

## BFP BP L02 Tempo and Controls

### Board 1

North Deals

None Vul

♠ 9 8 4  
♥ Q  
♦ J 9 6 5 2  
♣ A Q 10 6

♠ J 6 5  
♥ A J  
♦ A Q 4 3  
♣ K J 9 3



♠ K Q 3 2  
♥ 9 8 5 4 3  
♦ K 7  
♣ 7 5

	♣	♦	♥	♠	N
N	1	-	-	-	-
S	1	-	-	-	-
E	-	-	1	2	1
W	-	1	1	2	2

♠ A 10 7  
♥ K 10 7 6 2  
♦ 10 8  
♣ 8 4 2

9  
16 8  
7

West	North	East	South
	Pass	Pass	Pass
1 ♣	Pass	1 ♥	Pass
1 NT	All pass		
Lead: ♦ 5			

West declarer (#1) Quick Winner/Control Count:

Spades 0 (2 after A♠ played);  
Hearts 1; Diamonds 3; Clubs ?  
Total: 4 (6 after A♠ played)

Best looking possible source of tricks: Hearts? but... entries to dummy? Perhaps best left to opps?

Possible source of one trick more: Spades if opps are 3:3.

Play 7♦ in dummy to preserve an entry. A♦ from hand.

Play J♠ from hand to force A♠ or win tricks. Continue until A♠ forced by third trick.

On regaining lead, win K♦ take last spade.

Should now be A♥, A♦, K♦. Possible club trick when North has to lead them.

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## BFP BP L02 Tempo and Controls

**Board 2**  
 East Deals  
 N-S Vul

♠ 5 2  
 ♥ 9 8 4  
 ♦ A 7 5  
 ♣ K J 9 8 5

♠ J 9 6  
 ♥ —  
 ♦ K Q 10 8 6 2  
 ♣ A Q 7 6



♠ A K 8 7  
 ♥ A J 10 6 5  
 ♦ J 4  
 ♣ 3 2

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	2	4	-	3	2
W	2	4	1	3	3

♠ Q 10 4 3  
 ♥ K Q 7 3 2  
 ♦ 9 3  
 ♣ 10 4

8  
 12    13  
 7

West	North	East	South
		1 ♥	Pass
2 ♦	Pass	2 ♥	Pass
3 ♣	Pass	3 NT	All pass
Lead: ♥ 3			

East declarer (#1) Quick Winner/Control Count:  
 Spades 2 (7 card suit 3:3?);  
 Hearts 2 (Lead!);  
 Diamonds 3+ (after A♦ played);  
 Clubs 1.5  
 Total: 8.5+ (after A♦ played)

Best possible source of tricks: Diamonds

Possible source of one trick more: Spades if opps are 3:3.

Play 10♥ in dummy. J♦ looking for the A♦. Keep going until it appears. Get the lead back (still have controls in 4 suits). Run the diamonds. Try club finesse. It fails, but still have controls in remaining three suits. Cash remaining winners.

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## BFP BP L02 Tempo and Controls

**Board 3**  
 South Deals  
 E-W Vul

<p>♠ K 5 4 3          ♥ 9 4          ♦ J 9 8 7          ♣ Q 5 4</p>	<p>♠ J 10 9          ♥ A 2          ♦ A Q          ♣ A J 10 8 7 6</p>	<p>♠ A 8          ♥ J 8 7 3          ♦ 10 5 4 3 2          ♣ K 9</p>	<div style="text-align: center; border: 1px solid black; width: 60px; height: 60px; margin: 0 auto; background-color: #008000; color: white; display: flex; flex-direction: column; align-items: center; justify-content: center;"> <div style="margin-bottom: 5px;">N</div> <div style="margin-bottom: 5px;">W</div> <div style="margin-bottom: 5px;">E</div> <div style="margin-bottom: 5px;">S</div> </div> <p>♠ Q 7 6 2          ♥ K Q 10 6 5          ♦ K 6          ♣ 3 2</p>
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<table style="width: 100%; border-collapse: collapse; font-size: small;"> <tr> <td style="border-right: 1px solid black; padding: 2px;"></td> <td style="border-right: 1px solid black; padding: 2px;">♣</td> <td style="border-right: 1px solid black; padding: 2px;">♦</td> <td style="border-right: 1px solid black; padding: 2px;">♥</td> <td style="border-right: 1px solid black; padding: 2px;">♠</td> <td style="padding: 2px;">N</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 2px;">N</td> <td style="border-right: 1px solid black; padding: 2px;">3</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">3</td> <td style="border-right: 1px solid black; padding: 2px;">4</td> <td style="padding: 2px;">4</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 2px;">S</td> <td style="border-right: 1px solid black; padding: 2px;">3</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">3</td> <td style="border-right: 1px solid black; padding: 2px;">4</td> <td style="padding: 2px;">4</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 2px;">E</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">1</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="padding: 2px;">-</td> </tr> <tr> <td style="border-right: 1px solid black; padding: 2px;">W</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">1</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="border-right: 1px solid black; padding: 2px;">-</td> <td style="padding: 2px;">-</td> </tr> </table>		♣	♦	♥	♠	N	N	3	-	3	4	4	S	3	-	3	4	4	E	-	1	-	-	-	W	-	1	-	-	-			
	♣	♦	♥	♠	N																												
N	3	-	3	4	4																												
S	3	-	3	4	4																												
E	-	1	-	-	-																												
W	-	1	-	-	-																												

