

WHITSUNDAYS – AIRLIE BEACH – 5* – THE MIRAGE
With Greg Eustace and Gaye Allen of the Finesse Bridge Club
June 03 - 11 2024 (9 Days 8 NIGHTS) From \$ 2795 TS
RHONDA KINGSTON



Included in this price is 8 nights excellent accommodation, 7 dinners, 6 lunches & all Hot Buffett Breakfasts. Bridge includes an 11 session B4Red pairs event, 6 tutorials & a champagne reception and Pre-Dinner drinks on 3 other evenings. A coach tour has been organized for a short tour to Airlie with a Sunset Cruise and dinner at Airlie at the Sorrento Bar. 2 Cocktails included on cruise before dinner at Sorrento.

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WHITSUNDAYS - JUNE 03 - 11 – MIRAGE – PROGRAM

All sessions have pre-dealt boards and hand records. Pairs are Masterpointed at B4Red. All Bridge sessions are to be played at the VMR 150 metres away.

PROGRAM:

Monday: 03

13:00 - 15:00 Check-In.
18:00 Champagne Welcome at the Bar.
19:00 Dinner @ The Mirage

Tuesday: 04 09:30 Tutorial 1. 10:00 **Crocodile Pairs 1 of 11**
13:15 Lunch on Sandwiches.
14:15 **Crocodile Pairs 2 of 11**
18:30/19:00 Transfer for Dinner at LaTabella

Wednesday: 05 09:30 Tutorial 2
10:00 **Crocodile Pairs 3 of 11** Light Lunch Sausage Sizzle.
16:00 Sunset Cruise with 2 Drinks Leave at 15:30 if walking.
Followed by dinner at the Sorrento Bar. Home ~ 20:00 for SoOrig

Thursday: 06 09:30 Tutorial 3. 10:00 **Crocodile Pairs 4 of 11.**
13:15 Lunch (Supplied). Pastries
14:15 **Crocodile Pairs 5 of 11**
17:15 Pre-Dinner Drinks
18:00 Chinese Restaurant opposite the Mirage. Banquet Style
20:00 Trivia Night at VMR.

Friday: 07 09:30 Tutorial 4 10:00 **Crocodile Pairs 6 of 11.**

Saturday: 08 09:30 Tutorial 3.
10:00 **Crocodile Pairs 7 of 11.**
13:15 Lunch Pizzas
14:15 **Crocodile Pairs 8 of 11**
19:00 Pre-Dinner drinks hosts Apt and Dinner at the Chinese. Banquet.

Sunday: 09 09:30 Tutorial 6 10:00 **Crocodile Pairs 9 of 11.**
13:00 Sausage Sizzle @ VMR
18:30 or 19:00 Dinner @ The Sailing Club

Monday: 10 09:30 Tutorial 3. 10:00 **Crocodile Pairs 10 of 11.**
13:15 Lunch Pastries
14:15 **Crocodile Pairs 11 of 11**
19:00 Pre-Dinner drinks and Dinner @ The Mirage

Tuesday: 11 ? Transfer included.

Notes for Costings:

3 Singles can share a 3 Bedroom 2 Bathroom Apt for \$ 335 pp extra for the entire stay.
2 Singles can share a 2 Bedroom 2 Bathroom Apt for \$ 680 pp extra for the entire stay.
4 pax can share a 3-Bedroom Apt for the advertised price.
1 couple can have entire apt for \$ 360 pp extra

WHITSUNDAYS – BOWEN – HORSESHOE BAY
CORAL COVE APARTMENTS
June 11 - 14 2024 (3 NIGHTS) From \$ 980 TS
Singles Add \$ 130

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A 60 minute drive to Horseshoe Bay - Bowen for a wonderful experience.



The aparthotel provides guests with a balcony, sea views, a seating area, satellite flat-screen TV, a fully equipped kitchen with a dishwasher and a microwave, and a private bathroom with walk-in shower and bathrobes. A toaster, a fridge and stovetop are also offered, as well as a coffee machine and a kettle. At the aparthotel, units are equipped with bed linen and towels.



Whats Included. # 3 Nights accommodation
All Dinners , all Breaky Supplies

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3 Short Games of Bridge & Much more

1 – PROTECTING TENACES

Card combinations: As declarer when dummy arrives on the table each suit should be studied thoroughly, and assume the worst possible scenario. For example, when you have a 9 card fit, assume that they break 4-0 against you. Take the following example.

