## DEVELOPING LONG SUITS (in No Trump \& in Suit Contracts) by Maritha Pottenger

1. Force Out Higher Honors

QJ10xx opposite 9xx
Give up two tricks (to Ace and King) and establish 3 tricks
2. Duck a Trick

AKxxx opposite $x x x$
3. Play Top Winners

AKQxx opposite $x x$
4. Finesse

AQ109x opposite xx
AJ109x opposite xxx
AKJ109 opposite $\mathrm{xx}(\mathrm{x})$
AQxxx opposite xxx
Qxx opposite J9x
Kxx opposite J9x
K10x opposite xxx
QJ9 opposite xxx
KQ10

AJ9 opposite xxx
Q109x opposite Axxx
Q1098 opposite Axxx
Axxx opposite KJ10x
Give up one trick (playing low from both hands). If the suit breaks 3-2, you establish 4 tricks.

Play Ace, King, Queen. If the suit breaks 3-3, you get 5 tricks. If the suit breaks 4-2, give up the $4^{\text {th }}$ trick to establish the $5^{\text {th }}$ card as a winner.

Finesse to the 9 . Whether it wins or not, finesse to 10 next.
Finesse to the 9. Whether it wins or not, finesse 10 next.
Cash Ace. Then finesse to 9 .
Duck one trick completely. Then finesse Queen.
Low to Queen. Then low to 9.
Low to King. Then low to 9.
Low to 10. Then low to King.
Low to Jack. Then low to Queen.
Low to King. Then low to 10 (unless SURE Ace is in front of King-Queen)
Low to 9. Then low to Jack.
Ace. Then low to 10 .
Run the 10 toward Ace. If it loses to Jack, run Queen next. Ace, then low to the 10 .

## Suit Contracts Only

## 5. Take a Ruffing Finesse

Dummy has KQJ10x opposite your void. Play the King. If the Ace is played, trump and return to dummy to enjoy the long suit (discarding losers). If the Ace is not played, discard a loser. If the Ace is on your right, you lose no tricks. If the Ace is on your left, you lose one.

## 6. Ruff to Establish a Long Suit

Suppose that spades are trumps. You have pulled trumps and now have 3 spades in your hand, 1 small heart, 1 small diamond \& 3 little clubs. Dummy has no spades, Ace of hearts, Axxxx of diamonds and AK of clubs. Play Ace of diamonds \& ruff a diamond. Heart to Ace.

Ruff a $3^{\text {rd }}$ diamond. Club to King. Ruff a $4^{\text {th }}$ diamond. Club to Ace. Discard losing club on $5^{\text {th }}$ diamond that is now good (if suit breaks $4-3$ which is very likely).