West	North	East	South
			Pass
Pass	1 ♣	Pass	1 ♥
Pass	3 ♣	Pass	3 NT
All pass			
Lead: ♠ 3			

South declarer (#1) Quick Winner/Control Count:  
 Spades 0 (1 after A♠ & K♠ 3:3?);  
 Hearts 3 (3:3?);  
 Diamonds 2 (Wasted Values);  
 Clubs 1 (Potential for finesses)  
 Total: 6

Best possible source of tricks: Clubs  
 Possible other source: Hearts

Play low ♠ in dummy. East will probably rise with A♠ and return 8♠, setting up two spade tricks for declarer.  
 West's lead to trick 3 will be winnable by declarer, who should try to win in hand to take the club finesse for the first time.  
 When it fails, declarer should regain the lead and try again.

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## BFP BP L02 Tempo and Controls

### Board 4

West Deals

Both Vul

♠ 7 4 3  
♥ A K Q 9  
♦ Q 10 3  
♣ J 9 3

♠ A Q J 9 6  
♥ 8 5 3 2  
♦ 7 4  
♣ Q 2



♠ 8 2  
♥ J 10 6  
♦ A J 8 6 5 2  
♣ 10 6

	♣	♦	♥	♠	N
N	3	-	2	1	1
S	3	1	3	1	4
E	-	-	-	-	-
W	-	-	-	-	-

♠ K 10 5  
♥ 7 4  
♦ K 9  
♣ A K 8 7 5 4

12  
9 6  
13

West	North	East	South
Pass	1 NT	Pass	3 NT
All pass			
Lead: ♦ 6			

North declarer (#1) Quick Winner/Control Count:  
 Spades 0 (Unfriendly Suit);  
 Hearts 3 (Unfriendly Suit);  
 Diamonds 1 (Unfriendly Suit);  
 Clubs 2 (Potential for 3 or 4 more)  
 Total: 6

Best possible source of tricks: Clubs  
 Possible other source: None

Play low 9♦ in dummy. Luckily it holds. Diamonds now definitely unfriendly and danger suit.

The mantra (Eight Ever, Nine Never) for a holding of nine missing the Queen is to play for the "drop" rather than try the finesse. This time it works.

Best take the three heart winners to set the contract, and then lead a diamond just in case it delivers another trick.

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## BFP BP L02 Tempo and Controls

**Board 5**  
North Deals  
N-S Vul

♠ A Q 5 4  
♥ A Q J 4 2  
♦ 9  
♣ K 10 2

♠ 7 6  
♥ K 8  
♦ K J 10 5 4  
♣ 7 6 5 3



♠ K J 3 2  
♥ 10 7 6 5  
♦ 8 7 6 3  
♣ A

	♣	♦	♥	♠	N
N	5	-	4	3	3
S	4	-	3	3	3
E	-	2	-	-	-
W	-	2	-	-	-

♠ 10 9 8  
♥ 9 3  
♦ A Q 2  
♣ Q J 9 8 4

16  
7 8  
9

West	North	East	South
	1 ♥	Pass	2 ♣
Pass	2 ♠	Pass	2 NT
Pass	3 NT	All pass	
Lead: ♦ J			

South declarer (#2) Quick Winner/Control Count:  
 Spades 1 (Unfriendly Suit, Poss finesse);  
 Hearts 2 (Friendly Suit, Poss finesse);  
 Diamonds 1 (Unfriendly Suit, and lead);  
 Clubs 0 (But 4 after A♣ played)  
 Total: 4 (But +4 after A♣ played)

Best possible source of tricks: Clubs  
 Possible other source: Heart Finesse, and 3:3 opps hearts.

