

Q1 What is meant by the term
‘Short Hand’?

Q2 Which are the major suits?
Which are the minor suits?

Q3 a Name two top recommended leads that are effective in a suit contract?

b **In a suit contract**, why is it bad to lead a low card in a suit where you hold the Ace?

c **In a NT contract**, why is it ok to lead low card in a suit where you hold the Ace?

Q4a When you play in a suit contract why should you count winners and losers?

b What is meant by your ‘work suit’?

Q5 If you don’t not have enough Top Tricks to make your contract describe TWO ways you can try to make extra tricks?

Q6 How many losers do you have in these hands playing in a Spade contract?

Declarer’s hand	Dummy’s hand
♠ K Q J 5 4	♠ T 9 8
♥ A	♥ 5 4 3
♦ 6 5 4 3	♦ A K Q 7
♣ A 4 3	♣ K 9 8

Q7 **How many losers** do you have in these hands playing in a **Spade** contract?
Assume a **Club** lead.

Declarer’s hand	Dummy’s hand
♠ A K Q J 5 4	♠ 3 2
♥ -	♥ J 5 4 3 2
♦ 6 5 3	♦ A K Q J 8 2
♣ A 8 3 2	♣ -

Q8 **Plan the play** in a **Spade** contract with a **Club** lead?

Declarer’s hand	Dummy’s hand
♠ A K Q J 5 4	♠ 3 2
♥ -	♥ J 5 4 3 2
♦ 6 5 3	♦ A K Q J 8 2
♣ A 8 3 2	♣ -

Q9 You are declarer. Below is your trump suit. How many trumps do the defenders hold between their two hands?

Declarer’s hand	Dummy’s hand
♠ A K Q 5 4	♠ T 3 2

Q10 As declarer in 6♠ you need to take 12 tricks and intend to ruff. Is it best to ruff Hearts or Diamonds?

Declarer’s hand	Dummy’s hand
♠ A K Q J 5 4	♠ 4 3 2
♥ -	♥ J 5 4 3 2
♦ J T 6 5	♦ -
♣ A K Q	♣ 9 7 6 5 4

A2 Major suits are Spades and Hearts

Minor suits are Diamonds and Clubs.

A4 a Top Tricks in side suits may not be winners as they may be ruffed if all the trump suit cards are not drawn out of the opponents' hands first.

b An outside suit which will give you extra tricks after the opponents' top cards in this suit have been played and they can't or have no trumps left to ruff them!

A6 1♠ loser, the ♠A. Nothing you can do
 0♥ losers. Win ♥A & ruff 2 small Hearts in Dummy in Declarer's hand.
 1♦ loser. Win A, K, Q - lose 4th card.
 1♣ loser. Win A, K - lose 3rd card
 Total number of losers = 3

A8 Win the ♣A, ruff a ♣ in dummy. Return to Declarer's hand by ruffing a low♥ and then ruff a second ♣ in dummy. You have no trumps left in dummy now. Return to Declarer's hand again by ruffing a second low♥ Draw trumps and cash ♦ winners.

A10 Ruff **diamonds!** Look for ruffs in the hand in which you hold the fewer trumps **'Ruff in the Short hand.'** Return to hand using the high clubs.

A1 If you have 5 cards in a suit in your hand (declarer's) and 3 cards in that suit in dummy, then dummy is the short hand.

There are fewer cards in dummy compared with declarer's hand.

A3a Top of an honour sequence & a singleton where you hope to get a ruff

b In a suit contract 'Aces are for killing Kings' Let the opponents lead this suit so your Ace fells their King!

c In NT, you are prepared to 'gift' a trick to the King as you hope to win more tricks in this suit later.

A5 Extra tricks can come from :

- Ruffing losers in the 'short hand' i.e. the hand with fewer trump cards.
- By establishing a long outside suit i.e. force out the Top cards in a side suit from your opponents' hands so that your cards in this suit become winners!

A7 1♠ loser if one defender holds all

5 outstanding ♠

0♥ losers if ruff small in Declarer hand

0♦ losers.

3♣ losers unless ruff in Dummy. ♣A played on first trick. Use 2 trumps in dummy to ruff twice - now 1♣ loser.

A9 You hold a total of eight spade cards. That leaves the defenders with a total of 5 trumps between their 2 hands