



Lesson 10 More Card Play Hands 1 – 8

Hand 1 - 4♠ played by North

Lessons from this hand

Defenders - COUNT

Cooperate with partner in defence. Try to work out partner's plan.

When you know you will be over ruffed, ruff as high as you can. You may promote a trump card in partner's hand

No one vul	♠ A K Q 3 ♥ A K 4 ♦ K 6 2 ♣ 9 3 2	Dealer N
♠ 7 2 ♥ T 9 8 7 6 ♦ J 8 5 3 ♣ J 8	<div>W</div> <div>N</div> <div>E</div> <div>S</div>	♠ J 6 5 ♥ J 3 2 ♦ T 9 7 ♣ A K Q 7
	♠ T 9 8 4 ♥ Q 5 ♦ A Q 4 ♣ T 6 5 4	

North	East	South	West
1♠ (1)	pass	2♠ (2)	pass
4♠ (3)	all pass		

Bidding –

1. With 19 HCP open 1 of best (longest) suit.

2. 4 card support for partner and 8 HCP give a single raise to 2♠ showing 6 - 9 HCP.

3. Partner has shown at least 6 HCP. The partnership has 19 + 6 = 25 HCP's so Jump to game - 4♠

Lead - ♣A top of touching honours

Defence – East plays the ♣K and ♣Q. South and North follow suit but partner West 'discards' under the third club. East now knows that West and North have no more clubs. East thinks if I continue with clubs, partner West will get a ruff and if this forces out a top trump from the North hand, then my ♠J will be promoted to a winner! East leads his 4th club.

What should West be thinking? If West has been counting the club suit, he will know that declarer is also out of clubs. Partner must know this too so why has he led a 4th club? Partner must have a plan but what is it?

East Ruff as high as you can. Ruff with the ♠7 (not the ♠2).

North has to overtake this with one of his top trumps and East's ♠J is **promoted!**

Outcome – with good defence the contract is 1 down

Score – One undertrick not vulnerable **50 to E/W.**

Hand 2 - 4♠ played by East

Lessons from this hand

Remember the opening lead.

Observe dummy

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

East	South	West	North
1♠ (1)	pass	2♠ (2)	pass
4♠ (3)	all pass		

Bidding –

- 19 HCP's – open by bidding your longest suit.
- 2 ♠'s shows 6 – 9 HCP's and 4 card support for partner.
- Even if Responder has a minimum of 6 points for his bid, the partnership has sufficient strength for game (19 + 6 = 25). Bid 4 ♠'s.

Lead – ♥J Top of touching high cards.

Declarer Count Losers - 0♠, 0♥, 1♦, 3♣ if South has the ♣A = 4

Declarer's Plan – Draw trumps and establish the work suit, **diamonds** by forcing out the ♦A. Discard a losing **club** on the third established **diamond**

Defenders' plan - On the initial lead of ♥J North should play the ♥8 “High for Hate” as he has nothing to contribute in the **heart** suit.

When North gets in with the ♦A, what should he do?

There is no future for the defence in led suit, **hearts**. Look at dummy. The **club** suit in dummy (West) looks vulnerable so lead a **club** hoping that South holds the ♣A.

Which club should North lead?

Remember what you would have led if this were an initial opening lead. You would have led the Q♣ (top of touching honours). Use the same idea now and lead the Q♣. If this wins lead the ♣J. The defence capture dummy's ♣K. The defence should win 3 **clubs** and the ♦A.

Outcome – with good defence the contract is 1 down.

Score - not vulnerable one undertrick gives **50 to N/S**

Hand 3 - 4♥ played by South

Lessons from this hand

Singleton lead against a suit contract

Consider the opening lead

Cooperate with your partner and return his lead as soon as possible

An exception to the “second hand plays low” rule.