The J♦ lead gives a free successful finesse, and the ninth trick.  
 Force the A♣ out. Then run the clubs for five tricks. Take the Heart  
 finesse, this works, but may have no more entries in hand and  
 have to play for K♥ drop.

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## BFP BP L02 Tempo and Controls

### Board 6

North Deals

N-S Vul

♠ 9 7 4 2  
♥ 6  
♦ Q 9 6 4  
♣ J 10 8 4

♠ K 10 8 6 5  
♥ Q 9 8  
♦ J 5  
♣ 9 5 3



♠ A  
♥ A K 10 5  
♦ A K 8 2  
♣ K Q 6 2

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	4	3	4	4	4
W	4	3	4	4	4

♠ Q J 3  
♥ J 7 4 3 2  
♦ 10 7 3  
♣ A 7

3  
6 23  
8

West	North	East	South
	Pass	2♣	Pass
2♦	Pass	2NT	Pass
3NT	All pass		
Lead: ♥3			

East declarer (#2) Quick Winner/Control Count:

- Spades 2 (Unfriendly Suit, only six);
- Hearts 3 (Friendly Suit, only 7, lead!);
- Diamonds 2.5 (Unfriendly Suit, 5, but finesse);
- Clubs 0 (But 1 after A♣ played)
- Total: 7.5 (But +1 after A♣ played)

Best possible source of tricks: Spades (6 but can take 5 rounds but Entries in dummy are few..)

Possible other source: Diamond Finesse.

The 3♥ lead gives a free successful finesse, play low in dummy, an extra trick. Cash A♠ to unblock. Cross to dummy Q♥ and cash K♠. (4 tricks). Lead 3♣ for A♣ indirect finesse, fails but puts lead in North hand, safer option.

The A♥, K♥, Q♣, A♦, K♦ give another 5 for 9 tricks.

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## BFP BP L02 Tempo and Controls

**Board 7**  
 South Deals  
 Both Vul

♠ J 9 5  
 ♥ 10 5 3  
 ♦ 10 7 5 2  
 ♣ 9 8 4

♠ A Q  
 ♥ K 8  
 ♦ A Q 9 6  
 ♣ Q 7 6 5 3



♠ K 8 6 3  
 ♥ A Q 6 4  
 ♦ K 8 3  
 ♣ K J

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	6	5	5	5	6
W	6	5	5	5	6

♠ 10 7 4 2  
 ♥ J 9 7 2  
 ♦ J 4  
 ♣ A 10 2

1  
 17   16  
 6

West	North	East	South
			Pass
1 ♣	Pass	1 ♥	Pass
2 ♦	Pass	2 ♠	Pass
3 NT	Pass	6 NT	All pass
Lead: ♦ 2			

West declarer (#2) Quick Winner/Control Count:  
 Spades 3 (Unfriendly Suit, only six);  
 Hearts 3 (Friendly Suit, only six);  
 Diamonds 3 (Friendly Suit, 7, but lead!);  
 Clubs 0 (But 2 after A♣ played)  
 Total: 9 (But +2 after A♣ played)

Best possible source of tricks: There isn't one.

Where is the 12th trick? Play 8♦ from dummy and South rises with the J♦, take A♦. Now you have to believe the 2♦ lead is from the 10♦. Finesse with 9♦ lead.

Now force out the A♣.

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## BFP BP L02 Tempo and Controls

### Board 8

West Deals

None Vul

♠ A 3 2  
♥ A 10 9  
♦ A Q 6 5  
♣ A 8 2

♠ 10 9 8 6 5  
♥ Q 8  
♦ K J 10 9  
♣ 4 3



♠ Q J 7  
♥ J 6 5 2  
♦ 8 4 3  
♣ K 6 5

	♣	♦	♥	♠	N
N	5	3	5	2	4
S	5	3	5	2	4
E	-	-	-	-	-
W	-	-	-	-	-

♠ K 4  
♥ K 7 4 3  
♦ 7 2  
♣ Q J 10 9 7

18  
6 7  
9

West	North	East	South
Pass	1 ♦	Pass	1 ♥
Pass	2 NT	Pass	3 NT
All pass			
Lead: ♥ 2			

North declarer (#2) Quick Winner/Control Count:

Spades 2 (Unfriendly Suit, only five);  
Hearts 2 (Friendly Suit, only seven, lead, not 3:3);  
Diamonds 1.5 (Unfriendly Suit);  
Clubs 1 (But +3 after K♣ played)  
Total: 6.5 (But +3 after K♣ played)

Best possible source of tricks: Clubs

The heart lead might just give a free finesse so play low from dummy to force out the Q♥. Cross to dummy with K♠. (2Trks). Keep K♥ control.

