



## LESSON 17: NEGATIVE & PENALTY X's HANDS 1 – 12

### HAND 1 - 4♥ by North

Opener bids longest suit & LHO overcalls

Responder makes a **Negative Double**, promising support for the other two suits

West supports East's overcall

Opener, knowing Responder is promising 4 hearts, bids game

None Vul	♠ A ♥ JT92 ♦ AQT96 ♣ A Q 6	Dealer North
♠ 9873 ♥ 86 ♦ KJ754 ♣ 42	N  W            E  S	♠ KQJ52 ♥ A53 ♦ 3 ♣ JT95
	♠ T64 ♥ KQ74 ♦ 82 ♣ K873	

North	East	South	West
1♦ (1)	1♠ (2)	X(3)	-      3♠ (4)
4♥ (5)			

### Bidding:

- (1) Bids longest suit first
- (2) **Good** spade suit meets **SQOT**. Better to overcall a good 5-card suit than to make a **TOX**.
- (3) Only 8 HCP, can't bid at the 2 level but worth a bid. A negative double **promises** 4 Hearts.
- (4) West bids to the **level of the fit**
- (5) North knows South has 4 Hearts. North has only 5 losers on LTC and bids game.

**Opening Lead:** ♠K (top of a sequence)

**In a suit contract Declarer counts losers first:**

**Losers:** 0♠ 1♥ 0 or 1♦ 0♣ = 1/2

**Winners:** 1♠ 3♥ 1 or 2♦ 3♣ = 8/9 tricks

**Declarer plans the play:** After winning the first trick, declarer plays a low Heart to the ♥Q which wins. He then tries the Diamond finesse by playing low from dummy and if West plays low plays his ♦9. Then a second low Heart and if the Ace does not appear from East, the ♥K wins. He tries second Diamond finesse and covers whatever West plays, only for East to ruff with the ♥A. He wins whatever East returns and claims the rest of the tricks.

**Declarer wins 11 tricks**

**Score:** Contract 4♥ + 1 overtrick (5 x 30 = 150) + 300 **non vulnerable game bonus** = + 450 to N/S

(best play, 2 overtricks possible)

E/W go down 2 tricks in 4♠. If 4♠ is **X**, the score would be -300 which is still better than N/S making their 4♥ contract.

## HAND 2 - 4♠ by East

Opener bids longest suit

LHO overcalls

Responder makes a **Negative Double**

Opener bids his second suit

N/S Vul	♠ 9 8 ♥ T 5 ♦ J 9 8 5 3 ♣ 8 7 6 5	Dealer East
♠ Q J T 2 ♥ 4 2 ♦ K Q T 6 ♣ Q 4 3	N W                  E S	♠ A 5 4 3 ♥ K 9 7 ♦ 7 ♣ A K J T 9
	♠ K 7 6 ♥ A Q J 8 6 3 ♦ A 4 2 ♣ 2	

East	South	West	North
1♣ (1)	1♥ (2)	X(3)	Pass
2♠ (4)	Pass	4♠ (5)	All pass

### Bidding:

- (1) Bids longest suit first
- (2) Heart suit meets **SQOT**
- (3) **Negative X**, showing 4 Spades and 3+ Diamonds. West cannot bid his Spades as this would promise 5 cards.

- (4) With 4 Spades and 15 HCP East makes a jump bid of 2 Spades showing extra strength.
- (5) West is not minimum so jumps straight to game.

**Opening Lead:** ♣2, cannot lead Hearts or Diamonds as both suits are headed by unsupported Aces. The singleton Club is passive and might get a ruff later.

**In a suit contract Declarer counts losers first:**

**Losers:** possible 1♠ 1♥ 1♦ 0♣

**Winners:** 3♠ 0 or 1♥ 2♦ 5♣ = 10/11 tricks

**Declarer plans the play:**

The only chance of an extra trick is if the ♠K lies with North. Declarer wins the Club lead in hand and immediately leads a low Spade and lets it run when South rises with the ♠K. Declarer will also lose the ♥A and the ♦A, making just 10 tricks.

