



LESSON 2 – HANDS 1 - 8 (USING BIDDING & LEAD CRIBS)

Hand 1

Lesson from this hand

- 1 Declarer assess your hands before play, starting by counting top tricks
- 2 Declarer identify the work suit
- 3 Do the work in the work suit to establish extra tricks required before cashing top tricks in other suits.

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

Bidding

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

- 1 13 HCP and a balanced hand.

- 2 You are Responder and partner has opened 1NT. You have 13 HCP. The crib tells you to bid 3NT.

Contract - 3NT by North as Declarer. 9 tricks needed

Lead from East - ♠5 (Low for Like – 4th best)

Declarer Counts Top Tricks

2 **spades** - Ace and Queen on a **spade** lead.

1 **heart** - Ace,

0 **diamonds**,

2 **clubs** – Ace and King.

Total - 5

4 more trick needed

Work suit – **Diamonds**. Once the ♦A has gone you will have 4 tricks in the ♦ suit.

Plan – Play on the work suit, **diamonds**, **before** you cash winners in the other suits where you have stoppers.

Outcome - North can make 3 (take 9 tricks)



Hand 2

Lessons from this hand –

- 1 In No Trumps, assess your hand by counting top tricks (tricks you can take without losing the lead)
- 2 Identify your work suit
- 3 Establish your work suit by forcing out the defenders' high card.

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

Bidding

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

- 1 East – 19 HCP, balanced hand which is too strong to open 1NT. Open your longest suit - 1♠.
- 2 West bid 1NT (shows 6 – 9 HCP)
- 3 East please bid 3NT.

Contract – 3NT played by West

Lead from North - ♣Q (Top of three touching high cards)

Declarer, Count Top Tricks – 5 spades and 2 clubs = 7.

How many more tricks do you need for your contract? = 2

Work suit - hearts – there are a guaranteed 2 tricks in the suit once the ♥A is forced out.

Declarer's Plan – Lead hearts to force out the ♥A before cashing high cards in other suits.

Outcome - E/W can make 3 (take 9 tricks)

♠ ♥ ♦ ♣

Hand 3

Lessons from this hand –

- 1 Declarer, assess the hands by counting top tricks
- 2 Establish a long suit - lowly value cards can win tricks once the opposition have run out of cards in the suit
- 3 Long suits are powerful

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

Bidding

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

- 1 19 HCP, balanced hand which is too strong to open 1 NT. Bid your longest suit, spades, at the 1 level.
- 2 With 6 – 9 HCP South should respond 1NT

3 North, please bid 3NT.

Contract - 3NT by South

Lead from West – ♥7 (4th best from a long suit)

Declarer Counts Top Tricks

- 1 spade, 2 hearts, 2 diamonds, 1 club = 6

How many more tricks needed? 3.

Work suit - diamonds. South holds a 5 card diamond suit plus 3 cards in diamonds in dummy giving a total of 8 diamonds. That means the defenders have a total of 5 cards in diamonds between them. It will always be necessary to lose 1 trick in the suit but if the suit breaks 3-2 there will be a total of 4 **diamond** tricks for Declarer.

Plan – Play **diamonds** allowing Defenders to take their 1 trick. Be sure that you retain an entry into the South hand to give access to those established diamonds. In other words, keep that ♥A as an entry to South. Win the first trick in North thus retaining the ♥A as an entry.



Hand 4

Lessons from this Hand

- 1 Cash high cards from the “short hand” first – the short hand is the hand in which there are fewer cards in the suit in question.

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

Bidding

West	North	East	South
Pass	pass	1NT (1)	pass
Pass (2)	pass		

- 1 14 HCP and a balanced hand
- 2 Follow instructions on the bidding crib.

Contract 1 NT by East

Lead from South - ♠Q (Top of three touching high cards)

Declarer Counts Top Tricks – 2 **spades** and 2 **hearts** = 4.
How many more are needed? 3

Work suit - clubs

Declarer's Plan – play on clubs to force out the ♣A. There are then 3 tricks available in the **club** suit.

Danger – Declarer will have 3 tricks in **clubs** once the defence have been forced to play their ♣A but it is important that the **clubs** are played in the correct order.

Play high cards from the **short hand** first. That means, play high cards from the hand in which there are fewer cards. In this case play ♣J from West and then the high cards from East. Avoid getting stuck in the wrong hand.



Hand 5

Lesson from this hand

1 Introducing the idea of a Finesse.

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

Bidding

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

- 1 In the range 12 – 14 HCP and a balanced hand open 1NT
- 2 South has 14 HCP. North had promised 12 - 14. Bid 3 NT.

Lead from East - J♠ (Top of three touching high cards)

Top Tricks –3 spades, 2 hearts, 1diamond and 0 clubs = 6.
3 more tricks needed.