Lead Q♣ for failing finesse. Any lead from East allows cashing of A♣, J♣, 10♣, 9♣. (6Trks), take diamond finesse from dummy succeeds A♦, Q♦, A♠ and K♥ for ten.

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## BFP BP L02 Tempo and Controls

### Board 9

North Deals

E-W Vul

♠ 8 7 5  
♥ A 9 7 3  
♦ A K 4  
♣ A J 3

♠ A 10 6 3 2  
♥ 6 4  
♦ Q 8 6  
♣ K 5 4



♠ K J 9  
♥ Q 10 5 2  
♦ 10 9  
♣ Q 9 8 6

	♣	♦	♥	♠	N
N	1	3	2	-	1
S	1	3	2	-	1
E	-	-	-	1	-
W	-	-	-	1	-

♠ Q 4  
♥ K J 8  
♦ J 7 5 3 2  
♣ 10 7 2

16  
9 8  
7

West                  North                  East                  South  
                                 1 ♥                  Pass                  1 NT

All pass

Lead: ♠ 3

South declarer (#3) Quick Winner/Control Count:

Spades 0 (Unfriendly Suit, only five);

Hearts 2.5 (Friendly Suit, only seven, 3:3?);

Diamonds 4 (Friendly Suit, eight);

Clubs 1 (Unfriendly Suit, only five)

Total: 7.5

Best possible source of tricks: Diamonds

Defence are likely to take five tricks in Spades immediately. Small clubs are not worth keeping so should be discarded.

Trick 6 should be a win, probably clubs. Get lead to hand for diamond finesse leading J♦. This works! Five diamond tricks and two heart tricks. Heart finesse works but risks the contract for an overtrick, so better not.

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## BFP BP L02 Tempo and Controls

### Board 10

East Deals

Both Vul

♠ 9 7 6 5  
♥ J 10 8 4  
♦ A 10 7 5  
♣ 9

♠ J 2  
♥ 6 5 3  
♦ K Q J  
♣ A K Q J 8



♠ A K  
♥ A Q 7  
♦ 9 4 3 2  
♣ 5 4 3 2

	♣	♦	♥	♠	N
N	-	-	-	2	-
S	-	-	-	2	-
E	4	3	2	-	4
W	4	3	2	-	4

♠ Q 10 8 4 3  
♥ K 9 2  
♦ 8 6  
♣ 10 7 6

5  
17 13  
5

West	North	East	South
		1 NT	Pass
3 NT	All pass		
Lead: ♠ 4			

East declarer (#3) Quick Winner/Control Count:  
 Spades 2 (Unfriendly Suit, only four);  
 Hearts 1.5 (Unfriendly Suit, six);  
 Diamonds 0 (+2 after A♦);  
 Clubs 5 (Friendly Suit, nine!)  
 Total: 8.5

Best possible source of tricks: Clubs  
 Need Heart finesse to work.

Take first trick A♠. Lead 2♦ drive A♦ out.  
 Defence will probably try spades again. So important to have kept the second control. Defence now have three spade tricks. Cash the clubs and any remaining diamonds to ensure nine tricks and then cash A♥. That ensures one more trick. The failing finesse gives defence the remaining four.