**Declarer wins 10 tricks**

**Score:** Contract 4♠ (4 x 30 = 120) + 300 **non vulnerable** game bonus = +420 to E/W

### HAND 3 - 3♥ by South

Opener bids longest suit

LHO overcalls and Responder makes a **Negative Double** promising a 4-card suit in the unbid major

E/W Vul	♠ T 5 2 ♥ Q J 5 4 ♦ A 7 6 ♣ J 8 3	Dealer South
♠ A K 8 6 4 ♥ T 9 ♦ K Q 3 2 ♣ 5 2	N W            E S	♠ J 9 7 ♥ K 8 7 ♦ J T 8 4 ♣ T 9 7
	♠ Q 3 ♥ A 6 3 2 ♦ 9 5 ♣ A K Q 6 4	

<b>South</b>	<b>West</b>	<b>North</b>	<b>East</b>
1♣ (1)	1♠ (2)	X(3)	2♠ (4)
3♥ (5)	All pass		

#### Bidding:

- (1) Bids longest suit first
- (2) Standard overcall
- (3) Only 8 HCP, can't bid at the two level and without West's overcall would have bid Hearts at the one level but to bid Hearts now would show a 5+ card suit, therefore a **Negative X** shows at least 4 cards in the other major, Hearts.

- (4) East bids to the level of the fit, Partner's promised 5-card suit + East's 3-card suit = 8. Worth a 2-level bid.
- (5) South has bid his 4-card Heart suit but North passes as although he has 4 Hearts, there are not enough points for game.

**Opening Lead:** ♠ A, (top of a sequence)

**In a suit contract Declarer counts losers first:**

**Losers:** 2 ♠, 0/1 ♥ 1 ♦ 0 ♣ = 3/4

**Winners:** 1 ♥ 1 ♦, 5 ♣ = 7

**Declarer plans the play:** He has 7 winners, so needs to find two more tricks. Clubs is the work suit and can provide a length trick once trumps are drawn. Declarer loses the first two Spade tricks but the ♦ K at trick three allows him to win the Ace in dummy. He then sets about drawing trumps by leading the ♥ Q and letting it run followed by ♥ J, covered by East's ♥ K and won by Declarer's ♥ A. The ♣ A, ♣ K and ♣ Q all win and a fourth Club is ruffed by East (dummy discarding a Diamond). East leads a small Diamond won by West's ♦ Q. Declarer claims the remaining two tricks with his last trumps.

**Declarer wins 9 tricks**

**Score:** Contract 3♥ (3x 30 = 90) + part game bonus 50 = 140 to N/S

## HAND 4 - 1NT by West

Opener bids longest suit

LHO overcalls

Responder makes a **Negative Double**

Opener, knowing Responder has a 4-card Heart suit chooses NT

All Vul	♠ K Q J 6 4 ♥ 9 8 2 ♦ T 5 ♣ A K 3	Dealer West
♠ A T 9 5 ♥ J ♦ A Q J 8 3 ♣ Q J 9	N W                    E S	♠ 8 3 ♥ A T 7 6 ♦ K 7 6 ♣ T 7 4 2
	♠ 7 2 ♥ K Q 5 4 3 ♦ 9 4 2 ♣ 8 6 5	

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♦ (1)	1♠ (2)	X(3)	Pass
1NT(4) All Pass			

### Bidding:

- (1) Bids longest suit first
- (2) Simple overcall
- (3) Only 7 HCP but worth a bid to show Hearts and Clubs.  
**Makes a negative double**

- (4) West cannot rebid his Spades, North's suit, East's **Negative X** shows Hearts and Clubs. West bids 1NT. Some partnerships may re-bid Diamonds.

**Opening Lead:** ♠K (top of 3-card sequence)

**Declarer Counts winners in a NT contract first:**

**Sure winners:** 2 ♠ 1 ♥ 5 ♦ 0 ♣ = 8 tricks

**Possible winner:** 1 ♣ once the A & K have been knocked out.

**Declarer plans the play:** Do not duck the ♠K lead. Win with the Ace in hand to ensure the ♠10 is a second stop regardless. Start setting up Clubs straight away while you still have control. Make sure you win any Heart lead with the Ace straight away. You don't need a finesse to make your contract.

