

COMMON ERRORS AND SOLUTIONS TO HELP AVOID THEM

1. CASHING TRICKS, ESPECIALLY ACES TOO EARLY

Solution: planning ahead is good for defenders too. Aces should capture Kings and Queens, not 2s and 3s. When the dummy on your left tables a suit such as KJ54, Decide ahead of time that when declarer leads toward that suit, you'll duck smoothly. You will lose your Ace once in a while, but when your partner has the Queen, they'll score it most of the time. This applies to declarer also, don't be in a hurry to cash your Aces and other winners too quickly. You can often develop extra tricks by establishing long suits, knocking out high cards or by ruffing some of the low cards

2. TRUMP MANAGEMENT

a. Getting your winners ruffed because you didn't pull trump

Solution: if your hand or dummy is going to be full of good tricks after you knock out one of the opponent's high cards, or take a finesse or two, then you should usually pull all the trumps so your winners won't be ruffed.

b. Pulling too many trumps

Solution: when you're planning a cross ruff or simply need to ruff losers in your hand or the dummy, don't pull trump, or at least not enough to thwart your plan

3. CAPTAINCY ISSUES

Failure to establish captaincy, resulting in overbidding or underbidding. A good example is making a Michaels cue bid for the majors (1 club 2 clubs) and when partner takes a preference, bidding again in competition without any extra points or distribution.

Solution: when you have described your hand, leave the competitive decisions up to partner. Assume your partner is the boss any time you open the bidding or overcall. Why? Consider auctions that begin with 1 NT openers, responder adds their points to yours. It's usually easy to decide if you belong in a part score or if your in game range or slam range. Auctions that start with a suit are similar, opener describes their hand and usually narrows their point range on their second bid so responder can often place the final contract.

Jumps to game by the describer ARE NOT shut out bids, they convey points.

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	Q4	DEALER – 1 HEART	
	AQJ75	4 Hearts	
	753		
	AJ6		
A983			7652
104			32
K984			1062
872			KQ109
	KJ10		
	K986	2 NT (Jacoby)	
	AQJ		
	543		

EW passed, K clubs lead, partner plays the 2, you need to shift, 2 diamonds at trick 2, how will you play this hand?

	AK10954	DEALER – 2 SPADES	
	3	PASS	
	J9		
	J965		
QJ			862
A109542			KJ7 PASS
K5	3 HEARTS		A64 4 HEARTS
K73			A842
	73		
	Q86	PASS	
	Q108732		
	Q10		

Opening lead A of spades, 3 rounds of spades played, no need to attack either minor Suit, declarer lost 2 spades and will lose a club. How do you play the hearts and why?

DEALER – 1 CLUB		1 SPADE
Q5	2 NT	KJ106 3 NT
AK65		82
A102		864
AJ109		KQ52

J hearts lead, knock out spade ACE before cashing clubs, need club entry