E/W vul	♠ K 7 ♥ K T 8 6 ♦ 8 6 ♣ A K J 9 5	Dealer S
♠ J T 8 6 3 2 ♥ 4 3 ♦ A T 9 7 ♣ 2	<div style="background-color: #90EE90; padding: 10px; text-align: center;"> N W E S </div>	♠ Q 9 5 4 ♥ A 2 ♦ J 5 ♣ Q T 7 4 3
	♠ A ♥ Q J 9 7 5 ♦ K Q 4 3 2 ♣ 8 6	

South

West

North

East

1♥ (1)

pass

4♥ (2)

all pass

Bidding

- South has 12 HCP and an unbalanced hand. With two 5 cards suits, open with the higher ranked one – **hearts**

- North has 14 HCP so knows that the partnership has enough points (25+) for game. With a fit in partner's major suit go straight to 4♥.

Lead - ♣2 - singleton

Declarer counts losers – 0♠ 1♥ 1♦ (provided there are trumps in North to ruff small cards) 0♣ (provided there are trumps in South to ruff small cards) = 2.

Things look good. You can afford 3 losers.

Play – East should consider that ♣2 **lead**. It has to be a singleton - think about it. What else could it be? The first trick will be won by a high honour in North and declarer will set about drawing trumps leading from North. East should jump straight up with the ♥A and lead a **club** for West to ruff. I know, “**second hand plays low**” but here is **an exception**. You are in a hurry to give partner the ruff while he still has a trump in his hand!

Outcome – N/S will still make the contract losing 1♥, 1♦ and one ♣ ruff. Without the ruff they would have scored an overtrick.

Score – 4 X 30 = 120

Game bonus **non vulnerable** = 300

Total = 420

Hand 4 - 5♦ played by West

Lessons from this hand

Defenders - keep a tally of the number of tricks you need to defeat the contract

Avoid playing in a minor suit contract if it is at all possible

All vul	♠ 9 7 6 ♥ K Q 8 2 ♦ T ♣ J 8 5 4 3	Dealer W
♠ A Q J ♥ J T ♦ A K Q 5 4 3 2 ♣ 9	<div style="background-color: #90EE90; padding: 10px; text-align: center;"> N W E S </div>	♠ K 5 3 2 ♥ 4 3 ♦ J 9 8 7 6 ♣ K Q
	♠ T 8 4 ♥ A 9 7 6 5 ♦ - ♣ A T 7 6 2	

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

Bidding

- 17 HCP and a great 7 card suit. Open the bidding at the 1 level with the long suit
- East has great support for partner's **diamond** suit, but it is a minor suit. Bid 1♠ hoping to avoid the minor suit contract. This new suit at 1 level shows a **huge** possible

point count range, (6 – 28 HCP!). The bid is forcing – if responder bids a new suit, opener **MUST** bid again.

- 3 A jump in your bid suit shows 16+ HCP and a 6+ card suit. This bid is not forcing. Responder can pass.

- 4 Jump to game in **diamonds**

Lead – ♥K - Top of touching honours

Defence – How many tricks do the defence need to defeat a 5-level contract? Only 3. South can see 3 tricks. North promises to hold ♥Q and well as the ♥K. South should overtake the ♥K with the ♥A and cash ♣A then and return a **heart**

South, you can see the way to defeat the contract?

Don't leave it to your partner just assuming that he will do the correct thing! Take control. North cannot see your ♣A but you know his lead of the ♥K promises he has the ♥Q!

Keep a tally of the tricks needed to defeat the contract.

The defence need to grab the ♣A and two **hearts** to defeat the contract.

If West gets in, he can draw trumps and discard his losing **club** on a 4th rounds of **spades**.

Outcome – The contract should go 1 down.

Score – vulnerable that is **100 to N/S**

Hand 5 - 2NT played by South

Lessons from this hand.

Hold up by declarer

Cover an honour with an honour.

Cash top cards from the short hand first.

Keep the danger hand off lead

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

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

Bidding

- 17 HCP balanced hand. Open the long suit intending to show point count by bidding NT in the next round.
- With 7 HCP responder **must** bid following a 1 level suit bid from partner. 1NT shows 6-9 HCP, no support for partner's suit and no other suit bid available at the 1 level.