**Declarer wins 8 tricks**

**Score:** Contract 1NT + 1 overtrick, (40 + 30 = 70) + 50 = +120 to E/W

## HAND 5 - 2♥X, by East

LHO overcalls

Responder makes a **Penalty Double**

N/S Vul	♠ A J 7 5 ♥ 7 3 ♦ K Q 8 2 ♣ A T 9	Dealer North
♠ K 8 6 4 ♥ - ♦ J T 5 4 ♣ 6 5 4 3 2	N W            E S	♠ T 2 ♥ A K T 8 6 4 ♦ A 7 6 ♣ J 8
	♠ Q 9 3 ♥ Q J 9 5 2 ♦ 9 3 ♣ K Q 7	

<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
1NT(1)	2♥(2)	X(3)	Pass(4)
All Pass			

### Bidding:

- (1) Balanced hand and 12-14 HCP.
- (2) Opening points and Heart suit meets SQOT
- (3) South has 10 HCP, he knows partner has at least 12 HCP so his side has the majority of the points (minimum 22) and E/W cannot have enough for game. He also knows that his side has at least 7 trump between them. Therefore, he **Doubles for penalties.**

(4) West just has to pass.

**Opening Lead:** ♣K (top of a sequence)

**In a suit contract Declarer counts losers first:**

**Losers:** 1 ♠ 1/2 ♥ 2 ♦ 2 ♣ = 6/7

**Winners: (Outside hearts)** possible 1 ♠, 1 ♦ 0 ♣ = 2

Not nearly enough! Needs 6 tricks from trumps. Two are definite, needs 4 more.

**Declarer Plans the Play:**

Tricks needed = 8. Where will the extra 4 tricks come from? It's not looking good! The best chance is if Diamonds and Hearts break 3(4) - 3. In practice, South wins the ♣K lead and continues with the ♣Q and a third ♣ North's Ace is ruffed by East. East can't afford to draw trump; he plays the ♦A and another diamond won by North's ♦Q. North continues with ♦K, noticing South discard a small spade. North plays ♦8, East ruffs with the ♥10 but South over-ruffs. South plays the ♠Q and West's K loses to North's ♠A. North switches to a heart and **Declarer wins just two more tricks, ending with just 4 in total**

**Score:** Contract 2♥X, 4 under tricks, Doubled (X) **Non vulnerable** = -800 to E/W

## HAND 6 - 4♠X, by West

North makes a **Penalty Double** after E/W steal the contract

E/W Vul	♠ Q J 6 4 ♥ 9 7 5 3 ♦ 7 4 3 ♣ A 5	Dealer East
♠ A K T 9 5 ♥ K 8 4 ♦ Q 8 5 ♣ 8 4	N W                    E S	♠ 8 7 3 2 ♥ 6 ♦ A J T 6 ♣ J 7 3 2
	♠ - ♥ A Q J T 2 ♦ K 9 2 ♣ K Q T 9 6	

East	South	West	North
Pass	1♥ (1)	1♠ (2)	2♥ (3)
3♠ (4)	4♥ (5)	4♠ (6)	X (7)
All Pass			

### Bidding:

- (1) Bid higher of two five card suits
- (2) Spade suit meets **SQOT**
- (3) Four card support for Partner's suit
- (4) Four card support for Partner's overcall but minimum points, bids to the **level of the fit**.
- (5) Opener has an LTC score of 4, and assuming 9 losers from Responder's 2-level response, bids game

- (6) West also sees 4 card support from partner and makes a *sacrifice* bid of game in Spades. N/S aren't vulnerable and look set to make 4 Hearts (420 pts). West doesn't expect to make 4 Spades but can afford to lose 1 trick if doubled (-200)
- (7) South can make 5 Hearts for +450, so North **doubles for penalties**

**Opening Lead:** ♥9, lead high card of partner's suit (no honour promised)

**In a suit contract Declarer counts losers first:**

**Losers:** 1/2 ♠ depending on the break, 1♥ 1♦ 2♣ = 5/6

**Winners:** 2♠ possible 1♥ 1/2♦ 0♣ = 3/5

**Declarer Plans the Play:** After South wins the ♥9 lead with his ♥A he switches to ♣K. North overtakes with his ♣A and returns the ♣5 to South's ♣Q. A third Club causes Declarer a problem; his ♣J is a winner but North's play of the clubs means he will probably ruff. West wants to take control if he can and ruffs with ♠T but North over-ruffs with ♠J. North leads a Diamond and Declarer plays the Ace from dummy. Declarer wins the next four tricks, ♠A, ♠K, ♥K, ♥8 (ruffed in dummy). A small Club is allowed to run, discarding a Diamond in hand and is ruffed by North. South wins the DK and West claims the last two trumps.