Hand 1	<u>You</u>	<u>Dummy</u>	Hand 2	<u>You</u>	<u>Dummy</u>
	♠ 4	♠ A83		♠ 42	♠ A83
	♥ KQ65	♥ AT432		♥ KT854	♥ AQ62
Contract 4♥	♦ A976	♦ K84		♦ A97	♦ K863
Lead K♠	♣ T762	♣ A5		♣ T72	♣ A5

Having a 9-card fit missing the J and the 9 ie. J-9-x-x: Most club players would say to themselves well I have 9, the opposition therefore, have 4, it is most probable that they will break 2-2 or 3-1, but we all know that is careless play, and is the difference between the average club player and the good Tournament player. Always assume you are going to get a bad break (here 4-0) and determine whether you can cater for it. In hand 1 above if South has 4 to the J-9 you are going to lose one trick no matter what you do. However, what if North has 4 to the J-9-7. By playing K first South will "show out" on the first round and you can then play the Q followed by a small one to the T, cash the A, for no loser in the suit. This occurred because you "protected the tenace", A-T combination. Put this suit out yourself and play it firstly with 4 in North's hand, a) play the A first b) play the K first, and secondly with 4 in South's hand, repeating a) & b).

Summation: A 4-0 occurs 9.5 % of the time, and with the above hands you will not lose a trick on 4.8 % (½ of 9.5) of the time if you play the honour from the correct hand first.

What is a Tenace? A tenace is a broken honour combination, such as A-K-J-T where an opponent holds the Q. With Hand 1 the tenace exists in dummy, therefore, you should play an honour card from your hand first, to see whether South has a void. If this is the case you have saved a trick. In Hand 2 above the tenace exists in your hand ie. K-T. Therefore, protect it. A low card from this hand must be played on the first round of the suit to the A or Q to see whether the suit is breaking 4-0 or not. If North has 4 to the J there is nothing you can do, whether you play your cards correctly or not. However, if South has 4 to the J, because you played your cards correctly ie. **guarded against a bad break** by protecting the tenace, you did not lose a trick.

Having an 8 card fit missing the J, 9 and 8, ie. J-9-8-x

<u>You</u>	<u>Dummy</u>
KT65	AQ72

If North has 4 there is nothing you can do, but if South has 4 to the J-9-8-x, you can guard against it. Guarding means to "Protect Your Tenace", therefore, play the A and Q first. A 4-1 break occurs approximately 26 % of the time, so if you guard the suit correctly you will gain a trick 13 % of the time.

Having a 9-card fit missing the J only, ie. J-x-x-x: Here you can always ensure you ever lose a trick in the suit, by playing a honour first from the hand that contains two honours.

<u>You</u>	<u>Dummy</u>
KQ952	AT83

With the 9-card fit you play the K or Q first to see if the suit breaks badly. If the 4-0 break appears, which is the assumption one always makes before playing the suit, you can finesse either way, therefore, guaranteeing no loser in the suit.

Having a 10-card suit missing the Q:

<u>You</u>	<u>Dummy</u>
K9654	AJ873

Dummy's A-J combination is a tenace. With a winner in each hand plus a tenace combination, play the winner opposite the tenace first. Therefore, cash the K first and if South shows out finesse against North's Q.

Concluding: The percentages mentioned in gaining extra tricks may seem very small to many people, but if you add them all up over 27 boards for a session and many times there is more than one suit in a hand that has to be guarded correctly, it is often the difference between coming first and last.

PROTECT YOUR TENACES

Retain a Tenace when knocking out an Ace:

The same principle applies when you have the top honours bar the Ace. Check which hand has a card nearest to one of the top honours and play the honours from the other hand first.

<u>You</u>	<u>Dummy</u>
Q954	KJ43

If the suit divides 3-2 you lose only to the Ace. As the 9 is nearest to an honour, retain the Q-9 tenace till last. Play the honours from the other hand first. After the K and J, if North began with a singleton, South shows out on the second round. You have the Q-9 left to finesse against South's T-x.

Retain a Tenace when knocking out an Ace & King:

The same principle applies when you have the top honours bar the Ace & King. Check which hand has a card nearest to one of the top honours and play the honours from the other hand first.

<u>You</u>	<u>Dummy</u>
T542	QJ83

If the suit divides 3-2 you lose only to the Ace & King. As the 8 is nearest to an honour, retain the J-8 tenace till last. Play the honours from the other hand first. But be careful here, always best to play towards honours. Best to lead small one from West in case North has Singleton A or K. If not and South wins the trick, play the T on the next round protecting the tenace.

<u>You</u>	<u>Dummy</u>
Q864	JT32

Play the J & T first. Guarding against South having 4-cards with the 9.

Having an 8-card fit missing the K,T,9:

- a) ♦ AQ54
 ♦ J762

There is no point leading the J as your sequence is not 1 less than the number of cards missing in a suit. With the above card combination the number of cards missing = 5, your sequence length is 2 ie. J-T, so you lead a little card towards the Q and hope that West has K-doubleton. Ie now play the Ace if the finesse works.

- a) ♦ AQ94
 ♦ JT62

Formula = 13 – (Fit Length + Sequence Length) = 1

If the answer to this question is 0 or 1, then you can lead an honour from your hand.

EXERCISES: How do you play the following card combinations: You are South.

1.

- | | | | |
|---------------|---------------|---------------|---------------|
| a) ♦ KQ54 | b) ♦ AQ64 | c) ♦ KT62 | d) ♦ K654 |
| ♦ AT62 | ♦ J732 | ♦ AQ93 | ♦ AJ54 |

ANSWERS:

1.

