

TERMS TO KNOW:

Threat card-a losing card or a potential winner that you hope to convert to a winner by executing a squeeze.

Squeeze card-a winner which you cash to force a defender to unguard a suit.

“Rectifying the count”-a process of giving up losers so that you meet the second requirement for a squeeze.

Simple squeeze-a squeeze in which one defender must guard two suits. There are more complicated squeezes (a double squeeze in which both defenders are squeezed, a three-suit squeeze, etc.)

REQUIRED CONDITIONS FOR A SIMPLE SQUEEZE:

- B** One defender must be **B**usy trying to guard two suits.
- L** You must have only one **L**oser among the remaining cards, e.g., if there are 10 tricks left, you must have 9 winners.
- U** One “threat card” must be in the **U**pper hand, i.e., behind the defender being squeezed.
- E** You must have **E**ntries to each threat card.

THE GENERAL RULE* TO EXECUTE A SIMPLE SQUEEZE: Cash all your winners in your non-threat suits first.

*There are exceptions to this rule.