**Declarer wins just 7 tricks. Not such a good sacrifice! Watch your vulnerability.**

**Score:** Contract 4♠X, 3 undertricks **vulnerable** = -800 to E/W

## HAND 7 - 4♥ X, by South

N/S heart contract is **Doubled for Penalties** by West

All Vul	♠ J 5 3 ♥ K 5 3 2 ♦ K Q 8 5 ♣ A 6	Dealer South
♠ A K ♥ J T 9 8 6 ♦ T 9 4 2 ♣ 9 5	N W            E S	♠ 9 8 4 2 ♥ - ♦ J 6 3 ♣ K T 8 7 4 2
	♠ Q T 7 6 ♥ A Q 7 4 ♦ A 7 ♣ Q J 3	

South	West	North	East
1♥ (1)	Pass	4♥ (2)	Pass
Pass	<b>X</b> (3)	All Pass	

### Bidding:

- (1) Bid lower of two 4 card suits
- (2) North also has opening points and a fit with Partner's Hearts, so bids game
- (3) West has 2 trump tricks and 2 probable Spade tricks, so **doubles for penalties**

**Opening Lead:** ♥ J West has 2 trump tricks and 2 probable Spade tricks. Lead a trump to stop Declarer making his trump separately. Lead from the top of a sequence.

### In a suit contract Declarer counts losers first:

**Losers:** 2♠ 0/1♥ depending on a 3:2 split, 0♦ 0/1♣ depending whether the finesse works

**Winners:** possible 1♠ 3/4♥ 3♦ 1♣ = 8/9

### Declarer Plans the Play:

Need to find two extra tricks. Once the A & K of Spades are knocked out, there are 2 possible tricks there. If the Club King lies with West, the finesse should provide an extra trick.

Declarer wins the Heart lead in hand and then plays the DA and another Diamond to the ♦ K, then the ♦ Q discarding a Spade. A fourth Diamond is ruffed low in hand. The ♠10 is won by West who continues with the ♠A and then ♥ 10, won by South's ♥ K. The ♣ A is the last trick won by Declarer who finishes with just 8 tricks.

**Declarer wins only 8 tricks**

**Score:** Contract 4♥ X, 2 undertricks **vulnerable** = -500 to N/S

## HAND 8 - 4♠X, by North

N/S spade contract is **Doubled for Penalties**

None Vul	♠ K 7 4 2 ♥ K 6 5 ♦ Q J T 3 ♣ A 9	Dealer West
♠ - ♥ J T 8 7 3 2 ♦ 9 8 6 ♣ T 5 4 2	N W                  E S	♠ Q J T 9 ♥ A Q ♦ A 5 4 ♣ 8 7 6 3
	♠ A 8 6 5 3 ♥ 9 4 ♦ K 7 2 ♣ K Q J	

West	North	East	South
Pass	1NT (1)	Pass	2♥ (2)
Pass	2♠ (3)	Pass	3NT(4)
Pass	4♠ (5)	X(6)	All pass

### Bidding:

- (1) Balanced hand, 12-14 HCP
- (2) 5 card Spade suit and 11+ HCP transfer to spades
- (3) Alert 2♥ and bid Spades
- (4) INT was a **limit bid**, so enough points for game. Give partner choice of NT or spades

- (5) With four Spades, North bids game
- (6) East has 2 trump tricks + the two Aces so **doubles for penalties**

**Opening Lead:** No good lead. Probably best is ♣8 (top of rubbish)

**In a suit contract Declarer counts losers first:**

**Losers:** possibly 2♠ (given the X!), possibly 2♥ if ♥A is behind ♥K (likely given the X), 1♦ 0♣ = possibly 5!

**Winners:** 2♠ definite but more likely depending upon trump split, possibly 1♥, 3♦, 3♣ = 9 Need 1 more

**Declarer Plans the Play:**

Hearts are the weakness. Must try and establish Diamonds quickly to discard a losing heart in South (dummy).

Declarer wins the Club lead in hand with the ♣A and immediately plays a low Diamond towards the ♦K beaten by East's ♦A. East doesn't want to lead a Heart so tries a Spade. West shows out! Drat! North wins the King and continues playing diamonds discarding a heart on the 4<sup>th</sup> round. If East ruffs, do not be tempted to overruff! East may play spades or return to playing clubs. The key play is for declarer not to play Hearts – let the opponents – most likely East - lead that suit! The contract should go 1 down.