- a) Cash K and Q first. This guards against East having 4 to the J. There is nothing you can do if West 4 the J.
- b) Play a small one from your hand to the Q. Then cash the A. Your only chance of avoiding a loser in the suit is if West started with K doubleton. To play the J first would be a huge mistake and cannot benefit. It will cost you a trick whenever West has K doubleton or K singleton.
- c) Cash the A or Q. After this if both opponents follow, if West started with 4 to the J hes dead. Never finesse on the 1st round assuming one has 4 to the J.
- d) Cash the Q first and if the K hasn't fallen, play a small one and finesse the J. However, if the bidding suggests that West has the Q or East has come up with 10-11 points already and did not open then cash K and A looking for the Q to drop doubleton.

2: STRATEGY at TRICK 1

Introduction: As declarer you are often confronted with the problem of whether to play high at trick 1 or whether to play low and let the lead run to your hand. Many combinations exist which look similar, yet the correct play differs. Try to learn as many of the combinations as possible and then test yourself again and again.

A: Dummy has K-doubleton: Dummy's cards are at the top, your cards are below and the card led is the 3. Which card should you play from dummy?

1. K5 764	2. K5 T64	3. K5 J54	4. K5 J4
5. K5 Q74	6. K5 QT4	7. K5 AT4	8. K5 AJ4

1. Play the King. You score one trick if West has the Ace. However, in a trump contract the A should be with East, (assuming your defenders can play bridge), as you should NOT lead away from an Ace in a suit contract, therefore, play low and hope East puts up the Ace.
2. Play the King. You score one trick if West has the Ace. However, in a trump contract the A should be with East, (assuming your defenders can play bridge), as you should NOT lead away from an Ace in a suit contract, therefore, play low and hope East puts up the Ace.
3. Play low. This guarantees one trick no matter where the Ace and Queen are.
4. Play low from dummy. It is a guess in no-trumps, whether to play high or low, so you may as well play low. In a suit contract, the Ace should definitely be with East, play low.
5. Play the K, you have one trick whatever you do, however the Q-7 acts as a stopper in the suit when West is on lead. If the K holds do all your finessing through East (the danger hand).
6. Play low. Honour from short hand certainly doesn't apply in situations like these. By playing low you have a free finesse. Don't throw away your advantage. By playing low you have two certain tricks. By playing high you lose a trick if West started with the Jack.
7. Play low. You have two tricks already. You will score a third trick, if West has led from a Q-J-x combination.
8. Play low. This guarantees three tricks, no matter where the Q is.

B: Dummy has three or more cards including the K: Dummy's cards are at the top, your cards are below and the card led is the 3. Which card should you play from dummy?

9. K65 Q4	10. KJ5 T64	11. KT5 A94	12. KT5 A84
13. KT9 A54	14. K76 54	15. KJ5 A64	16. KQ5 AT42

9. Play low. If West has led from the Ace, you will score two tricks in the suit.
10. Play low. If West has lead from the Q this guarantees two tricks. Without the T play the J.
11. Play low. Had you started this suit yourself, you could only make two tricks in the suit. However, the opposition have been friendly. Take advantage. If West has led from Q-J-x your 9 will win. If East plays an honour, you capture it with your A and sooner or later you can finesse dummy's T. This will be your third trick if West has the other honour.

Note:

No. 11 highlights the terrible lead from a suit that contains only one honour. The defence was blown out the water. If you are to win at bridge, it is not due to being brilliant; it is more along the lines of not making these horrendous leads and taking advantage of the opposition's horrendous mistakes.

12. Play low and hope for an honour, Finesse the T next.
13. Difficult to make 3 tricks by yourself. Play low and later finesse the T if the honour came up on 1st round.
14. Play low, This can stop East continuing the suit.
15. Play low. Finesse the J next round if the Q didn't fall.
16. Playing low guarantees 4 tricks in the suit. Don't compress it to 3 tricks by playing the K or Q first.

EXERCISES:

2. West leads the 3 in each of the following. What is your strategy?

- | | | | | | | | |
|----|------------|----|-------------|----|------------|----|-----------|
| a) | A93
KT6 | b) | KQ7
AT32 | c) | AT9
K62 | d) | K7
AJ4 |
|----|------------|----|-------------|----|------------|----|-----------|

3:- RUFFS & SLOUGHS

Card combinations:

has none of.

As a defender you should almost never play a suit that dummy and declarer

Hand 1	Declarer	Dummy	Hand 2	Declarer	Dummy
	♠ 2	♠ A8		♠ 42	♠ A83
	♥ Q6	♥ AT4		♥ KT8	♥ 72
Contract 4♥	♦ -	♦ -		♦ A975	♦ K863
	♣ T762	♣ A5		♣ -	♣ -

With hand 1 you cannot lead a diamond as declarer and dummy does not have a diamond. If you or partner get on lead you must lead one of the other suits. Similarly with hand 2 you cannot lead a club if either of you get on lead otherwise you are giving declarer a ruff-and-discard. IE. Ruff in either hand and discard a loser in the other hand. Declarer cannot do this themselves.