Work suit –diamonds.

Plan

You could just play out the ♦A and then you would have 2 extra **diamond** tricks once the ♦K has taken one of your high cards. That this is not enough. You need **three** extra tricks.

Try a **Finesse**. Play ♦Q from South. If the ♦K does NOT appear from West, play small from dummy. The lead is still in the south hand so continue with ♦J (or ♦T) from South and small from dummy if the ♦K does not appear. ♦J (or ♦T) wins. Now play the last (3rd round) of diamonds from South. The ♦K will fall from West, taken by the ♦A. Cash the last (4th) diamond in North. Declarer has made a total of 4 tricks in diamonds.

There was a 50 % chance that the finesse would succeed depending on which opponent holds the ♦K – if West has it you win, if East has it and you lose a trick to the ♦K.

Choice of work suit – It might be tempting to try using the **club** suit as a work suit. You would need to lose the lead twice (to the ♣A and ♣K) before extra tricks were established. This only gives 2 extra tricks. 3 are needed.



Hand 6

Lessons from this hand

- 1 Take the finesse – that is the safest way to your 7th trick
- 2 Lead towards honours (Club suit)

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

Bidding

East	South	West	North
1NT (1)	pass	pass (2)	pass

- 1 1NT opening bid shows 12 – 14 HCP
- 2 Follow the bidding crib and pass.

Contract – 1NT by East

Lead from South – ♥5 (4th best from a long suit)

Declarer Counts Top tricks – 2 hearts, 4 diamonds = 6.
1 more needed.

Work suit - Possible work suit is hearts – The hope is that South holds ♥Q. It costs nothing to try the play of ♥J on the first trick. When this wins you have your contract.

Play of the club suit. If South has ♣A, it is possible for ♣K to win a trick. Lead a small from East and play the ♣K if ♣A does not appear from South.

Outcome – E/W should make 1NT and might make an overtrick.



Hand 7

Lessons from this hand

- 1 Always do the "work" before you cash winners in other suits. Keep control.
- 2 Chose the safest work suit

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

Bidding

South	West	North	East
1 NT	pass	3 NT	all pass

Contract - 3NT by South

Lead from West - ♣ Q (Top of three touching high cards)

Declarer Counts top tricks – 0 **spades**, 4 **hearts**, 2 **diamonds** and 2 **clubs** = 8.

1 more needed.

Work suit – spades

Once the ♠A has been forced out, declarer is guaranteed to have 2 tricks in **spades**. COUNT the suit as it is played. After the 3rd round the defenders hold no further cards in the suit and the lowly 2 (or 3) can win a trick on the 4th round giving an overtrick.

Why is **diamonds** not the Work suit (see hand 3)? If the defenders' distribution in **diamonds** is bad, (one defender holding say 4 cards) it might be necessary to lose more than 1 trick before the suit is established. The **spade** suit guarantees the needed extra trick.

Always do the "work" first while you still have control of the other non-work suits. If Declarer here loses the lead twice in **diamonds**, the defenders will continue the attack in **clubs** and West will be able to cash 4 **club** tricks when he gets in with the ♠A.

Outcome

South can make 9 + 2 extra tricks (take 11 tricks).



Hand 8

Lessons from this hand

- 1 Take a finesse
- 2 Take care which hand the trick is won in so the lead on the subsequent trick is from the correct hand.

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

Bidding

West	North	East	South
1NT	pass	3NT	all pass

- 1 12 HCP - in the range for a balanced hand opening of 1NT
- 2 Follow bidding crib.

Contract – 3NT by West

Lead from North – ♦ Q (Top of three touching high cards)

Declarer Count Top tricks – 1 spade, 0 hearts, 2 diamonds, 4 clubs

Total = 7

2 more needed

Work suit – spades. Try the **Finesse**. Lead ♠ 8 or ♠ 9 from West and play low from East if North does not play the ♠ K. Even if the finesse fails and South holds the ♠ K, Declarer will have 4 tricks in the suit.

Play – when the **spade** finesse works and ♠ 8 or ♠ 9 wins, the lead is in the correct hand for Declarer to be able to repeat the finesse. (Note that there is an unbroken sequence of cards from 8 to Q between the 2 hands) On the 2nd round **Take Care** – the 2nd spade must be won in East so the lead is in the correct hand for a 3rd round of **spades**. ♠ A played on the 3rd round fells the ♠ K so there are 5 **spade** tricks.

When playing **hearts**, play from the East hand towards high cards in the West hand hoping that South has the ♥ A.

Outcome

With the ♠ K placed favourably and the **spade** suit breaking 3-3 (both defenders hold 3 cards in the suit) it is possible for E/W to make 9 + 3 extra tricks (take 12 tricks)