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## BFP BP L02 Tempo and Controls

**Board 11**  
 South Deals  
 None Vul

♠ Q J 5  
 ♥ 8 4  
 ♦ K 6 5  
 ♣ 9 7 6 5 2

♠ A 9 8  
 ♥ K Q J 10 9 3  
 ♦ 3 2  
 ♣ 10 4



♠ K 10 4  
 ♥ 2  
 ♦ Q J 10 9 8 7  
 ♣ J 8 3

	♣	♦	♥	♠	N
N	3	-	-	2 2	
S	3	-	-	2 2	
E	-	1	1	-	
W	-	1	1	-	

♠ 7 6 3 2  
 ♥ A 7 6 5  
 ♦ A 4  
 ♣ A K Q

6  
 10 7  
 17

West	North	East	South
Pass	1 NT	Pass	1 ♥
All pass			2 NT
Lead: ♦ Q			

North declarer (#3) Quick Winner/Control Count:

- Spades 0 (Friendly Suit, seven, BUT top 2 missing, 3:3?);
- Hearts 1 (Unfriendly Suit, six);
- Diamonds 2 (+2 after A♦);
- Clubs 5 (Friendly Suit, eight)

Total: 8

Best possible source of tricks: Clubs  
 Need Heart finesse to work.

There are eight clear winners. Q♦ marks East as a danger hand. The spade holding needs two tricks to be lost to provide any extra tricks. The diamonds are dangerous. "Tempo" is against declarer.

This is one time to just win the first trick and take the other seven. Try to exit with a spade from hand.

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## BFP BP L02 Tempo and Controls

**Board 12**  
West Deals  
N-S Vul

♠ 9 8  
♥ Q J 10 9 3  
♦ 3  
♣ A 9 8 4 3

♠ J 5 2  
♥ K 4  
♦ 6 5 2  
♣ K J 10 7 6



♠ A 7 6 3  
♥ A 8 6 5  
♦ A K 4  
♣ Q 5

	♣	♦	♥	♠	N
N	-	1	-	-	-
S	-	1	-	-	-
E	3	-	1	2	3
W	3	-	1	2	3

♠ K Q 10 4  
♥ 7 2  
♦ Q J 10 9 8 7  
♣ 2

7  
8 17  
8

West	North	East	South
Pass	Pass	1 ♥	Pass
1 NT	Pass	2 NT	Pass
3 NT	All pass		
Lead: ♥ Q			

West declarer (#3) Quick Winner/Control Count:  
 Spades 1 (Neutral 7 card suit, 3:3?);  
 Hearts 2 (Unfriendly Suit, six);  
 Diamonds 2 (Unfriendly Suit, six);  
 Clubs 0 (Friendly Suit, 7, +4 after A♣)  
 Total: 5 (+4 after A♣)

Best possible source of tricks: Clubs

Q♥ marks North as a danger hand. Take it with A♥ in hand to preserve the K♥ as entry to dummy.

Now play Q♣ to drive out A♣.

On regaining the lead, run the remaining clubs. Cash A♠, A♦, K♦, K♥.

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## BFP BP L02 Tempo and Controls

### Board 13

North Deals

Both Vul

♠ 7 3 2  
♥ A 5 4  
♦ A Q 3  
♣ K Q 4 3

♠ Q J 10  
♥ 8 7 3  
♦ 10 9 7 5 4  
♣ A 9



♠ 9 8 4  
♥ K Q J 10 9  
♦ J 8  
♣ 8 7 6

	♣	♦	♥	♠	N
N	4	2	-	4	3
S	4	2	-	4	3
E	-	-	-	-	-
W	-	-	-	-	-

♠ A K 6 5  
♥ 6 2  
♦ K 6 2  
♣ J 10 5 2

**15**  
**7 7**  
**11**

West	North	East	South
	1 ♣	Pass	1 ♠
Pass	1 NT	Pass	3 NT
All pass			
Lead: ♥ K			

North declarer (#4) Quick Winner/Control Count:

Spades 2 (Neutral 7 card suit, 3:3?);

Hearts 1 (Unfriendly Suit, five, lead!!);

Diamonds 3 (Unfriendly Suit, six);

Clubs 0 (Friendly Suit, eight, +3 after A♣ played)

Total: 7 (+3 after A♣ played)

Best possible source of tricks: Clubs

East is Danger Hand in hearts.

K♥ marks East as a danger hand. Duck two heart tricks only taking the A♥ on third round. Hope is that West now has no hearts, and that West holds A♣.

Now play ♣ to drive out A♣. It's in the West hand, and West cannot lead hearts back. On regaining the lead, run the remaining clubs. Cash remaining winners.