**Declarer wins just 9 tricks**

**Score: Contract 4♠X non-vulnerable 1 undertrick = -100 to N/S**

## HAND 9 1NTX by North

Penalty X after a 1NT opening bid

E/W vul	♠ 8 7 6 ♥ A K Q 7 ♦ 9 6 ♣ K Q T 4	Dealer North
♠ Q T 3 2 ♥ 8 5 2 ♦ 8 5 2 ♣ 8 5 2	N W            E S	♠ 9 5 ♥ 6 4 ♦ A K Q J T 3 ♣ A J 6
	♠ A K J 4 ♥ J T 9 3 ♦ 7 4 ♣ 9 7 3	

North	East	South	West
1 NT (1)	X (2)	pass (3)	pass
Pass (4)	pass		

### Bidding

- 14HCP's and a balanced hand.
- You should have 16 HCP's to double a 1NT opening but just look at your solid Diamonds. You have 6 tricks in that suit (and you will be on lead to if the contract is NT played by North so you know you can cash them!) plus you have an ace. That is 7 tricks off the top so double. A **double of a NT bid is always for**

**penalties** not for takeout. In fact, all subsequent doubles by your side are still for penalties. Why should East not simply overcall his good suit? The doubled NT contract played by North gives the possibility of a much better score for E/W than a minor part score played by E/W.

- Following a 1 NT opening bid any intervention by the opposition, either with a double or with a suit bid, the use of conventions (Stayman and transfers) is cancelled. Any bid South makes now would be natural. However, South has no useful thing to say so passes.
- North has nowhere to go so passes

**Opening Lead:** Easy ♦ A - top of a sequence in his long strong suit!

**Declarer Counts winners in a NT contract first:**

**Winners:** 2♠, 4♥ = 6 Where can declarer find one more trick?

Answer, clubs. Once ♣A forced out.

**Losers:** Diamond lead not good! Nothing can be done about that sadly!

**Declarer Plans the Play:** The opponents take the first 7 tricks before declarer can get in! (6 diamonds and ♣A)

**Score:** 1NTX by NS goes down 1 = -100 non vulnerable undertrick = 50 but when X becomes =100)

**HAND 10** 3♠ by South

TOX showing the 2 unbid suits.

E/W vul	♠ A Q 6 3 ♥ T 3 ♦ J 2 ♣ A K Q 5 2	Dealer East
♠ 8 5 4 ♥ A K 8 6 5 ♦ 9 6 ♣ T 7 3	N W E S	♠ T ♥ Q 7 4 ♦ A K Q 7 4 ♣ J 9 8 6
	♠ K J 9 7 2 ♥ J 9 2 ♦ T 8 5 3 ♣ 4	

East	South	West	North
1♦ (1)	Pass	1♥ (2)	X (3)
2♥ (4)	2♠ (5)	3♥ (6)	3♠
(7)			
Pass	Pass (8)	Pass	

**Bidding**

- 12 HCP and an unbalanced hand.
- Straight forward
- TOX double showing the other two unbid suits
- Partner has only promised 4 Hearts. You could have rebid your Diamonds, but better to support partner's major suit.

5. North's bid promises BOTH unbid suits. You only have 4 HCP but you love that singleton club and your Spades are good. Imagine that you partner had opened 1 Spade. You would have counted your LTC and come up with 9 losers plus your extra card in the Spade suit. In that circumstance you would bid 2 Spades so bid it here.
6. Possible bid to keep the pressure up but E/W are vulnerable.
7. South didn't *have* to bid! So also keeps the pressure up.
8. Passes partner's invitation.

**Opening Lead:** ♥A Top of a sequence in his bid suit

**Declarer Counts losers first in a suit contract:**

**Losers:** 0♠ 2♥ 2♦ 0♣ - looks good!

**Winners:** 5♠, 3♣ = 8 Where will one more trick come from? Answer a heart ruff in the short hand!

**Declarer Plans the Play:**

Defenders will take the first 2 diamonds and may switch to hearts to take another 2 tricks before declarer gets in.

