

CONTENTS

| FOREWORD | 11 |
|-----------------------------------------------------------------|----------|
| INTRODUCTION | 12 |
| How the Book is Organized | 13 |
| Who Should Read This Book? | 13 |
| PART 1 — THE BUILDING BLOCKS | 15 |
| Chapter 1: Some Basic Ideas | 16 |
| Cashing Solid Tricks | 16 |
| Promoting High Cards | 18 |
| Establishing Small Cards | 19 |
| Finesses | 20 |
| Ruffing Finesses | 25 26 |
| Ruffing Losers in the Hand with Shorter Trumps Trump Control | 20 |
| Crossruff and Dummy Reversal | 20 |
| Basic Defensive Ideas | 31 |
| Chapter 2: The Basics of Advanced Cardplay | 38 |
| Eliminations and Throw-ins | 38 |
| Squeeze Play | 42 |
| Chapter 3: Tools for Analyzing a Hand | 53 |
| Counting Losers | 53 |
| Counting Winners | 58 |
| Counting the Hand | 60 |
| Assume the Best — or the Worst | 64 |
| A Short Math Break | 65 |
| Trick Packages | 75 |
| Chapter 4: Making Your Plan | 79 |
| The Basics | 79 |
| Defogging — More on the Thought Process | 85 |

| PART 2 – ADVANCED CARDPLAY MANEUVERS | 105 |
|--------------------------------------|-----|
| Chapter 5: Declarer Play | 106 |
| The Entry or K.O. Fly | 106 |
| The Entry Overtake | 108 |
| The Exposing Overtake | 109 |
| The Re-entry Unblock | 111 |
| The Chinese High Card Promotion | 111 |
| Playing High as Declarer | 115 |
| The Finesse through Safety | 118 |
| The Finesse through Danger | 122 |
| The Crossover Stopper | 123 |
| The Rodwellian Intrafinesse | 124 |
| The Intrasquash | 128 |
| The Sky Marshal Finesse | 129 |
| The Martellian Squash | 130 |
| The Speed of Lightning Play | 132 |
| The Notrump Fork | 135 |
| Cash and Thrash | 138 |
| Ducking Plays for Declarer | 142 |
| Block Ducking | 144 |
| The 322/1/6 Super Duck | 145 |
| The Trump Promotion Prevention Duck | 146 |
| Shortshake | 147 |
| The Running Suit Eradication Endplay | 149 |
| The Freeze-passing Endplay | 150 |
| The Lunar Menace Access Squeeze | 151 |
| Intent to Deceive (the Lair Play) | 153 |
| Chapter 6: Defense | 154 |
| Gouging | 154 |
| Days of Thunder | 156 |
| Suit Suffocation Play | 160 |
| Protecting a Minor Tenace | 161 |
| The Left Jab | 162 |
| The 007 Play — License to Kill | 165 |
| Ruffing Declarer's Loser | 167 |
| Unblocking for a Pusher | 168 |
| The Unblocking Concession | 169 |
| Middling | 169 |
| The Reese Play | 170 |
| The Morton's Fork Concession | 172 |