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## BFP BP L02 Tempo and Controls

### Board 14

East Deals

None Vul

♠ Q J 10  
♥ 8 7 3  
♦ 10 9 7 5 4  
♣ 9 8

♠ A K 6 5  
♥ 6 2  
♦ K 6 2  
♣ J 10 5 2



♠ 7 3 2  
♥ A 5 4  
♦ A Q 3  
♣ K Q 4 3

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	4	2	-	3	2
W	4	2	-	3	2

♠ 9 8 4  
♥ K Q J 10 9  
♦ J 8  
♣ A 7 6

3  
11 15  
11

West	North	East	South
		1 ♣	1 ♥
Dbl	Pass	1 NT	Pass
3 NT	All pass		
Lead: ♥ K			

East declarer (#4) Quick Winner/Control Count:

Spades 2 (Neutral 7 card suit, 3:3?);

Hearts 1 (Unfriendly Suit, "lonely" Ace, five, lead!!);

Diamonds 3 (Unfriendly Suit, six);

Clubs 0 (Friendly Suit, eight, +3 after A♣ played)

Total: 6 (+3 after A♣ played)

Best possible source of tricks: Clubs

South is Danger Hand in hearts.

K♥ marks North as a danger hand. Duck two heart tricks only taking the A♥ on third round. Hope is that West now has no hearts, and that West holds A♣. Now play ♣ to drive out A♣.

It's in the East hand :-), East takes four heart tricks. The contract is down one, nothing can be done. The bidding was correct.

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## BFP BP L02 Tempo and Controls

**Board 15**  
 South Deals  
 N-S Vul

♠ Q 10 5 4 2  
 ♥ 7 5  
 ♦ Q J 5  
 ♣ K Q J

♠ K 7 6  
 ♥ A K J  
 ♦ 7 6  
 ♣ A 8 4 3 2



♠ A  
 ♥ 8 6 4  
 ♦ A K 8 4 3 2  
 ♣ 7 6 5

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	5	5	3	1	5
W	5	5	3	1	5

♠ J 9 8 3  
 ♥ Q 10 9 3 2  
 ♦ 10 9  
 ♣ 10 9

11  
 15 11  
 3

West	North	East	South
			Pass
1 ♣	Pass	1 ♦	Pass
1 NT	Pass	3 NT	All pass
Lead: ♠ 4			

West declarer (#4) Quick Winner/Control Count:  
 Spades 2 (Unfriendly 4 card suit, Lead!);  
 Hearts 2.5 (Unfriendly Suit, six, lead!!);  
 Diamonds 2 (Friendly 8 Card, + 3 when Q♦ played);  
 Clubs 1 (Friendly Suit, eight, +2 after two losing tricks)  
 Total: 7.5

Best possible source of tricks: Diamonds  
 Further source of tricks: Clubs

4 ♠ lead takes an entry in dummy. Use a safety play of a low diamond losing first diamond trick. The single diamond left in hand remains to lead to the A♦/K♦ to establish and run the diamonds. Defence should lead a black card to expose one of the black suits. Cross to dummy and run the diamonds. (Six tricks). Two heart tricks and a black suit honour should remain for the nine.

Realbridge Forced Bidding is set ON.

## BFP BP L02 Tempo and Controls

**Board 16**  
West Deals  
E-W Vul

♠ J 9 5 4 2  
♥ Q 10 7  
♦ Q J 10  
♣ K J

♠ K Q 6  
♥ A K J  
♦ 8 7 5  
♣ A 8 4 3



♠ A  
♥ 8 6 4 2  
♦ A 6 4 3 2  
♣ 7 6 5

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	2	4	3	1	2
W	2	4	3	1	2

♠ 10 8 7 3  
♥ 9 5 3  
♦ K 9  
♣ Q 10 9 2

10  
17 8  
5

West	North	East	South
1 ♣	Pass	1 ♦	Pass
2 NT	Pass	3 NT	All pass
Lead: ♠ 4			

West declarer (#4) Quick Winner/Control Count:

Spades 3 (Unfriendly 4 card suit, Lead!);

Hearts 2.5 (Neutral Suit, seven, 3:3?);

Diamonds 1 (Friendly 8 Card, + 2 when KQJ♦ played);

Clubs 1 (Friendly Suit, eight, +2 after two losing tricks)

Total: 7.5

Best possible source of tricks: Diamonds

Further source of tricks: Clubs/Hearts

4 ♠ lead takes the one of two entries in dummy. Use a safety play of a low diamond losing first diamond trick. While there are controls in all the other suits, play a low diamond. Defence may well return a spade, play another low diamond establishing three tricks in dummy.

Try the heart finesse, fails. Difficult to see how to get more than 8 tricks unless the defence make a mistake.

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