

The first step of the PLAN tells you to *Pause to consider your objective*. Once you have determined your goal, the second step of the PLAN reminds you to *Look at your winners and losers*. After you have completed these two steps, you'll find yourself in one of two situations: either you have enough winners (or few enough losers) to make your contract or you don't. As you saw in the first chapter, if you have enough tricks, you can skip over the third step and concentrate on putting it all together. This may require some care — taking your tricks in the right order or driving out the opponents' trumps first. You don't have to worry about developing additional tricks or eliminating extra losers.

Usually, however, when you compare the number of tricks you need to make your contract with the number of tricks you have, you'll find that you have too few winners or too many losers. This is where the third step in the PLAN, *Analyze your alternatives*, comes into use. In this chapter, we'll look at two ways to develop the extra tricks you need — through promotion and length. These methods are useful in both notrump and suit contracts.

The most common and certain method of developing tricks is through the force of your own high cards to drive out the opponents' higher cards. Let's see how this works.

The more high cards you have in a suit, the greater the potential the suit has for taking tricks. This is true even when the opponents have one or more higher cards. Here is an example:

DUMMY: K Q J 10
DECLARER: 5 4 3 2

There are no sure winners in this suit. You can, however, use the king to drive out the opponents' ace and promote your queen, jack, and 10 into three winners.

With a suit such as this, it doesn't matter whether you lead the king, the queen, the jack, or the 10. They all have equal power. To keep discussions simple, we will assume that you lead your highest card in such situations. Note that the opponents are not forced to win the first trick with their ace. Whether they do or don't win the first trick will make no difference in the result if the contract is notrump. You can continue by leading the queen or the jack to make them take the ace and still end up with three winners.

In a suit contract, you would view the above holding a little differently. Count it as one loser. You still have to promote three winners by driving out the opponents' ace.

The idea of promotion is straightforward. You are making a trade-off. You are willing to give the opponents one or more tricks in return for developing one or more tricks of your own.

Consider this combination:

DUMMY: 4 3 2
DECLARER: Q J 10

You are missing the ace and the king but you have the next three highest cards in the suit. Use the queen to drive out the opponents' king and the jack to drive out the ace. This will promote your 10 into a winner.

Sometimes a lot of patience is required to develop tricks through the promotion of high cards.

DUMMY: J 10 9 8
DECLARER: 5 4 3 2

A trick is available in this suit after the opponents' ace, king, and queen have been played. This may seem like a lot of work to take one trick since you have to give up the lead three times. Remember that a trick won by a low card is as worthwhile as a trick won by an ace. You're taking a little time to turn a low card into an ace.

Cards that have been promoted into winners become tricks only if you can reach them. If both dummy and declarer have the same number of cards in a suit, there is no problem. You will always have a low card left on one side of the table to get to the winners on the other side. If the cards are unevenly divided with more on one side of the table than the other, you must be more careful. Look at this layout of the diamond and club suits in a deal.

	K J 10 9 8 2										
	♣ A 3 2										
7 3	<table style="border-collapse: collapse; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td><td></td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W	E			S		A 6 5
	N										
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♣ K 10 6		♣ Q J 7 4									
	Q 4										
	♣ 9 8 5										

The diamond suit has no sure tricks. With all of the high cards except the ace, you plan to promote five diamond winners by driving out the opponents' A. Even though the diamond suit is divided unevenly between two hands, there doesn't appear to be a problem — you can use the ♣A in the dummy to reach your winners once they are established. You still must be careful, however, of the order in which you play your cards.

Suppose you start by playing the 4 from your hand to dummy's K. East can make things difficult in one of two ways. If East wins this trick and leads back a club, your ♣A will be driven out. If you lead dummy's 2 back to your established Q, you'll be in your hand with no way back to dummy! You don't have any more small diamonds and the ♣A is gone. Another possibility is that East refuses to win the first trick. Now, you would lead the 2 back to your Q. East may refuse again to take the ace. You've won two tricks but you're in your hand and again you don't have any diamonds left. You can play a club to dummy's ♣A, lead another diamond, and force East to take the A. Now you're

in the same position as before. Dummy's remaining diamonds are established but you can't get to them.

The solution is to use the same principle we came across in Chapter 1 when taking winners: Play the high card from the short side first. Look at the difference this makes. Start by playing the Q from your hand. If East wins the ace, you won't have a problem taking your remaining winners. If East doesn't win the ace, continue by leading your 4 to dummy's

K. If East wins the ace, you have the ♣A in dummy to get to your established winners. If East refuses to take the ace, you're in dummy and can continue leading diamonds. Play the J and force East to take the ace. Once again, the ♣A remains in dummy as a way to get to the established winners.

A small change in the order of play makes a big difference! Here are some more examples:

DUMMY: J 3
DECLARER: K Q 10 4

To establish three winners, start by playing the high card from the short side first. If you are in the dummy, lead the jack. If you are in your hand, lead the 4 to dummy's jack.

DUMMY: Q 10 8 3 2
DECLARER: K J 5

Start by leading the king from your hand. If the opponents do not take their ace, continue by leading your remaining high card from the short side, the jack.

When you have all of the tricks you need, you generally take your winners and get on with the next deal. The situation is different when you have to develop extra tricks. As you have seen with the idea of promotion, the development of tricks may involve giving up the lead to the opponents.