As Declarer:

If you are declarer your aim is the opposite. You should try to draw trumps, and strip as many side suits as possible so that when the defence eventually get on lead they either have to give you a ruff-and-discard or a free finesse. This is termed The Strip and Throw In, or alternatively The End Play.

	Declarer	Dummy
	♠ K9753	♠ AQ42
	♥ K6	♥ AT
Contract 6♠	♦ A72	♦ K6
	♣ T62	♣ AQ965

As declarer, if you can draw trumps in two rounds, play A, K of diamonds ruff a diamond, strip hearts, ending in hand and then finesse the clubs (double finesse) South will be End Played. If they return a club, your contract is guaranteed, if they return any other suit, you can discard your potential club loser from hand and ruff in dummy, again assuring your contract.

What is a ruff and a sluff and why is it bad? It refers to a situation where both declarer and dummy are void in a suit (and both have trumps). Playing that void suit allows declarer to ruff in one of the hands and discard (or sluff) a loser in the other hand. We'll see why this is so bad if we look at an example. We'll see all four hands. The contract is 4♠ and this is the current position:

	♠ K32	
Vul:	♥ --	
Dlr:	♦ A32	
	♣ K32	
♠ --		♠ --
♥ AKQ		♥ J109
♦ QJ4		♦ 1096
♣ 765		♣ QJ10
	♠ 987	
	♥ --	
	♦ K82	
	♣ A94	

Declarer has two surefire losers: a diamond loser and a club loser. However, if the defenders lead a heart, declarer can ruff in dummy and sluff away one of the losers in hand. In that case, declarer loses only one trick. Offering a ruff and a sluff is often a good way to make friends with declarer.

You can avoid giving up a ruff and sluff if you don't play suits dummy is void in WHEN dummy has trumps remaining AND declarer may also be void.

While you should be careful not to allow a ruff and a sluff, don't be afraid to allow a ruff if that is your safest option.

Let's test this on a full deal.

You are East, NS vul. You hold:

♠ K75
♥ A84
♦ QJ65
♣ K98

Partner is an aggressive preempter at this vulnerability and the auction is as follows:

WEST	NORTH	EAST (YOU)	SOUTH
3♥ Pass	4♠	Pass	1♠ Pass

You might be tempted to compete to 5♥ at this vulnerability, but you have enough defensive value that you might just be beating 4♠. Why turn a plus into a minus (and if you are not beating this, you could be going -800 in 5♥ doubled).

Partner leads the ♥Q.

	DUMMY	
Vul: NS	♠ AJ98	
Dlr: S	♥ 5	
	♦ K1098	
	♣ 10542	
Lead: ♥Q		♠ K75
		♥ A84
		♦ QJ65
		♣ K98

You win the ♥A and declarer plays the seven. Now what?

I've banged the drum before about exiting passively. You don't want to play new suits unless you absolutely have to. The most common reasons you'd have to switch are if continuing could give up a ruff and sluff or if dummy has a source of tricks and you want to get your tricks quickly.

In this case, is there anything in dummy that scares you? Declarer is going to get to ruff a heart no matter what you do, so playing hearts is the safest choice. You "know" the position from the auction and lead: declarer started with either Kx or Kxx. Partner might bid 3♥ at these colors with either a 6-card suit or with a 7-card suit.

Continuing a heart will not give up a ruff and a sluff. Yes, declarer can ruff in dummy or play the ♥K and discard something in clubs or diamonds from dummy, but that discard does not seem particularly **useful**. Dummy will still have lots of clubs or diamonds which aren't going anywhere.

Let's say declarer wins the king (partner playing the 9), and plays the spade 10. Partner plays discards an encouraging heart and declarer plays the 8 from dummy. You win your ♠K. What next?

This time, hearts are not so safe! You may be giving up a ruff and a sluff if you play hearts. Instead, you need to exit safely, and the **ONLY** safe choice is to **play another trump**. Your side is never going to take another trump trick. Eventually declarer will lose two tricks in the minors to go with two major tricks for down one. Good thing you didn't bid 5♥!

Look at the full deal:

Vul: NS Dlr: S	♠ AJ98	
	♥ 5	
	♦ K1098	
	♣ 10542	
♠		♠ K75
♥ QJ109632		♥ A84
♦ 743		♦ QJ65
♣ Q76		♣ K98
	♠ Q108632	
	♥ K7	
	♦ A2	
	♣ AJ3	

The clubs and diamonds both present temptations for an unwary defender, but look what declarer can do if you play either at trick two. The ♦Q will allow declarer to win the ace and eventually (after dealing with trumps) lead a diamond to the K and take a ruffing finesse against your ♦J.

A club switch would allow declarer to play low at trick two and later finesse for your king.

