

## Squeeze (Rule of 14)

The "Rule of 14" is used to determine if a squeeze is possible. Better to squeeze than take a finesse that will probably lose.

### Required Conditions:

1. Must have 2 "threat suits".
2. Squeeze starts when there is just one loser left.
3. Must have an entry to at least one "threat suit".

		QT9		
		963		
		T62		
		KQ74		
		N		
73				642
KJ42	W		E	T875
AKQ				J975
JT98				53
		S		
		AKJ85		
		AQ		
		843		
		A62		

The bidding goes:

West	North	East	South
			1S
Dbl	2S	Pass	4S

West is marked for all the missing honors. A finesse in hearts will probably lose. If a squeeze, is possible, it should be performed instead of the finesse. For this hand the **threat suits** in a squeeze are hearts and clubs.

### The Rule of 14 is to:

1. Count the number of tricks in the non-threat suits, diamonds and spades, that must be lost and any other tricks already lost.
2. Count the number of winners in the non-threat suits, diamonds and spades, that can be run and any other tricks already won.
3. Count the number of cards in the threat suits (hearts and clubs) that must be held by one defender.

### In the example hand (before the first trick is taken):

● The number of tricks in the non-threat suits that must be lost is 3 (three

diamonds).

- The number of tricks in the non-threat suits that can be run is 5 (five spades).
- The number of tricks in the threat suits that defender must hold is 6 (all four clubs and the Kx of hearts).
- This is a total of 14, so a squeeze is possible. (Pseudo-squeezes always add up to 13).

Note that the Rule of 14 count can be made at any stage of play. In the example hand, let's say that West has lead the AKQ of diamonds, then the Jack of clubs taken by South's Ace. A count taken at this stage of the hand would be:

- The number of tricks in the non-threat suits that must be lost is 0 and the number of tricks already lost is 3 (three diamonds) for a **total of 3**.
- The number of tricks in the non-threat suits that can be run is 5 (five spades) and the number of tricks already won is 1 (the Ace of clubs) for a **total of 6**.
- The number of tricks in the threat suits that defender must hold is 5 (all three clubs and the Kx of hearts). Here, again, we get a **total of 14**.

Rules For A Squeeze:

- 1. Must have 2 threat suits (could have 3).**
- 2. Must have an entry to at least one of the threat suits.**
- 3. Apply the Rule of 14 (13 for a Pseudo-Squeeze).**
  - Count the tricks in your non-threat suits, both winners and losers.
  - Count the number of cards one defender must hold in the threat suits.
  - If the total of the above is 14 a squeeze is possible.
  - If the total of the above is 13 a pseudo-squeeze is possible.
- 4. Can't Start Squeeze Until Hand Has Been Played to the Point Where:**
  - You need all of the remaining tricks to make your contract.
  - All but one trick are non-threat suit winners.
  - Sometimes you must lead a threat suit and duck in order to bring about this position. Make sure you pick the threat suit where a lead and duck doesn't make it a non-threat suit.

**For example, your two threat suits are spades and clubs:**

Dummy: S\_AKxx and C\_Axxx

Declarer: S\_Qxx and C\_Kxx

A. If you lead and duck a Spade, the Spade suit no longer is a threat suit.

B. If you lead and duck a Club, the Club suit is still a threat suit.