At first glance, this may appear dangerous. Every time you give up the lead, the opponents have a chance to take their tricks — they may be

able to defeat your contract. Losing tricks is a normal part of the game. If you are in a contract of 3NT, you don't need to take 12 or 13 tricks, only nine. You can afford to lose four tricks. You also don't need to take the first nine tricks. The idea is to lose tricks when you gain the most by doing so.

Most of the time, it is best to take your losses early. If you need to promote tricks in a suit, go to work on that suit. Give up tricks as necessary while you still have winners left in the other suits. Your other winners will prevent the opponents from taking tricks. They will also help you regain the lead and take your newly-established winners.

The concept of taking your losses early is easier to understand by looking at a full deal. The contract is 3NT, and the opening lead is the Q.

Contract: 3NT	♠	A 6 4			
Lead: Q		K 9 6			
		K 8 2			
		♣ 9 7 6 3			
♠ J 9 7			♠ Q 10 3 2		
Q J 10 7 4	N		8 5		
9 5 3	W	E	Q J 7 6		
♣ A 4	S		♣ 8 5 2		
		♠ K 8 5			
		A 3 2			
		A 10 4			
		♣ K Q J 10			

Since the contract is 3NT, you need nine tricks to fulfill the contract. You have two sure tricks in spades, two in hearts, and two in diamonds. That's a total of six. Three more tricks need to be developed. It's time to *Analyze your alternatives* and look at each suit to consider the potential for developing extra tricks. The club suit jumps out at you. By driving out the opponents' ace, you can promote the remaining three clubs into the winners you need.

When putting it all together, remember to take your losses early. Lead clubs immediately after you win the first trick. After the opponents win their ace, you still have high cards left in all of the other suits. You can win a trick in whichever suit they play and regain the lead. Now that you have your nine winners, you can take your tricks and run.

Look at what would happen if you did not lose the club trick early. Suppose you start by taking your winners: the A, the K, the ♠A, the ♠K, the A, and the K. You have six tricks in the bag. When you belatedly lead the ♣K to get your extra winners, the opponents are in control. By taking your A and K, you have promoted all of West's remaining hearts into winners. Similarly, you have set up winning spade and club tricks in the opponents' hands. When they get in with the ♣A, they will take enough of their winners to defeat your contract.

Think of it from the defenders' point of view. When West leads the Q, West is hoping to promote the lower-ranking hearts into winners — just as you intend to promote your clubs into winners. If you take the A and the K right away, you are helping West's team, not your own!

Tricks can also be developed through length. A long suit contains a lot of trick-taking potential. The more cards your side holds in a suit, the fewer the opponents hold. After the suit has been played a few times, the opponents won't have any cards left in the suit. All of your remaining cards will be winners, whether they are high cards or low cards.

When you first start playing bridge, keeping track of the cards you hold in a suit is enough to keep you busy. What the opponents hold remains a mystery. As your experience and confidence grow, it becomes increasingly important to consider the opponents' holding in each suit. The key is to recognize that each suit has only 13 cards. If you and your partner have eight of them, the opponents have five; if you and your

partner have nine cards, the opponents have only four.

When you are declarer, you know the exact number of cards the opponents hold in each suit but not how they are divided between the opponents' hands. For example, if you have seven cards in a suit, their six cards could be divided 3-3 (three in one opponent's hand and three in the other) or 4-2 or even 5-1 or 6-0.

Sometimes, the opponents' bidding will suggest how the missing cards are divided. More often, you will have to guess (and find out for sure as the deal is played out). Since it is important to know what to expect, here are some useful guidelines:

- **An even number of missing cards will divide slightly unevenly most of the time.** For example, if the opponents have four cards, they are likely to be divided 3-1 rather than 2-2; if the opponents have six cards, they are likely to be divided 4-2 rather than 3-3; if the opponents have eight cards, they are likely to be divided 5-3 rather than 4-4.
- **An odd number of missing cards will divide as evenly as possible most of the time.** For example, if the opponents have three cards, they are likely to be divided 2-1; if the opponents have five cards, they are likely to be divided 3-2; if the opponents have seven cards, they are likely to be divided 4-3.

Here is the same information on the likely division of the opponents' cards shown in tabular form:

3	2-1
4	3-1
5	3-2
6	4-2
7	4-3
8	5-3

Let's see how to make use of this information when looking for extra winners or trying to eliminate losers.

Some suits will develop extra tricks through length no matter how the missing cards are divided.

For example:

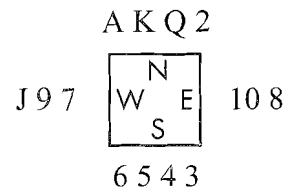
DUMMY: A K Q J 3 2 You have nine cards; the opponents have four.
 DECLARER: 6 5 4 Even if one opponent has all four of the missing cards, that opponent won't have any left by the time you have played the ace, the king, the queen, and the jack. Your 3 and 2 will be winners.

In some cases, you will have to hope for a favorable division of the opponents' cards:

DUMMY: A K Q 2 You have eight cards; the opponents have five.
 DECLARER: 6 5 4 3 If one opponent has all five of the missing cards or four of the five, that opponent will have a high card left after you have played your ace, king, and queen.

The missing cards will most likely be distributed 3-2. If this is the case, you will take four tricks from the suit instead of three.