The key to being a good defender is to figure out how to avoid helping declarer. A ruff and sluff is declarer's best friend, however a more common mistake by the defenders is to start too many new suits.

4: QUIZ 1

1: DOD = 7.5

<p>♠ 84</p> <p>♥ KJ6</p> <p>♦ AKQ6</p> <p>♣ JT98</p>	<p>♠ J62</p> <p>♥ 87</p> <p>♦ JT83</p> <p>♣ KQ72</p>	<p>♠ T73</p> <p>♥ T95432</p> <p>♦ 94</p> <p>♣ 64</p>
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♠ AKQ95

♥ AQ

♦ 752

♣ A53

West	North	East	
	South		
			1S
X	2S	No	4S

South arrived at a 4♠ contract. West led A,K,Q of Diamonds, What should West play at Trick 4 and how should declarer play the remainder of the hand. Note the X , I call it a Finesse or Budapest Double. The Finesse in Hearts is obviously futile and the length trick in clubs may or may not be there.

2: DOD = 7

<p>♠ T876</p> <p>♥ JT972</p> <p>♦ Q97</p> <p>♣ 5</p>	<p>♠ 942</p> <p>♥ AQ6</p> <p>♦ AT65</p> <p>♣ K73</p>	<p>♠ J85</p> <p>♥ 843</p> <p>♦ 8</p> <p>♣ JT9862</p>
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♠ AKQ

♥ K5

♦ KJ432

♣ AQ4

South arrived at 7NT. When dummy arrived it was obvious to declarer that he had to get Diamonds right.

ANSWERS : QUIZ 1

1: The J♦ is now high in dummy and although West knows that South will overruff East, you must remove the diamond now so it's not available as a winner later. West should lead the 7♦.

Declarer realizes that the heart finesse is futile. You have 9 tricks on top so you require 1 more. Lets combine our chances and run all 4 trumps. West must keep length with dummy in clubs so is endplayed on the last trump, West has to bear his K♥.

Declarer runs the clubs noting the 4-2 break. Now declarer knows that West started with 2 spades, 4 Diamonds and 4 clubs, therefore, 3 hearts, declarer also knows that West with 1 remaining heart is the King, so declarer leads a heart from dummy and puts up the Ace establishing the Queen.

2: South arrived at 7NT. When dummy arrived it was obvious to declarer that he had to get Diamonds right. If that's the case then declarer should run all the other suits 1st to gain information and after running spades , hearts then clubs, South realized that East must have a Singleton Diamond as he has 6 clubs due to West showing out on the 2nd round. 3 spades and 3 hearts (followed on all 3 rounds.

Therefore, declarer should next cash the K♦, and finesse West's known Q♦. If everyone followed to all 3 rounds then it would be best to go for the drop.

5: QUIZ 2

Introduction:

There are ways of handling suit combinations depending on whether you have the T and/or the 9. How do you play each of the following suit combinations?

Take the following	Example 1.	♦ A6	♦ QJ
	Example 2.	♥ A86	♥ QJ5
	Example 3.	♦ A42	♦ QJ74
	Example 4.	♦ A75	♦ QJT
	Example 5.	♦ A75	♦ QJ9
	Example 6.	♦ A432	♦ Q965
	Example 7.	♦ A432	♦ QT95
	Example 8.	♦ K863	♦ Q742
	Example 9.	♦ A4	♦ QJT75
	Example 10.	♦ A42	♦ QJT75

EXERCISES:

In each of these cases North opens 1NT and South responds 4♠.

1. The Queen is led from dummy. Should East cover?

Dummy	East
♠ Q62	♠ K73

2. South leads the Ten from hand. Should West cover?

West	Dummy
♠ J65	♠ K82

3. South leads the Jack from hand. Should West cover? What Assumption do you make?

West	Dummy
♠ K72	♠ AQ6

ANSWERS - QUIZ 2

- Eg 1 Lead the Q. If the King is with South, you have two tricks in the suit.
- Eg 2 It doesn't matter whether you lead the Q here or play the Ace and then knock out the King with either your Q or J. You may be lucky and get a Singleton K with North so lead the A first.
- Eg 3 Do not lead the Q for a finesse as your shortest length is three cards and you only have a two card sequence. Play the Ace and then lead a low card towards the Q-J-x. If North has the King, you have three tricks in the suit, but leading the Queen can only ever give you two tricks, if the suit breaks 4-2.
- Eg 4 You have two tricks, but because you also have the T, you should lead the Q, and hope South has the King which will give you 3 tricks.
- Eg 5 Lead the Q. If South covers with the King, lead low from dummy and finesse the 9. If defending do not cover the Q with the King but cover the J if its led next.
- Eg 6 Cash the Ace first, and then lead a small one towards the Queen. If North has the King you will get three tricks if the suit also breaks 3-2.
- Eg 7 The presence of the T & 9 give you a double finesse. Lead the Q, if it is covered by the King, win the Ace. If second player plays low, let it ride. If the Q loses to the King, lead the T, finessing once more.
- Eg 8 Lead a small one from either hand. If second player plays low, rise with the honour. If this wins, lead a low one and play a small one from the other hand as well. Your only chance of having only one loser is to pick A-x doubleton in one hand.
- Eg 9 It is usually a waste of time leading the Q, unless playing very inexperienced players. (or K-x in the pocket) Play the Ace and lead a low one to the Queen but only in NT's. Set the suit up immediately. If you lead the Queen and the finesse works, you then play a small one to the Ace. Then you must cross to East's hand to knock out the King. This soaks up one of your entries to the other hand. However, if playing in a suit contract, it is usually best to play the Queen first.
- Eg 10 Because you have 3 cards in the West hand and not a doubleton, it is best to lead the Queen first.

