4-2. Can you see a winning strategy?

If declarer cashes two high diamonds and then ruffs two in his hand, eventually the thirteenth diamond in dummy will become a winner. He'll be able to discard a losing heart on it. (Note that when you are establishing a long suit in dummy, very often the only entries to dummy will be in the trump suit. Thus, when performing long-suit establishment, you must not pull trumps first.)

For this to work, it is imperative that you preserve enough entries to dummy. How would you go about it?

Win the opening lead of the HK with the HA and then play the S8 to dummy's SQ, saving the S6 to get to dummy's S7 later. Since both opponents follow in spades, you can now cash the SJ. Next, play the DA-K and ruff a diamond; now back to dummy by cashing the CA and ruffing a club in dummy. Finally, ruff yet another small diamond and, lo and behold, the DJ is finally high. Now you can play your carefully preserved S6 to dummy's S7, play the DJ and pitch a losing heart from declarer's hand. Well done!

Long suit establishment: It's a wonderful way to discard losers on a long suit in the dummy. It does take some careful maneuvering however as often you will have entry problems. Frequently it means that we cannot pull trumps first as the trump suit will provide you with the only entries to the dummy.

Try it, you'll like it!!

TAKE MORE TRICKS AS DECLARER

BARBARA SEAGRAM

BARBARA SEAGRAM BRIDGE
TORONTO, ON, CANADA

416-487-8321 Fax: 416-487-8890
e mail: bseagram@ca.inter.net www.barbaraseagram.com

BARBARA SEAGRAM'S CHEAT SHEETS: These are laminated guides for your lap: An easy reference.

INTERMEDIATE: A summary of all you need to know about bidding $10.00
ADVANCED: Most of the common conventions $12.00
Co-Author:

25 Bridge Conventions You Should Know
(ABTA Book of the Year Award)
MASTER POINT PRESS: March 1999

Bridge: 25 Ways to Compete in the Bidding
MASTER POINT PRESS: November 2000

Pocket Guide to Bridge:
MASTER POINT PRESS: March 2002

Bridge: 25 Ways to Take More Tricks as Declarer
MASTER POINT PRESS: February, 2003

25 MORE Bridge Conventions You Should Know
MASTER POINT PRESS: October, 2003

25 Ways to Be a Better Defender
MASTER POINT PRESS: June 2006

Barbara Seagram's Beginning Bridge
MASTER POINT PRESS: June 2008

Planning The Play Of A Bridge Hand (ABTA Book of the Year Award)
MASTER POINT PRESS: NOVEMBER 2009

PRACTICE YOUR BIDDING MINI-SERIES

Roman Key Card Blackwood
Splinter Bids
Jacoby 2 NT
Jacoby Transfers
Stayman
Four Suit Transfers

by Barbara Seagram, Linda Lee & Andy Stark
With these books, you can learn a new convention, or extend your knowledge of it. Learn and practice by yourself using the unique quiz format.
Practice with your partner using the specially selected example hands, and compare your results with the recommended auctions.

POCKET GUIDE TO CONVENTIONS YOU SHOULD KNOW
MASTER POINT PRESS: October 2010
SOFTWARE
a) PRACTICE YOUR SLAM BIDDING
b) & PRACTICE YOUR NO TRUMP BIDDING
Interactive bidding with a computer partner
Jacoby 2 NT, Roman Keycard Blackwood
& Splinter Bids
Jacoby Transfers, Stayman Auctions, Four Suit Transfers

NEW!!
INTERACTIVE SOFTWARE
(compatible with PC's not Macs)
$29.95
Planning the Play of a Bridge Hand
by Barbara Seagram & David Bird
MASTER POINT PRESS