A typical layout of the missing cards might be:



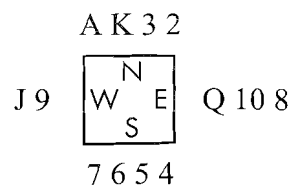
In the following example, you'd have to be lucky to get an extra trick:

DUMMY: K Q 3 2 You have seven cards; the opponents have six.
 DECLARER: A 5 4 You'll get an extra trick if the missing cards are divided 3-3. After you have played the ace, the king, and the queen, neither opponent will have any left. Your remaining low card will be a winner. However, it is more likely that the missing cards will divide 4-2 and they could be divided 5-1 or 6-0.

Frequently, you must let the opponents win one or more tricks to establish a long suit.

DUMMY: A K 3 2 You have eight cards; the opponents have five. You hope the missing cards are divided 3-2. Even if that is the case, you can't win all of the tricks. To develop an extra trick you must give up a trick.

The complete layout of the suit could be:



After you play your ace and king, East still has the queen left. Play the suit again, letting East win a trick. When you regain the lead, you will have the only cards left in the suit and will take a trick with them. You get three of the four tricks by giving up one trick to the opponents.

Here are more examples where you must give up tricks in order to establish long suits:

DUMMY: A 9 7 6 5 You have eight cards; the opponents have five. If the missing cards are divided 3-2, you can develop a second trick by giving up two tricks.
 DECLARER: 8 4 3 2

DUMMY: A 4 3 2 You have nine cards; the opponents have four. If the opponents' cards are divided 2-2, you can take four tricks in the suit by taking your ace and then giving up a trick. If the opponents' cards are divided 3-1, you can still take three tricks, but you'll have to give up two tricks first. If one opponent has all four of the missing cards, you can eventually establish one extra trick but you'll have to give up three tricks to do so.
 DECLARER: 8 7 6 5

DUMMY: K 6 5 4 3 You have seven cards; the opponent have six. You can try playing the ace and the king and then leading the suit again from dummy. If the missing cards are divided 3-3, you'll establish two extra winners in dummy. If the suit is divided 4-2, you'll have to get back to dummy and give up another trick to finally set one up for yourself. If the suit breaks 5-1 or 6-0, you take only the two tricks you started with — the ace and the king.
 DECLARER: A 2

DUMMY: A K Q 3 2 You won't have to lose any tricks if the opponents' cards divide 3-2, as is likely. If they divide 4-1, you'll have to give up a trick to set up your remaining low card as a winner.
 DECLARER: 6 5 4

DUMMY: 10 8 7 4 3
 DECLARER: 9 6 5 2

The more cards you have in a suit, the more potential for developing tricks. Lead the suit, giving up a trick. When you regain the lead, play the suit again, giving up another trick.

If the missing cards are divided 2-2, your remaining cards are winners. If not, lead the suit again at your next opportunity and you can still establish two tricks.

Let's take a look at the development of a long suit in a complete deal. You're in 3NT and the opening lead is the ♠3.

Contract: 3NT ♠ Q 10 5
 Lead: ♠3 K 7 2
 7 5 3 2
 ♣ K Q 5

♠ J 9 6 3		♠ 8 4 2
Q 8 3		J 6 5 4
K 10		A Q J
♣ 10 8 6 2		♣ 9 7 3

	♠ A K 7
	A 10 9
	9 8 6 4
	♣ A J 4

N
W E
S

Your objective is to take nine tricks, and you start with eight winners: three sure tricks in spades, two in hearts, and three in clubs. You need to find one more trick. When you *Analyze your alternatives*, the only suit that presents some potential is diamonds. Even though you have no high cards in the suit, you do have eight cards in the combined hands. The opponents have only five, and you hope they are divided 3-2.

Now put it all together and remember the earlier advice to take your losses early. After winning the first spade trick, play a diamond immediately, giving up a trick. Whatever the opponents lead back, you can win

and lead another diamond, giving up a second trick in the suit. Since you still have winners left in all of the other suits, you can win whatever the opponents lead and play a diamond once again. Although you lose this trick also, you have finally established the extra trick you need. You can take your remaining winners when you regain the lead.

This may seem like a lot of work, but making your PLAN and knowing how to develop long suits really pays off when you make a contract like this one.

When a suit is unevenly divided between your hand and dummy, be careful not to strand the winners in the long hand after you establish them. Look at this layout of a suit:

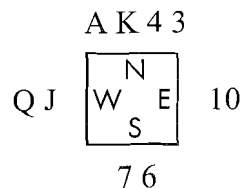
	A K 4 3 2	
Q J 9	N W E S	10 8
	7 6 5	

You have eight cards in the suit. If the missing cards are divided 3-2, you plan to develop two more tricks by giving up one trick. If dummy had no high cards in other suits to provide an entry, deciding which trick to give up to the opponents is crucial. Suppose you try taking the ace and the king and then leading the suit again, giving West a trick with the queen. The remaining cards in the suit are:

	4 3
N W E S	

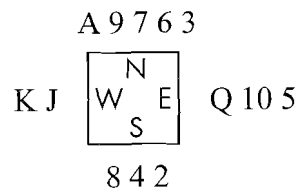
You have two winners in dummy but no way to reach them! Instead, remember the advice to *take your losses early* and give up the first trick by playing a low card from both hands.

Now the suit looks like this:

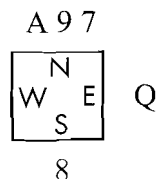


You have lost one trick. When you regain the lead, take the ace and the king. You will be in the dummy to take your remaining two winners. In fact, you could achieve the same result by winning the first trick and giving up the second trick.