ANSWERS:

1. No, because partner is marked with a singleton trump. Therefore, it will not create a trump trick for you. If partners singleton is an Ace you are going to look a little silly.
2. No, partner has a singleton which may be the Queen. If you put up the Jack you have lost your trick.
3. If South was not marked with length, it would be correct to put up the King, to try and promote East's Ten, but since South has shown at least 6 trumps, West should duck as East is marked with a singleton or void.

6A: SIGNALLING 1 – McKENNY DISCARDS

Introduction:

When you are declarer you have no one to signal to. However, when you are defending you have a partner, who would like some sort of assistance or direction on where to go or what suit to hang on to. In the last lesson you learnt to give count to partner so that you can either get a ruff in a suit contract or to stop declarer getting to dummy to run a long suit in no-trumps. McKenny Discards are also referred to as Lavinthal Discards (a dispute between an American and an Englishman on who developed it first). An unusual situation (2 bridge players not agreeing).

What is a Discard:

A discard is a card; you play when you cannot follow suit. Imagine playing in No-trumps and you desperately want partner to lead a heart when they obtain the lead because you have AKQ72, what a shame if you have to discard a heart to tell partner to play one. Your partnership just lost a trick, potentially; allowing declarer to make their contract or otherwise if it is a pairs tournament, your partnership is deserving of a bottom board because you haven't learnt the tools to signal a certain suit with cards of other suits.

McKenny Discards:

When you are unable to follow suit on partner's lead or declarer's lead, it is best to discard a card from a suit you have little or no interest in. You may have a suit in which you have 852 in. Why not have a meaning for each one of these cards. If you discard a low card (2 in this case) you are telling partner I do not want this suit led, but I want the lower of the other 2 suits (IE. You discard a low card = low suit). Take the following hand where McKenny Discards are critical.

Dummy

♠ AJ73

♥ KJ

♦ KJT7

♣ 952

You

♠ 842

♥ AQ62

♦ 853

♣ 86

South is declarer in a contract of 3NT. Partner leads the A, K, and Q of clubs winning all three tricks. But what next? Your partner doesn't know whether to switch (change suit), unless you have some sort of discarding system. If partner doesn't switch to a heart declarer will probably cruise home for their contract via the spades and diamonds -TELL partner what you want.

Solution: On the third round of clubs you are going to have to make a discard. You like hearts, so to tell partner you want a heart, you can discard a diamond (low one = 3). Low card for the lower of the other two suits. You also have little interest in spades, where you could discard a high one (8). You have discarded a spade; therefore, you do not like spades. Why have you discarded an unusually high card the 8, because you want the higher of the other two suits?

Attitude following Suit: Imagine the following hand

Dummy

♠ K873

♥ 72

♦ KJT7

♣ 962

You

♠ A42

♥ T9653

♦ 3

♣ 8543

Partner Leads the A of hearts, promising the K, against a 4S contract. What feature do you have with your hand and what do you want partner to do. Your feature is a singleton diamond. You also have the A of trumps. Your plan should be therefore, to get partner to switch to a diamond at trick 2. That's right lose, a diamond. To do this you must play the T of hearts on partner's A. Your partner should stop and look at the card you played and not just blindly cash their K of hearts at trick 2. After losing the diamond trick at trick 2 you should rise with your A of trumps when declarer starts drawing trumps. At trick 4 you will be able to play a heart back to partner's K whereupon your obedient partner will play a second diamond for you to trump. Well defended, one off.

If partner cashes the K of hearts at trick 2, you have blown your chances of a diamond ruff. You might say that partner may still be able to get the lead via a club to defeat the contract. If this is the case the contract will be defeated by two tricks if partner switches to a diamond trick 2 as you will be able to trump in twice on the diamonds.

EXERCISES:

1. Playing against 3NT you have to make a discard after declarer has made four rounds of diamonds. What card do you play when declarer now leads the K of diamonds from dummy?

Dummy	
J85	
KJ	You
K	94
Q52	A62
	KJT6

2. The opposition is playing in 5S after your 4H opening (showing 8 hearts and a weak hand). Partner leads the A of hearts. What card do you follow suit with.