| The Empty Signal Cashing the Imputed Trump Ace to Ask for a Ruff | 174 175 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| Clarifying the Lead of an Unsupported Honor | 175 |
| Bait-and-Switch | 178 |
| Option-removing Pseudo-squeeze | 179 |
| PART 3 — DEFENSIVE STRATEGIES | 181 |
| Chapter 7: Trump Contracts | 182 |
| Tapping the Dummy | 182 |
| To Ruff or Not to Ruff | 186 |
| Accurate Forcing Defense when Defender Has Axxx of Trumps | |
| Versus a 5-3 Fit | 193 |
| Chapter 8: Foiling Declarer | 197 |
| Defending against a Possible Endplay | 197 |
| Countering a Holdup Play | 216 |
| Obligatory Falsecards | 219 |
| Chapter 9: Countering a Menacing Side Suit | 226 |
| Chapter 7. Countering a Menacing Side Suit | |
| | 226 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy | |
| When Declarer Has Entry Trouble | 226 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE | 226 231 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy | 226 231 241 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High | 226 231 241 242 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze | 226 231 241 242 242 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It | 226 231 241 242 242 243 244 244 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab | 226 231 241 242 242 243 244 244 244 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse | 226 231 241 242 242 243 244 244 245 245 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry | 226 231 241 242 242 243 244 244 244 245 245 245 248 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High | 226 231 241 242 243 244 244 244 245 245 245 248 249 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry | 226 231 241 242 243 244 244 244 245 245 245 248 249 254 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option | 226 231 241 242 243 244 244 245 245 245 248 249 254 255 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option Preventing an Opponent from Executing an Endplay Duck | 226 231 241 242 243 244 244 245 245 245 248 249 254 255 258 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option Preventing an Opponent from Executing an Endplay Duck The Intrapop | 226 231 241 242 243 244 244 245 245 248 249 254 255 258 259 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option Preventing an Opponent from Executing an Endplay Duck The Intrapop Appearing to Have Shortness | 226 231 241 242 243 244 244 245 245 245 245 248 249 254 255 258 259 260 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option Preventing an Opponent from Executing an Endplay Duck The Intrapop | 226 231 241 242 243 244 244 245 245 248 249 254 255 258 259 |
| When Declarer Has Entry Trouble Defending with a Long Side Suit in Dummy PART 4 — COUNTER-INTUITIVE DEFENSE Chapter 10: Reasons to Play Second Hand High Passing the Freeze Unblocking Not Letting Them Slip a Trick Through Before the Rats Get At It The Left Jab Preventing a Cheap Finesse Killing an Entry Danger Hand High Preserving Partner's Entry Creating a Losing Option Preventing an Opponent from Executing an Endplay Duck The Intrapop Appearing to Have Shortness Countering a 4-4 Fit | 226 231 241 242 243 244 244 245 245 245 248 249 254 255 258 259 260 261 |

| Chapter 11: Reasons Not to Play Third Hand High Futility Preserving Communications Tempting Declarer to Win and Leave Open Communications Retaining a Major Tenace Making a Withholding Play Finessing against Dummy | 265 265 266 268 272 273 275 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Chapter 12: Reasons to (Abnormally) Play an Honor Danger Hand High Creating a Losing Option You Want to Win a Trick from Your Side of the Table Not Letting Them Slip Through a Ruffing Finesse Preventing a Later Ruffing Finesse against Yourself Pinning the Opposition in the Wrong Hand Endplay Prevention Cover Preventing a Goldman Trump Finesse | 277 277 278 280 280 281 281 281 283 284 |
| Chapter 13: Reasons for Ducking a Winner Making a Holdup Play Hoping Partner Can Win It Waiting for Clarification Creating a Guess in the Establishment of a Semi-solid Suit Ducking to Create a Guess Concealing the Position of a High Card Capitalizing on Short-Short | 285 286 286 287 288 289 292 |
| Chapter 14: Reasons for Leading an Unsupported Honor Leading a Pusher Pinning a Card in a Short Suit Waiting for a Signal Planning a Follow-up The Deschapelles Coup The Merrimac Coup Blocking a Suit Gouging Deceiving Declarer Protecting Partner's Cards Preventing a Ducking Play Clarifying the Lead Protecting Your High Card Cashing Tricks in the Right Order | 293 294 296 297 298 299 301 302 303 304 305 306 307 308 |

| Chapter 15: Reasons for Leading into a Tenace | 309 |
|-----------------------------------------------|-----|
| Setting Up a Force | 309 |
| Breaking Up the Entries for a Squeeze | 310 |
| Taking Out an Entry Prematurely | 311 |
| Pretending to Have a Singleton | 313 |
| Preserving Your Own Position | 314 |