Here is a similar case:



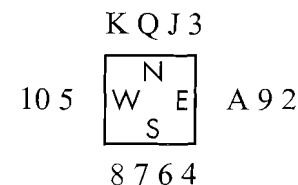
To establish extra winners in this suit, you must give up two tricks. If dummy has no high cards in other suits to provide an entry, keep the ace until the suit is established. Give up a trick by playing a low card from both hands. This is called *ducking a trick*. When you regain the lead, duck another trick by playing low from both hands. The remaining cards are:



Now you are in business. When you regain the lead, play your 8 to dummy's ace and take your two established winners.

It is often possible to combine the idea of promotion with that of length when developing tricks in a suit.

Take a look at this suit layout:



There are no sure tricks. Your plan is to promote the queen and the jack into winners by playing the king to drive out the opponents' ace. Since you have eight cards in the combined hands, you will take another trick if the suit divides 3–2. After the king, the queen, and the jack have been played, the opponents won't have any cards left in the suit.

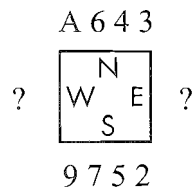
DUMMY: 7 5 3
DECLARER: Q J 10 4 2

You can lead the queen to drive out the king and the jack to drive out the ace, promoting your 10 into a winner. If the opponents' cards are divided 3–2, your 4 and 2 also will be winners.

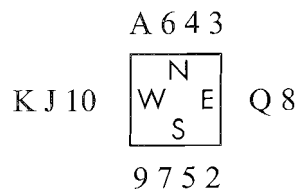
DUMMY: 6 5 3 2
DECLARER: K Q J

You plan to promote two tricks by using your king to drive out the opponents' ace. You may end up with a third trick if the missing cards are divided exactly 3–3. You will have to be lucky, since the missing cards are more likely to be divided 4–2. Even if they are 3–3, you will need a high card in another suit in the dummy in order to reach your winner.

Knowing about promotion and the development of long suits helps you decide whether you need to develop extra winners or eliminate losers. Take a look at your holding in this suit:

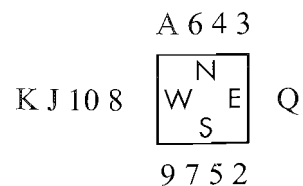


When counting winners, you would count one sure trick. When counting losers, you would count three losers. When analyzing your alternatives, you would see that you are missing only five cards which are probably divided 3-2. You hope the actual layout is something like this:



In a notrump contract, you could plan to develop an extra winner by giving up two tricks. In a suit contract, you could plan to eliminate one of your losers by giving up two tricks. Two sides of the same coin.

Of course, there is no guarantee that you can develop an extra winner or eliminate a loser. The actual layout could be:



You can't get more than your one sure trick, and you still have three

losers in the suit. This is why you count one sure trick or three losers in the second step of your PLAN. Hoping that the missing cards are divided 3-2 is one of your alternatives in the third step. You may have better prospects elsewhere.

Sometimes you will have a choice of suits to develop. In general, pick the suit that will give you the most tricks. This is usually the suit in which you have the most cards. Compare these two suits:

- | | |
|---------------------|---------------------|
| 1) DUMMY: A K 6 5 2 | 2) DUMMY: A K 6 5 2 |
| DECLARER: 4 3 | DECLARER: 7 4 3 |

If you need to develop two more tricks to make your contract, the second suit has much more potential than the first. In the first case, you have only seven cards; the opponents have six. You hope that the missing cards are divided 3-3 and plan to give up one trick while developing two more. It's more likely, however, that the missing cards are divided 4-2. They could be 5-1 or 6-0.

In the second case, you have eight cards and are missing five. It is quite likely that the missing cards are divided 3-2. By giving up a trick in the suit, you can develop the two extra winners you need.

If you have the same number of cards in both suits, the suit that is more unevenly divided has more potential for extra tricks. Compare these two suits:

- | | |
|-------------------|---------------------|
| 1) DUMMY: A K 6 5 | 2) DUMMY: A K 6 5 2 |
| DECLARER: 7 4 3 2 | DECLARER: 7 4 3 |

In both cases, you have eight cards and the opponents have five. If the missing cards are divided 3-2, you can develop one extra trick in the first example by giving up a trick. In the second example, however, you will get two extra tricks if the suit divides 3-2.

In the previous chapter, you saw that you generally lead from your longest suit against a notrump contract in the hope of establishing enough winners to defeat declarer. When you lead against a suit contract, there are other considerations.

When defending against a notrump contract, often you are willing to give up one or two tricks to establish your long suit. If you can regain the lead, you can take all of your winners. When defending against a suit contract, it may not do you much good to develop your long suit. By the time you get to lead your winners, declarer usually will be able to ruff them. If you must give up a trick while establishing your winners, you may never get it back.

Instead of automatically leading your longest suit, you often look for a safe suit to lead — one that is unlikely to present declarer with a trick that declarer could not get without help. A suit with an honor sequence is usually safe (e.g., K-Q-J or Q-J-10) or a suit with no high cards (e.g., 8-7-4-2). A suit with only one high card is usually more dangerous (e.g., K-7-5-2). If you have two touching high cards, it is somewhere in between (e.g., Q-J-4-2). Leading the king from K-Q-3-2 is likely to set up at least one trick for the defense and maybe more if your partner has the ace or the jack.