Dummy	
J852	You
J	
KJ86	94
KQ52	KQT98762
	-
	A63

ANSWERS:

1. 4 of spades or the 2 of hearts. You do not want a spade or a heart. Clubs is your suit so discard a low card (to show preference for the lower of the other suits) from either spades or hearts.
2. T of hearts. You want partner to lead a diamond so you can get a ruff. The T of hearts is an unusually high card asking for the higher of the other two suits (excluding trumps). In addition dummy has a singleton, and therefore, it would appear pointless to continue the suit.

6B: SIGNALLING 2 - ODD/EVEN SIGNALS

Introduction: Only experienced partnerships should try this method. It is actually the best method of all in that it gives you a greater range of cards to choose from, for your discard.

Advantage: The advantage of this system is that when following suit, you can signal whether to continue the suit or which suit you have an interest in.

Odd Card: Please continue this suit, or play this suit to me when you obtain the lead. Lead a low one to promise an honour, lead a high one to deny an honour.

Even Card: An even card will become a McKenny card. By playing the Ten or 8, please play the higher of the other suits. By playing a 2 or 4, please play the lower of the other suits.

The Lead of a K: The lead of a K is usually from A-K or K-Q-J and so. When partner leads a K it asks you to give count.

Even Number = High Card Odd Number = Low card.

The Lead of an A: The lead of an Ace asks you what suit you are interested in. Odd card = I like this suit. Even card = switch. High even = higher of other suits. Low even = lower of the other suits.

Therefore if you hold an A-K combination and from the bidding you think partner may have a doubleton, you lead the K, to ask for Count from partner's hand. If there is little chance of a doubleton, you lead the Ace to ask partner for direction.

How to use Signaling: Imagine the following hand when partner opens 1♥ and your LHO ends up in 3♠.

Dummy

♠ AJ73

♥ J43

♦ QJT7

♣ 95

You

♠ 942

♥ K6

♦ 9852

♣ A86

Partner leads the A of diamonds. Take stock. What are in the other hands? Partner has promised a 5-card heart suit, possibly to the A and the A-K of diamonds with the opening lead. If this is the case, what has declarer got? If partner has 5 hearts to the A, which is highly probable then declarer has a 3-card suit. Therefore, at trick 2, if partner switches to a small heart to your K and you continue the suit back to partner's A; partner can continue the suit for you to obtain a ruff.

Solution: You want partner to switch to a heart so you can potentially get a ruff. There is no need to tell partner about the A♣, it is not going anywhere. To obtain a switch from partner you should play an Even Card. You want the higher of the other two suits, which is hearts. Therefore, you should play the 8 of diamonds at trick 1.

On a Par: It is true that partner must be on the same wavelength as you so as to obtain the maximum number of tricks. IE. When you signal a heart, partner should not lead the A followed by a small one. If this happens and declarer has a singleton diamond (which was played at trick 1) there will be no guaranteed way to get back to partner for a ruff.

EXERCISES: Partner leads the Q♥. Declarer wins the A. Playing against 3NT, declarer runs the diamonds tricks 2-5, and loses to the T to partners J at trick 5. What discard do you make at trick 4 and why?

Dummy

♠ AQT

♥ T43

♦ AKQT9

♣ 95

You

♠ KJ87

♥ 865

♦ 82

♣ AK86

ANSWERS: 8 of clubs. You are not interested in clubs. Your A-K are not evaporating. You need a spade through dummy's A-Q-T combination so can push a heart back to partner's promised J. Then partner can push another spade through.

6C: SIGNALLING 3 - SUIT PREFERENCE SIGNALS

Introduction: A McKenny discard is a suit preference signal. IE. It tells partner which suit to play. However, when following suit or giving partner a ruff, you can also give partner a Suit Preference Signal.

Imagine the following hand where partner leads the 3♠ against a 2♦ doubled contract, not vulnerable.

NORTH		
	♠ 3	
WEST	♥ A64	EAST
♠ J82	♦ AQ963	♠ KT54
♥ 87	♣ J765	♥ JT52
♦ KJT854		♦ 2
♣ AK		♣ T982
SOUTH		
	♠ AQ976	
	♥ KQ93	
	♦ 7	
	♣ Q43	

The Play: South wins and cashes the other top spade, North discarding the ♥6. South should now lead the ♠9 for North to ruff, a high card asking for a high suit back. North ruffs and cashes the ♥A, and leads a heart to South. The defence has already taken 5 tricks and North still has A-Q-9-6 left, sure to be 3 tricks, for +500. North exits with clubs and waits for the diamond tricks to come.

West plays in 2♥, and vulnerable.