Draw trumps in 3 rounds, ruff the ♥J using trumps from the short hand for your extra trick then play clubs winning top 3 for 9 tricks

**Score:** NS make 3♠ (3 X 30 = 90 + 50) + part game  
bonus = +140

## HAND 11 3♥X by South

Advancer converts a takeout double to a penalty double

N/S vul	♠ Q 3 ♥ J 6 4 3 ♦ 9 8 3 ♣ Q J 6 4	Dealer South
♠ A K J 9 ♥ - ♦ J T 7 6 5 ♣ K 9 8 7	N W            E S	♠ T 7 6 5 ♥ A K T 9 8 ♦ 2 ♣ 5 3 2
	♠ 8 4 2 ♥ Q 7 5 2 ♦ A K Q 4 ♣ A T	

South	West	North	East
1♥ (1)	X (2)	3♥ (3)	Pass
Pass	X (4)	Pass	Pass (5)
All pass			

### Bidding

- Balanced hand which is too strong for 1NT opening bid. Bid a 4 card major suit before a 4 card minor suit.
- Double for takeout** - shortage in the bid suit and 4 cards in the unbid major suit.

- Support partner's opening suit and upgrade the hand to jump after the **TOX**
- Double X still for takeout** – your partner has not yet bid
- Converts the takeout double to a penalty double**

**Lead** – ♠A – top of an honour sequence

**In a suit contract declarer counts losers first** – 2♠ at least 2♥ tricks and 1♣

**Plan** - Once you hear East converting the takeout double to a penalty one, you should be suspicious that all or nearly all the outstanding trumps are with East plus West has announced his shortage in the Heart suit by his Takeout double. Try to limit losers in Hearts. This is obviously not going to be easy especially when you find that there is a 5 : 0 split against you. How are you going to limit your losses? Delay drawing trumps. Try for a spade ruff in dummy. Force out the ♣K which is bound to be in the West hand and then lead out your winners, allowing East to ruff. This uses up his trumps. The very best you can hope for is only 1 down.

**Score: 3♥X by NS goes 1 down vulnerable** = -200 (-100 for each undertrick but when X becomes -200!);  
Note: 2 down doubled when **vulnerable** = -500

EW can make 3♠ (3 x 30 = 90 + 50 part game bonus = +140 **non vulnerable** so a better result for them to put NS down 1 doubled!

## HAND 12

3♠ by West

Advancer makes a jump bid to show 8+ HCPs

E/W vul	♠ A 8 ♥ Q 8 5 3 ♦ Q J T 7 4 ♣ A Q	Dealer West
♠ K 9 7 3 ♥ T 9 2 ♦ K 6 3 ♣ K T 2	N  W                    E  S	♠ Q T 6 2 ♥ A K J 4 ♦ A 9 5 ♣ 8 7
	♠ J 5 4 ♥ 7 6 ♦ 8 2 ♣ J 9 6 5 4 3	

West	North	East	South
Pass	1♦ (1)	X (2)	pass
2♠ (3)	pass	3♠ (4)	pass
Pass (5)	pass		

### Bidding

1. Bid your longest suit first.
2. Takeout double – the most important point is that you have both major suits. If West comes back clubs you could bid NT's as you have good cover in North's Diamond suit. Classically, you should have shortage in the suit the opponents have opened.

3. After a take out double from partner you must bid even if you had with 0 HCP's! Therefore, it makes sense to make a jump bid if you do have something to offer (8+HCP) - jump to 2 Spades.

4. Partner was a passed hand. He is now promising 4 Spades and 8+ HCP. You have a fit. He might have as much as 11 HCP. Make an invitational bid of 3 Spades in the hope that there is a game on.

5. Would you be brave enough to bid the game? West has 9 HCP with good "stuffing" (2 tens and 2 nines). Declarer will have the advantage of knowing where all the missing high cards are - they will almost all be in the North hand as he has opened the bidding – there are not many points left for South to hold. However, West does have a flat hand.

**Opening Lead:** ♦Q - Top of an honour sequence

**In a suit contract Declarer Counts his losers first:**

**Losers:** 1/2 ♠ possibly 1♥ 1♦ and possibly 2 clubs! Yuk! Can you minimize these?

**Winners:** 2♥, 2♦! **Work Suit** - Hearts

**Declarer Plans the Play:** Win the diamond lead and draw trumps in 3 rounds by leading ♠T and let it run unless South covers. North wins ♠A. Good your ♠KQ are now masters. Now set to work on hearts playing ♥T and letting it run unless North plays ♥Q.

Give up a diamond to North. If he takes his ♣A your ♣K gives you another trick. If North returns a diamond you get a ruff and discard of a club in East to make 10 tricks! **Score: EW make 3♠ + 1 overtrick (4 x 30 = 120 + 50) part game bonus**