A different approach is for the defenders to use declarer's trump suit. Try leading a short suit of one or two cards. Your plan is to try to win a trick by ruffing when the suit is led again.

Most of the time, it isn't a good idea to lead a trump because you'll be helping declarer draw trumps. If you think that declarer may be planning to ruff some losers with dummy's trumps, however, leading a trump might work out well.

If partner has bid a suit, you should lead partner's suit unless you

have an alternative that is clearly better. If partner hasn't bid and you don't have a clear-cut choice, you still must pick a suit. If possible, choose one that the opponents did not bid.

Let's see how you would choose a lead against a contract of 4♠ with the following hand:

♠ 7 4 3
K 8 6 2
3 2
♣ Q J 10 2

The safest suit to lead is clubs since you have an honor sequence. Even if declarer has the ace and the king, you will start to drive them out. Eventually you may establish a club trick for your side. If partner has the ace or the king, you may get two or three tricks. If one of the opponents has bid clubs, you can try leading your short suit, diamonds. You may get to use one of your trumps to ruff one of declarer's winning diamond tricks.

Leading a heart from your king is dangerous. It would be fine if partner had bid hearts or if the opponents had bid all of the other suits. If the opponents' bidding has suggested that dummy may have only one or two hearts, you could lead a trump. You hope that the trump lead will stop declarer from ruffing heart losers in dummy. Perhaps dummy has bid spades, diamonds, and clubs, indicating that there are very few — if any — hearts in the hand.

Once you have selected the suit, decide which card in the suit to lead. If you have two or more high cards that are touching, lead the top card (e.g., K-Q-3 or Q-J-8-7). As when leading the top card of an honor sequence against a notrump contract, you are telling partner that you have the next-lower card but not the next-higher card.

If you are leading a short suit, lead the top card (e.g., 7-2 or 5-4). Otherwise, lead a low card (e.g., Q-7-4 or K-J-6-3). Against notrump contracts, you traditionally lead your *fourth-highest* card if you have a suit of four or more cards (e.g., Q-9-5-4-2).

Here are some examples of choosing the right opening lead against a contract of 4 with nothing else to guide you.

♠ K Q J
J 5

Leading a spade is safe and offers a good opportunity to develop two tricks in the suit. With touching high cards, lead the top card, the ♠K.

♣ 8 4 2
♣ A 6 5 3

♠ Q 7 5 2
8 4 3

This time you can try leading your short suit, the 5. Perhaps partner can win the trick with the ace and lead another diamond to let you ruff one of declarer's winners. If partner has another ace, partner may be able to win another trick and lead another diamond for you to ruff — four tricks from only two aces!

♣ 10 9 7 3 2

♠ K 10 7
6 4 2

No lead is really attractive. Anything could be right. You could try the ♣J since you also have the ♣10. You could also lead a trump if you think declarer may be planning to use dummy's trumps to ruff some losers. Even a low diamond or spade could prove to be the best lead.

♠ Q 9 6 2
♣ J 10 3

Rebids by Opener

Opener's bid of one in a suit describes a hand with 13 to 21 points. That is too wide a range for responder to determine the level at which the partnership belongs. When opener makes a re-bid, opener tries to narrow the description of the strength of the hand into one of three categories:



At the same time, opener tries to further describe the distribution of the hand so that responder can determine the appropriate denomination. The re-bid opener chooses depends on partner's initial response as shown in the following summaries:

Opener's Rebid after Responder Raises a Major Suit

With 13 to 16 points (minimum hand):

- Pass.

With 17 or 18 points (medium hand):

- Raise to the three level.

With 19 to 21 points (maximum hand):

- Jump raise to the four level (game).

Opener's Rebid after Responder Raises a Minor Suit

With 13 to 16 points (minimum hand):

- Pass.

With 17 or 18 points (medium hand):

- Raise to the three level.

With 19 to 21 points (maximum hand):

- Jump to 3NT (game).

Opener's Rebid after Responder Bids 1NT

With 13 to 16 points (minimum hand):

- Pass with a balanced hand.
- Bid a second suit of four cards or longer if it is lower-ranking than the original suit.
- Rebid the original suit at the two level.

With 17 or 18 points (medium hand):

- Bid a second suit of four cards or longer, even if it is higher-ranking than the original suit.
- Rebid the original suit at the three level.

With 19 to 21 points (maximum hand):

- Bid 3NT with a balanced hand.
- Bid a second suit of four cards or longer, jumping a level (jump shift), if it is lower-ranking than the original suit.
- Rebid the original suit, jumping to game.

Opener's Rebid after Responder Bids a New Suit

With 13 to 16 points (minimum hand):

- Raise partner's major to the cheapest available level with four-card support. Count dummy points.
- Bid a second suit of four cards or longer if it can be bid at the one level. A suit that ranks below the original one can be bid at the two level.
- Bid notrump with a balanced hand at the cheapest available level.
- Rebid the original suit at the cheapest available level.

With 17 or 18 points (medium hand):

- Raise partner's major, jumping one level, with four-card support. Count dummy points.
- Bid a second suit of four cards or longer even if it is higher-ranking than the original and must be bid at the two level.
- Rebid the original suit, jumping one level.