| PART 5 - THE DOs AND DO | N'Ts OF CARDPLAY | 315 |
|------------------------------------|----------------------------------|-----|
| Chapter 16: The DOs of Cardplay | 7 | 316 |
| 1. Count HCP's, Shape, Winner | rs and Losers | 316 |
| 2. Reconstruct Both Unseen Ha | nds | 319 |
| 3. Pay Attention to Negative Inf | erences from Earlier Plays | |
| and/or Bidding | | 320 |
| 4. Check Your Work for Errors | — Do It <i>Twice</i> | 321 |
| 5. Anticipate Possible Snags | | 324 |
| 6. Check Out a Minor Option E | <u> </u> | 329 |
| 7. Look for the Possibility of a I | 3 | 332 |
| 8. Use the Defogging Questions | when Your Analysis Gets | |
| Bogged Down | | 335 |
| | hen the Play Follows a Tightrope | 337 |
| 10. Keep Up with the Facts as Th | ey Become Available and | |
| Restock Regularly | | 338 |
| 11. Make Sure You Register Infor | | 339 |
| 12. Be Alert to the Need for a Ch | 0 | 341 |
| 13. Trust the Opponents' Cardin | 0 | 344 |
| 14. Notice and Take Correct Infe | rences from Surprising Actions | |
| by an Opponent | | 344 |
| 15. Look for Ways to Create a Fa | lse Impression in the Mind | |
| of an Opponent | | 345 |
| 16. Prepare Your Falsecards | | 348 |
| 17. Lead Toward High Cards to I | <u> </u> | 349 |
| 18. Cash Your Tricks Before the | | |
| in a Suit and Subsequently R | | 350 |
| 19. Routinely Unblock Spotcards | | 351 |
| 20. Be Alert for Situations Where | One of the Opponents | 255 |
| Can Be Cut Off | | 355 |
| 21. Be Alert for Unusual Types o | | 357 |
| 22. Be Alert for (Perhaps Unusua | <u> </u> | 360 |
| 23. Try to Neutralize the Oppone | ents winners | 362 |

| 25.26.27.28.29. | Always Consider Partner's Problems on Defense View the Play from the 'Danger Hand' Perspective Try to Figure Out Why an Opponent Is Playing a Hand in a Certain Way Be Prepared for a Play Watch for Situations where Communication Problems Exist, or Could be Made to Exist Always Consider the Merits of Passive Play Be Prepared to Make an Attacking Shift if the Situation Demands It | 363 366 367 368 369 370 372 |
|-----------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------|
| | | |
| · · | r 17: The DON'Ts of Cardplay | 375 |
| | Don't Take Speculation as Fact | 375 |
| 2. | Don't Mire Your Thought Processes in Speculation Once | 276 |
| 2 | Facts Are Available | 376 |
| 3. | Don't Make a Play in a Crucial Suit Before All Possible | 276 |
| 4 | Information Is Obtained | 376 |
| | Don't Strip Out Your Side's Suit as a Defender | 379 |
| | Don't Forget to Use Trick Packages in Your Analysis | 380 |
| | Don't Lose Your Train of Thought | 382 |
| | Don't Succumb to Emotional Prejudice | 385 |
| | Don't Get Locked into a Pattern | 387 |
| | Don't Get Caught in a 'Thematic Freeze' | 388 |
| 10. | Don't Concede to Analytical Fatigue | 389 |
| GLOS | SARY | 392 |
| APPE | NDIX | 399 |
| Sugges | tions for Further Reading | 399 |

THIS BOOK WILL CHANGE THE WAY YOU PLAY BRIDGE

In this ground-breaking book, multiple world champion Eric Rodwell describes his unique approach to cardplay. First, he explains his process for deciding on a line of play — using concepts such as +L positions, tightropes, trick packages and Control Units. Then he moves on to a host of innovative ideas, stratagems that can be used as declarer or defender — the Speed of Lightning Play, the Left Jab, the Super Duck, Days of Thunder, Bait and Switch, Gouging, and many, many more. The next two sections explore defense, especially situations that require counter-intuitive strategies. Finally, he talks about the mental aspects of the game, areas that mark the key differences between an average player and a successful one. Throughout, the ideas are illustrated with examples from high-level play, many of them involving the author.

The first draft of this book has been in existence for more than twenty years, but it is only now that Rodwell has decided to allow his 'secrets' to become public knowledge.

I'd been looking for a regular partner, and when I met Eric in 1974, I mentally clapped my hands together and said to myself, "That's the guy." Read this book, and you'll begin to see why.

Jeff Meckstroth, multiple World Champion.

As a young player I was fortunate enough to be among the few to see the original 'Rodwell Files'. They taught me more about the game than anything else I studied. Eric is already well-known for his many contributions to bidding theory. Thanks to this book he will soon be known as a great theorist of cardplay as well.

Fred Gitelman, World Champion.

ERIC RODWELL (Clearwater, FL) has won seven World Championships and fifty National titles (so far); his partnership with Jeff Meckstroth is acknowledged to be the world's best. This is his first advanced-level book. **MARK HORTON** (Bath, UK) is editor of *BRIDGE magazine* and a regular *Daily Bulletin* team member at World and European Championships.

