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Page 40, "It's Your Call" – Cue bids before ace-asks.

IMPs. None vulnerable.			
♠ A J 10 2 ♥ A K Q 5 3 ♦ J 8 2 ♣ Q			
West	North	East	South
	1♣	Pass	1♥
Pass	2♥	Pass	2♠
Pass	3♠	Pass	?

North is showing four-card support on this auction. With only three hearts, opener might bid something else first and then support hearts. A delayed raise by opener shows three. And it is extremely unusual to open a hand 1♣ while holding five hearts, so North doesn't have five.

South has 17 HCP, and a great heart suit. NS also has a 4-4 spade fit. So, slam is a possibility in either hearts or spades. It is likely that a spade contract is better, as that will give NS a pitch on the fifth heart, as Molson points out.

A 4♣ cue bid (in support of either major) was chosen by 14 of the 15 expert panelists. Many play a cue bid below the game level as showing either first or second round control.

The other big advantage of the 4♣ cue bid (beyond showing the second-round control of clubs) is that it gives partner room to make a diamond cue bid, showing either first or second round control of that suit. It's often right to go as slowly as possible when you need more information before deciding on whether and where to go to slam.

Making a Roman Key Card bid is inappropriate when an unbid suit might have two quick losers – South's diamond suit has three.

Page 48, Michael Berkowitz, "Lessons Learned" – Let them have the tricks that are already theirs

Dlr: South	♠ Q 5 4		
Vul: None	♥ J 7 4		
	♦ J 7 3 2		
	♣ K J 5		
♠ K J 10 9 6	N	♠ A 7	
♥ Q 5 2	W -1- E	♥ 10 9 8 3	
♦ A 6	S	♦ 9 8 5	
♣ 7 6 3		♣ Q 10 9 4	
	♠ 8 3 2		
	♥ A K 6		
	♦ K Q 10 4		
	♣ A 8 2		

South opens 1N and plays there.

West leads the ♠J; declarer stops to plan (as we all do, right?). The lead was not likely made from AKJT_x, so East probably has one of the top two honors. Declarer ducks twice, putting East on lead with a guess as to how to reach partner's hand and three good spades.

East returns a heart; South wins the ace. What next?

The opponents have won two tricks and have four more coming (three spades and the ♦A), assuming they can get to the spades.

Declarer cannot risk giving them a seventh trick (and going down) by gambling on the club finesse. Let them have the tricks they already have coming.

Declarer must play diamonds immediately, driving out the ace. The losing clubs and hearts can be pitched on the run of opponents' spades. When declarer gets back in, he will take the remaining six tricks – one heart, three diamonds, two clubs – to make seven, total. Contract making.

Page 61, Eddie Kantar, "Test Your Play" – *Throwing in your opponent*

Dir: West ♠ Q10864
 Vul: N-S ♥ A Q 2
 Matchpoints ♦ K 8 6
 ♣ 7 2

 ♠ A K J 9 5
 ♥ J 7 6 4
 ♦ A 2
 ♣ A Q

After three passes, you open 1♠, West doubles, and you wind up in 6♠. West leads the ♦Q. Plan the play.

Deal #1

The first point is to not be intimidated because this piece was included in the Advanced Players section. It is not advanced.

Dummy has 11 HCP and South/Declarer has 19 HCP, for a total of 30 HCP. Yet somehow West, having passed in first position, found a takeout double on his second call. Since there are only 10 HCP held by the opponents, West must have virtually all of them for the double. So, the heart finesse will work and the club finesse will not.

After winning the ♦A, pull trump in two or three rounds. Take the winning heart finesse. Play the ♦K and ruff a diamond, eliminating diamonds as a safe exit card for West. Do **not** cash the ♥A; it

needs to remain over the ♥K in West's hand. Cash the ♣A and lead the ♣Q to force West to be on lead. West is now uncomfortable.

West has no more spades, so cannot lead them. A club or diamond return gives declarer a sluff and a ruff. Leading low away from the ♥Q allows declarer to win the ♥J in his hand. And leading the ♥K allows declarer to win the ♥A and get rid of the dummy's last heart on the ♥J.

This is a likely layout:

<div style="background-color: #f00; color: white; padding: 5px; display: inline-block; font-weight: bold; font-size: 2em;">1</div>	♠ Q10864	♠ 732
	♥ A Q 2	♥ 98
♦ K 8 6	♦ 754	♦ 754
♣ 7 2	♣ J8653	♣ J8653
♠ —	N	
♥ K1053	W — E	
♦ QJ1093	S	
♣ K1094	♠ A K J 9 5	
	♥ J 7 6 4	
	♦ A 2	
	♣ A Q	