With 19 to 21 points (maximum hand):

- Raise partner's major, jumping two levels, with four-card support. Count dummy points.
- Bid a second suit of four cards or longer, jumping one level (jump shift).
- Bid notrump with a balanced hand, jumping one level.
- Rebid the original suit, jumping to game.

Opener's Rebid after Responder Jump Raises Opener's Suit

With 13 to 16 points (minimum hand):

- With 13 or 14, pass.
- With 15 or 16, raise to game.

With 17 or 18 points (medium hand):

- Raise to game.

With 19 to 21 points (maximum hand):

- Jump to the six level (slam).

Opener's Rebid after Responder Bids 2NT

With 13 to 16 points (minimum hand):

- With a balanced hand, raise to 3NT.
- With an unbalanced hand, bid a second suit of four cards or longer or rebid the original suit.

With 17 or 18 points (medium hand):

- With a balanced hand, raise to 4NT, inviting opener to bid a slam with a maximum.
- With an unbalanced hand, bid a second suit of four cards or longer or rebid the original suit.

With 19 to 21 points (maximum hand):

- With a balanced hand, raise to 6NT.
- With an unbalanced hand, bid a second suit of four cards or longer or rebid the original suit.

Rebids by Responder

When you make your rebid as responder, you put your hand into one of the following categories according to the point count. Use dummy points if planning to support opener's major suit.

By combining this information with the strength and distribution shown by opener's rebid, you try to decide the level and denomination of the contract. When you have enough information, sign off in the appropriate contract. If you need more information, make an invitational or forcing bid. The bid you choose depends on whether opener has shown a minimum, medium, or maximum hand.

RESPONDER'S REBID

13 to 16 (Minimum)	6 to 10	Partscore	<ul style="list-style-type: none"> • Pass • 1NT • Two-level bid of a suit already mentioned by the partnership
	11 or 12	Partscore or Game	<ul style="list-style-type: none"> • 2NT • Three-level bid of a suit already mentioned by the partnership
	13 or more	Game	<ul style="list-style-type: none"> • Bid a Golden Game • Bid a new suit at the three level
17 or 18 (Medium)	6 to 8	Partscore	<ul style="list-style-type: none"> • Pass • Cheapest bid of a suit already mentioned by the partnership
	9 or 10	Game	<ul style="list-style-type: none"> • Bid a Golden Game • Bid a new suit
	11 or 12	Game	<ul style="list-style-type: none"> • Bid a Golden Game
	13 or more	Game	<ul style="list-style-type: none"> • Bid a Golden Game or Slam • Bid a Slam
19 to 21 (Maximum)	6 to 10	Game	<ul style="list-style-type: none"> • Pass • Bid a Golden Game • Bid a new suit
	11 or 12	Game	<ul style="list-style-type: none"> • Bid a Golden Game • Pass in game • Bid a new suit
	13 or more	Slam	<ul style="list-style-type: none"> • Bid a slam

When you come to the third step in your PLAN, **Analyze your alternatives**, there are a number of ways to develop extra winners or eliminate losers. Extra tricks can be developed by **promotion**, driving out the opponents' higher cards so your high cards can take tricks. Tricks can also be developed by playing a long suit so the small cards are good after the opponents run out of the suit.

You can expect the missing cards to divide in the following manner:



- An even number of missing cards will divide slightly unevenly most of the time.
- An odd number of missing cards will divide as evenly as possible most of the time.

Don't be afraid to give up tricks to the opponents in order to develop tricks for yourself. If you do need to give up tricks, remember the advice: **Take your losses early**. Make sure you can reach your winners once they are established. You want to retain a high card in the hand that contains the winners you are establishing.

When you have a choice of suits to develop, pick the longer suit. With equal-length suits, pick the suit that is more unevenly divided between declarer's hand and dummy.

How many tricks do you expect to take from each of the following suits? How many times would you have to give up the lead before you could enjoy your winners?

DUMMY: 1) K Q J 10 2) J 10 9 8 3) Q 10 3 4) K 3 5) J 8 7
 DECLARER: 7 6 4 2 5 4 3 2 J 7 4 Q 7 10 9 4

Assume that an ace in another suit is in dummy. How many tricks do you expect to get from the following suits? How would you play these suit combinations? What could happen if you weren't careful?

DUMMY: 1) K J 10 9 4 2) Q J 3 3) K Q 10 3 4) J 10 5 5) Q 10 9 8 3
 DECLARER: Q 7 K 4 J 4 Q 7 K J

If the opponents hold the following number of cards in a suit, how would you expect them to be divided between the two hands?

1) 3 2) 4 3) 5 4) 6 5) 7 6) 8 7) 9

- 1) Three, after giving up the lead once.
- 2) One, after giving up the lead three times.
- 3) One, after giving up the lead twice.
- 4) One, after giving up the lead once.
- 5) No tricks.

- 1) Four, by playing the queen first.
- 2) Two, by playing the king first.
- 3) Three, by playing the jack first.
- 4) One, by playing the queen first.
- 5) Four, by playing the king first.

In all of the examples, try to win the first trick with the high card from the short side; otherwise, your winners may be stranded even though you have one entry to dummy to go with your long suit.

How many tricks do you expect to take from the following suits?

- | | | |
|--------|--------|--------|
| 1) 2-1 | 2) 3-1 | 3) 3-2 |
| 4) 4-2 | 5) 4-3 | 6) 5-3 |
| 7) 5-4 | | |

If the opponents' cards are divided as you would expect, how many tricks are you most likely to get from each of the following suits? How many tricks would you get if the suits are divided as favorably as possible?

