

HOW TO MAKE BEST USE OF HIGH CARDS

- Don't waste aces and kings – they are supposed to beat kings and queens, not small cards
- Always try to give declarer a guess; don't be too quick to play your high cards
- Think ahead; don't wait until a suit is played to think, as this can give away information

Examples – (dummy is on your left)

Example 1: Dummy has Q108, you have K65. Declarer leads towards dummy

Example 2: Dummy has Q32, you have K65

Example 3: Dummy has KJ96, you have A75

Example 4: Dummy has KQJ98, you have A32

Example 5: Dummy has Q10543, you have K86. Declarer cashes the ace and leads another.

MAKE LIFE DIFFICULT FOR THE OPPONENTS

Crowding the bidding makes it difficult for opponents to share information accurately.

Examples are:

- Pre-empt
- Weak twos
- Double/triple raises of partner
- Overcalls, especially if it cuts out suits (e.g. 1C – 1S)

Whenever you are not vulnerable and the opponents are vulnerable, look for opportunities to get in their way. If you intend to sacrifice over their game bid, do it immediately; don't let them have several bids first.

LISTEN TO THE BIDDING !!

When you are on lead, make sure you think about the likely hands that the opponents could have. In particular, **DO NOT** lead a suit bid naturally by the opponents – it will usually just help them. With a weak hand, consider leading a short suit to try to find partners strength. REMEMBER – the odd overtrick is not important, you are trying to defeat the contract.

Answers to quiz

1. Duck (quickly) – declarer may have a guess whether to play the Q or the 10
2. Duck – declarer may have Jxx and can only make a trick if you play K
3. Duck – declarer may have a guess whether to play K or J
4. Duck – playing the A gives declarer 4 tricks and you 1; playing low means they have 2 losers
5. Duck – another Q/10 guess position; don't solve it for declarer