Play More Duplicate Bridge!

- ♠ **To play fast you don't need to "play fast."** You just need to avoid creating delays for others at the table.
- ♥ **Cards first, BridgeMate second, scoresheet third.** Pull cards as soon as (not before!!) a new board is on top of the pile, and put your cards back in as soon as the result is agreed (no clutching!). Then work on updating the BridgeMate (first for North with help from the others) and finally your own scoresheet (no novel-writing please).
- ♦ **Be aware.** Don't discuss the first board and lose the available time to play the others. Discuss at the end of the round when there's time.
- ♣ **If you fall behind**, do your best to catch up: even if it wasn't your fault, even if it takes a few rounds. (The rules demand it.)

Play Better Duplicate Bridge! – Quick Quiz

Opponents bid 1NT - 3NT; what's your opening lead?

♠ KJ96 ♥ 842 ♦ J42 ♣ T85

♠ 75 ♥ AQ962 ♦ 754 ♣ 932

♠ T9 ♥ 7542 ♦ KT86 ♣ 852

♠ J2 ♥ J42 ♦ AT ♣ AQT632

(Answers on next slide….)

Play Better Duplicate Bridge! – Quiz Answers

As long as you did not lead a SIX against 3NT, you're scoring points:

♠ KJ96 ♥ 842 ♦ J42 ♣ T85 Lead the six here and you better hope partner has an honour in the suit, or you will likely lose an extra trick. Better to have this suit led to you.

♠ 75 ♥ AQ962 ♦ 754 ♣ 932 Lead the six here and declarer will perhaps win a king or jack he shouldn't. Let partner lead this suit to you, or let declarer play it first!

♠ T9 ♥ 7542 ♦ KT86 ♣ 852 Lead the six here and you will make declarer very happy if he has the ace-jack or ace-queen.

♠ J2 ♥ J42 ♦ AT ♣ AQT632 Even here, declarer could have the king-jack doubleton and you might give up a tempo.

THE BOTTOM LINE: fourth-best from longest and strongest should be no more than a guide. Leading from a suit with unsupported honours gambles on partner, not declarer, having the missing cards, and can backfire spectacularly. Notrump bidders usually have stoppers. Sometimes it's best to lead another suit.