DUMMY: 1) AK63 2) A542 3) A8742 4) K87532 5) AK862
 DECLARER: 7542 KQ3 K63 A4 7543

Assuming that dummy has no high cards other than those in this suit, how would you play the suit to avoid stranding your established winners in dummy? How many tricks would you expect to take? How would you expect the opponents' cards to be divided?

DUMMY: 1) AK763 2) A8642 3) AK8742 4) A8632 5) A762
 DECLARER: 852 K93 63 754 K43

Which card would you lead from each of the following hands against a contract of 4♠?

1) ♠J63 2) ♠1094 3) ♠J52
 A63 Q10653 K87
 KQJ 10973 Q52
 ♣J954 ♣3 ♣KQ109

- 1) Three. Three, if the opponents' cards divide 3-2.
- 2) Three. Four, if the opponents' cards divide 3-3.
- 3) Four. Four, if the opponents' cards divide 3-2.
- 4) Five. Five, if the opponents' cards divide 3-2.
- 5) Four. Five, if the opponents' cards divide 3-1.

- 1) Lose the first (or second) trick. Expect four winners when the opponents' cards divide 3-2.
- 2) Lose the first trick and then play the king (or vice versa). Expect four tricks when the opponents' cards divide 3-2.
- 3) Lose the first trick. Expect five tricks when the opponents' cards divide 3-2.
- 4) Lose the first two tricks. Expect three tricks when the opponents' cards divide 3-2.
- 5) Lose the first trick, then play the king (or vice versa). Expect only two tricks, since the most likely division of the opponents' cards is 4-2. You can take three tricks if they divide 3-3.

- 1) K 2) ♣3 3) ♣K

Your partner opens the bidding 1 , you respond 1 , and your partner rebids 1NT. What do you rebid with each of the following hands?

- | | | |
|-----------------------------------|------------------------------------|----------------------------------|
| 1) ♠ 7642
KQ42
A4
♣ 862 | 2) ♠ 3
K1053
KJ54
♣ 8642 | 3) ♠ A5
J98743
J82
♣ 94 |
| 4) ♠ K63
AQJ6
J73
♣ J54 | 5) ♠ 108
KQJ762
K92
♣ 105 | 6) ♠ 62
KJ62
AJ532
♣ Q4 |
| 7) ♠ A874
KQ63
K3
♣ J104 | 8) ♠ 4
QJ9862
AJ2
♣ K103 | 9) ♠ Q8
AJ54
KQ753
♣ Q3 |

Answers to Exercise

- | | | |
|---------|------|--------|
| 1) Pass | 2) 2 | 3) 2 |
| 4) 2NT | 5) 3 | 6) 3 |
| 7) 3NT | 8) 4 | 9) 3NT |

You open the bidding 1 and your partner responds 1♠. What do you rebid with each of the following hands?

- | | | |
|-----------------------------------|------------------------------------|-----------------------------------|
| 1) ♠ 7642
AQJ43
A2
♣ Q3 | 2) ♠ Q5
K10532
KJ4
♣ AJ10 | 3) ♠ 5
KQ1073
AJ2
♣ QJ94 |
| 4) ♠ 74
AKJ762
K73
♣ J4 | 5) ♠ AJ
QJ762
AQ4
♣ KQ9 | 6) ♠ K842
AQJ62
5
♣ KQ4 |
| 7) ♠ 74
AKQ762
AK3
♣ 103 | 8) ♠ AK74
KQJ62
42
♣ AJ | 9) ♠ A8
AKQ62
53
♣ KQJ4 |

Answers to Exercise

- | | | |
|-------|--------|-------|
| 1) 2♠ | 2) 1NT | 3) 2♣ |
| 4) 2 | 5) 2NT | 6) 3♠ |
| 7) 3 | 8) 4♠ | 9) 3♣ |

(E-Z Deal Cards, #2, Deal 1 — Dealer, North)

Turn up all of the cards on the first pre-dealt deal. Put each hand dummy-style at the edge of the table in front of each player.

The Bidding

Does North have enough to open the bidding? With a choice of suits, which suit does North choose?

East passes. Can South bid a suit at the one level? What does South respond?

West passes. Can North support partner's suit? Can North bid a new suit at the one level? Which rebid describes North's hand?

East passes. South asks what level and what denomination is best for the partnership. What will South's rebid be?

What will the contract be? Who will be the declarer?

The Play

Which player makes the opening lead? What will the opening lead be?

Declarer starts by making a PLAN:

1. **P**ause to consider your objective
2. **L**ook at your winners and losers
3. **A**nalyze your alternatives
4. **N**ow put it all together

How many extra winners does declarer need? Which suit can provide them? How does declarer plan to play the suit? Should declarer win the first trick in dummy or in declarer's hand? Why?

Dealer:	♠ A 6 5		
North	J 4		
	A 7 6 4		
	♣ A 9 8 3		
	♠ 9 4	N W E S	♠ Q J 10 7 3
	A 7 6		9 8 5 2
	Q J 9 8		K 3
	♣ K J 10 5		♣ Q 7
	♠ K 8 2		
	K Q 10 3		
	10 5 2		
	♣ 6 4 2		

The Bidding

- North opens with 1 .
- South responds 1 .
- North can't support hearts or bid a new suit at the one level and responds with 1NT.
- South passes.
- The contract is 1NT. North is the declarer.