NORTH		
	♠ 3	
WEST	♥ Q974	EAST
♠ J82	♦ T9863	♠ KQT
♥ AKJT32	♣ 765	♥ 65
♦ J4		♦ K52
♣ AQ		♣ JT982
SOUTH		
	♠ A97654	
	♥ 8	
	♦ AQ7	
	♣ K43	

The Play: North leads the ♠3, South wins the A, and should return the 9, expecting North to ruff. The 9 is a high card telling North to switch to the higher of the other suits (excluding trumps). North switches to a diamond, South wins the Queen and leads the ♠7, high card, high suit. North ruffs with the 7, and continues another diamond. South wins with Ace. The defence has 5 tricks, and must get another trick with the Q-9 sitting over declarer's A-K, when South leads a 4th spade. If West ruffs with the Jack, North over-ruffs, if West ruffs with the King, then North's Queen is promoted. This is termed "TRUMP PROMOTION". Excellent defence for one off, +100.

Declarer's Strategy: Declarer should drop the ♠J at trick 1 to try and fool South into thinking declarer has the singleton; Deceptive Strategy.

6D: SIGNALLING 4 - COUNT SIGNALS

In standard methods when partner leads a small card of a suit, third hand usually plays high either to win the trick or to force declarer to play high to promote partner's high cards.

When declarer is leading a suit, it is often best to show how many cards you have in the suit. Signaling how many cards you hold in a suit is termed "Giving Count".

Lowest Card = Odd Number of cards in the suit.

Highest Card = Even number of cards in the suit.

Suppose dummy has no outside entry and the position is this

DUMMY
KQJ62

EAST
A75

East needs to know whether to take the Ace on the 2nd or 3rd round of the suit. If South has only two cards, East should win the 2nd round of the suit. If South has three cards East should win the 3rd round. (If South has 4 cards in the suit, East cannot prevent declarer using this suit). Many players hold up the Ace until the 3rd round each time because they have no method of discovering how many cards declarer has.

In an experienced partnership, West will give count. If South leads this suit and West drops the 3, East can read this as West's lowest card, deduces that West holds an Odd Number of cards in the suit (ie. 3) and from simple arithmetic deduces that declarer has a doubleton. East should win the exact trick when declarer runs out of the suit. (ie. The 2nd trick.) Had East played the 9 on the first round of the suit, East would assume that West had a doubleton, and therefore, declarer must have three. Now East must win precisely the 3rd round of the suit.

EXERCISES:

1. DUMMY
KQJ6

EAST
75

- a) Declarer leads the 8 to dummy's King. Which card should East play? b) What card should East play from 754 ? c) What card should East play from 7542 ?

2. DUMMY
QJT64

WEST
K75

Dummy has no further entries. Declarer leads the Ace and continues with the 9. In a no-trump contract do you take the King on the second round or do you duck?

- a) If East plays the 8 or b) If East plays the 2.

ANSWERS:

1 a) 7 b) 4 c) 7

2. a) No b) Yes (as partner has three cards in the suit, declarer has doubleton)

PROBLEM 1. South plays in 4♠, West leads the ♣T, after East showed a long club suit. Play the hand.

	NORTH	
	♠ KT4	
	♥ A54	EAST
WEST	♦ A43	♠ A82
♠ 65	♣ Q743	♥ 97
♥ JT82		♦ 95
♦ QT872		♣ AKJ862
♣ T5		
	SOUTH	
	♠ QJ973	
	♥ KQ63	
	♦ KJ6	
	♣ 9	

2. How do N/S defend the following hand?

West plays in 3NT, and North leads the ♠J.

	NORTH	
	♠ JT984	
	♥ KT92	EAST
WEST	♦ J7	♠ A3
♠ Q62	♣ 92	♥ 754
♥ AQJ		♦ 862
♦ AK53		♣ KQJ76
♣ 543		
	SOUTH	
	♠ K75	
	♥ 863	
	♦ QT94	
	♣ AT8	

ANSWER:

1. South should play low from dummy, East encourages. The next club is ducked in dummy and East's Jack is ruffed. A spade to the T is taken by East's Ace, and East's ♣K is ruffed by South, with the Queen. (don't send a boy in to do a mans job). East's ♣T, followed by the 5 indicates a doubleton, so South must ruff high, to avoid the risk of an overruff. Trumps are drawn, West discarding a diamond. West must hang on to all 4 Hearts as South had bid hearts as well. Keep length with declarer and dummy. It seems as though that South needs hearts 3-3 or the Q♦ onside. When they do not break 3-3 and West has the last heart, play the 4th heart and put West on lead. West is to be known to be out of clubs & out of spades. With only diamonds left, West has to lead to South's K-J-6. Thus the losing diamond finesse is avoided by end-playing West.

2. South wins the King and returns a spade to remove declarer's entry. Declarer starts on clubs, South ducking the first round to get "COUNT" from partner. North plays the 9 on the first round. South knows that partner has an even number of cards in the suit, and from simple arithmetic calculates that declarer has three cards in the suit. Therefore, if South wins either the first or second round, declarer will still have an entry to the remainder of the clubs. South must therefore, win precisely the 3rd round of the suit.

If South switches after winning the ♠K, declarer can succeed by starting on clubs, knocking out the Ace and ♠A will still be in dummy to cash the remainder of the clubs.