3. North has a 5-card ♠ suit. With a 6-card suit he would now rebid his suit. He has good cover in all suits so is happy that the contract should be NT. 2NT **invites** South to bid 3NT if he has the top end of the promised point range.

4. Pass. Only 7 HCP which is at the lower end of the possible point range.

Lead - ♥K, Top of 3 touching honours.

Declarer counts top tricks – 3♠, 1♥, 1♦, 1♣ = 6. You need 2 more.

Plan – First of all, declarer must **hold up** that ♥A on the first round to disrupt defence communications. Try to keep West who has the long **heart** suit off lead – West is the **Danger Hand**.

Play - Declarer has 2 possibilities for the extra tricks.

1. There is a guaranteed single extra trick in **clubs**. Lead a **club** honour from South. If West play ♣K this can be taken with the ♣A. If East has the ♣K and still has a **heart** to lead, then West began with only 4 cards in **hearts** hence the importance of holding up the ♥A on the first round.

When an honour club is played from South, West must “**cover an honour with an honour**” thus promoting his ♣T.

2. In **spades** declarer can win 5 tricks if the suit breaks 3:3.

Plan – Try **clubs** first. This guarantees one trick. Now try **spades**.

When playing the **spades**, play the ♠A first then cross to North to cash the rest of the suit. **Cash high cards from the short hand first.**

Outcome – South can take 9 tricks

Score – 40 + 30 + 30 = 100

Part score bonus = 50.

Total = 150 for N/S

Hand 6 - 3NT played by East

Lessons from this hand

Hold up by Declarer

Recognise the danger hand and keep that hand off lead

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

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

Bidding

- 17 HCP – Too strong for 1NT opening. Bid longest suit
- 1NT (6 – 9 HCP - no support for partner's suit and no available bid at the 1 level)
- 2NT invitational - If responder has the top end of the point range there will be enough for game. (Responder has denied having a 4-card **major** suit so don't bid **spades**.)
- With 9 HCP, accept the invitation. Bid 3NT.

Lead - ♥K – Top three touching honours.

Declarer counts top tricks – 2♠ 1♥ 2♦ 0♣ = 5. You need 4 more.

Plan – First, hold up ♥A on the 1st 2 rounds hoping that, after 3 rounds of the suit, North's **hearts** will be exhausted. Apply Rule of 7 - E/W hold 5 cards in **hearts**. 7 – 5 = 2. Hold up ♥A for 2 rounds.

Danger – Declarer needs to keep South off the lead or else he will cash all those **heart** winners. South is the **danger hand**.

Work suits **diamonds** and **spades**. Keep South off lead. Don't be tempted to play **clubs**. You have not control over who has the ♣A

Plan. Start by playing **diamonds** leading ♦J and letting it run if South does not play the ♦Q. Repeat the finesse, winning the second trick with the ♦T and cashing ♦A and ♦K. This finesse is in the direction so that if it fails, you lose to North and not to South (who has all those good **hearts**). 5 **diamond** tricks – good so far! Now **spades** - you could take the finesse for the ♠Q in either direction. Take it in the direction so, once again, if it fails, you lose to North and not to South (who has all those good **hearts**). Get the lead back to ♠K in East and lead the ♠T letting it run if South does not play ♠Q.

Outcome – 3NT can make with one overtrick (10 tricks taken)

Score – 40 + 30 + 30 + 30 = 130

Vulnerable game bonus = 500

Total 630 for E/W

Hand 7 - 1NT played by North

Lessons from this hand

Hold up by Declarer (Use Rule 7)

Play high cards from short hand first.

Keep the "danger hand" off lead

Beware of "blocking" your work suit.