The Play

- East leads the ♠ Q.
- Declarer needs three more tricks to make the contract. The heart suit can provide them.
- Declarer plans to try to win the first heart trick with the ♠ J, the high card from the short side.
- Declarer should win the first trick in hand because the ♠ K is needed as an entry to dummy's hearts.

(E-Z Deal Cards, #2, Deal 2 — Dealer, East)

Turn up all of the cards on the second pre-dealt deal and arrange them as in the previous deal.

The Bidding

East has a balanced hand. Why can't East open 1NT? Why can't East open with the longest suit? What will East open?

South passes. What does West respond?

North passes. What does East rebid?

South passes. West decides on the level and denomination for the partnership. What rebid does West make? What will the contract be? Who will be the declarer?

The Play

Which player makes the opening lead? What will the opening lead be?

How many losers can declarer afford in a 4♠ contract? How many losers are there?

Declarer starts by making a PLAN. After going through the four steps, how will declarer play the hand? What could interfere with declarer making the contract? When should West draw trumps? What cards can be promoted into winners?

Dealer:	♠ 92		
East	KQ652		
	106		
	♣ 10843		
♠ AKJ43		♠ Q1065	
103		♦ J84	
Q97		♦ KJ3	
♣ K72		♣ AQ6	
	♠ 87		
	A97		
	A8542		
	♣ J95		

**The Bidding**

- There aren't enough points to open 1NT. East can't open spades, the longest suit, because East is playing five-card majors. East opens 1♣.
- West responds 1♠, a forcing bid. West knows there is enough strength for game but doesn't yet know the denomination.
- East rebids 2♠.
- West places the contract in 4♠. West is the declarer.

The Play

- North leads the ♠K.
- West has three losers. West can afford three losers. If West doesn't draw trumps right away, an unexpected loser could appear. After drawing trumps, West plays the diamond suit to promote two extra tricks.

(E-Z Deal Cards, #2, Deal 3 — Dealer, South)

Turn up all of the cards on the third pre-dealt deal and arrange them as in the previous deal.

The Bidding

What is South's opening bid?

West passes. Does North have a suit to bid at the one level? What does North respond?

East passes. Can South support partner's suit? Does South have another suit to bid at the one level? Does South have a balanced hand? What does South rebid to finish describing the hand?

West passes. At what level does the partnership belong: partscore, game, or maybe game? In what denomination should the partnership play? What rebid can North make to invite partner to bid game?

East passes. Should South accept North's invitation? What will the contract be? Who will be the declarer?

The Play

Which player makes the opening lead? What will the opening lead be?

Declarer starts by making a PLAN. How many additional tricks does declarer need? Which suit offers the potential for developing the extra winners? How does declarer plan to make the contract?

Dealer:	♠ J 8 2		
South	A 6 3 2		
	K 4 2		
	♣ A 8 4		
♠ Q 10 4		♠ K 7 6 3	
Q 10 8		♥ J 9 7 5	
J 8		♦ Q 10 9	
♣ Q 10 7 5 2		♣ J 9	
	♠ A 9 5		
	K 4		
	A 7 6 5 3		
	♣ K 6 3		

	N	
W		E
	S	

The Bidding

- South opens 1 .
- North responds 1 , a suit that can be bid at the one level.
- South can't support partner's suit or bid a new suit at the one level. South has a balanced hand and rebids 1NT.
- North, with 12 points, knows the partnership may belong in game. North moves toward game by bidding 2NT.
- With 15 points, South accepts the invitation and bids 3NT.
- The contract is 3NT. South is the declarer.

The Play

- West leads the ♣5.
- Declarer needs two extra tricks to make the contract. Diamonds provide the opportunity.
- Declarer wins the opening lead and then plays diamonds, even though the defenders get one trick in the suit. After declarer has lost this one trick, two extra winners are established.

(E-Z Deal Cards, #2, Deal 4 — Dealer, West)

Turn up all of the cards on the fourth pre-dealt deal and arrange them as in the previous deal.

The Bidding

Neither West nor North has enough to open the bidding. What will East's opening bid be?

South passes. Does West have support for partner's major suit? What will West respond?

North passes. Does East have a minimum, medium, or maximum hand? How will East show the strength of East's hand?

South passes. What does West do now? What will the contract be? Who will be the declarer?

The Play

Which player makes the opening lead? What will the opening lead be?

Declarer starts by making a PLAN. How many losers does declarer have? How can one of the losers be eliminated? What must declarer hope for? What is declarer's first play?

Dealer:	♠ 10 5		
West	Q 9 8 5		
	Q 10		
	♣ Q 9 6 5 3		
♠ K J 7		♠ A Q 8 4 2	
J 7 2		♥ 4	
A 7 6 2		♦ K 9 4 3	
♣ 10 8 2		♣ A K 7	
	♠ 9 6 3		
	♥ A K 10 6 3		
	♦ J 8 5		
	♣ J 4		

	N	
W		E
	S	

The Bidding

- East opens 1♠.
- With support for partner's suit, West responds 2♠.
- With a medium hand, East bids 3♠.
- With 9 points, West accepts the invitation and bids 4♠.
- The contract is 4♠. East is the declarer.

The Play

- South leads the ♠ A.
- There are four losers. Declarer has to eliminate a loser in the diamond suit if the missing diamonds are divided 3-2.
- Declarer draws trumps first.