All vul	♠ T 5 ♥ K 7 ♦ Q J T 9 2 ♣ Q 9 7 4	Dealer S	
♠ 3 2 ♥ A 6 5 ♦ A 7 6 ♣ K 6 5 3 2	<div> <div>N</div> <div>W E</div> <div>S</div> </div>	♠ K Q J 9 8 ♥ T 9 8 ♦ 5 4 3 ♣ J T	
	♠ A 7 6 4 ♥ Q J 4 3 2 ♦ K 8 ♣ A 8		
South	West	North	East
1♥ (1)	pass	1NT (2)	pass
Pass (3)	all pass		

Bidding

- 1 Unbalanced 14 HCP - bid your longest suit.
- 2 1NT show 6 - 9 HCP no support for partner and no other available suit bid at the 1 level.

- 3 You have only 5 average hearts, don't repeat the suit.
Pass the 1NT bid. There is no hope of game even if responder holds 9 HCP's.

Lead - ♠K. Top of 3 touching honours.

Declarer counts top tricks – 1♠ 0♥ 0♦ 1♣ = 2. 5 more needed!

Plan – First of all, Declarer must hold up the ♠A and only take it on the 2nd round in order to try to disrupt defence communications. (Use Rule of 7. 7 – 6 = 1).

Work suit -diamonds. Declarer should have 4 tricks once the ♦A has been flushed out. Start the suit by playing the ♦ with "High card from short hand first."

The **diamond** suit is a better work suit than **hearts**. North holds the ♦T and ♦9 so declarer is sure of 4 tricks once the ♦A has been forced out.

Defence – West should hold up his ♦A on the first round of the suit in order to try to make life difficult for declarer.

Declarer's Play – Once the **diamonds** are established Declarer will have 4 tricks in that suit (plus 2 Black aces). The 7th trick will have to come from **hearts**. Once again Declarer must hope that it is West who has the ♥A. Establish that 7th trick before cashing the ♣A. If West leads a club then declarer should play ♣Q from dummy. This gives the 7th trick.

Outcome. 1NT

Score - Trick score = 40

Part score bonus = 50.

Total = 90 to N/S

Hand 8 INT by West

Lessons from this hand.

Duck by Declarer

Duck by Defender

Declarer, identify the danger hand

No one vul	♠ J T ♥ T 4 ♦ A Q 9 5 3 ♣ 8 7 6 3	Dealer W
♠ A 9 2 ♥ K 2 ♦ 7 6 2 ♣ J T 9 4 2	<div style="background-color: #90EE90; padding: 10px; text-align: center;"> N W E S </div>	♠ Q 7 4 ♥ A J 6 5 3 ♦ K T 4 ♣ K Q
	♠ K 8 6 5 3 ♥ Q 9 8 7 ♦ J 8 ♣ A 5	

West	North	East	South
Pass	pass	1♥ (1)	pass
1NT (2)	pass	pass (3)	all pass

Bidding

- 15 HCP and a 5 card suit. Bid the long suit
- 1NT shows 6-9 HCP, no support for partner and no available suit bid at the 1 level.
- With only a thin 5 card **hearts** suit East does best to accept NT as the contract and pass.

Lead - ♦5, 4th highest of a long suit. This lead will almost certainly give a trick away to a ♦K but you are hoping to establish the long suit. It is OK to lead away from an Ace in NT but not against a suit contract

Declarer counts top tricks – 1♠ 2♥ 0♦ 0♣ = 3. 4 more needed.

Plan – Try to establish the clubs by forcing out the ♣A. North is the danger hand because you assume that he has long **diamonds**. Try to keep North off lead.

Play – Declarer must **duck** this 1st **diamond** trick. It does look tempting to put up the ♦K. South will take the ♦J and return the suit. North takes the ♦A, clears the suit by leading a third round letting East take the ♦K. Now South is out of **diamonds**

Work suit - clubs - Declarer should play **clubs** hoping that South has the ♣A. South must **duck** this first round. South cannot see the long **clubs** in West but should imagine they are there. Sadly for the defence, South has to take the ♣A on the second round. West's ♠A provides an entry to West's hand so declarer can cash established **clubs**

Outcome - Declarer should make 2 (take 8 tricks)

Score – 2 scoring tricks in NT are 40 + 30 = 70

Part score bonus = 50

Total = 120 for E/W