



Lesson 13 – Hands 1 - 12

Hand 1 3NT by South

Lessons from this hand – overcalling 1NT
Advancer bidding game in NT

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

North	East	South	West
Pass	1♠	1NT (1)	Pass
3NT (2)	All Pass		

Bidding

1. Balanced 16-18 HCP with Spade stoppers
2. Knowing of the 25 HCP for game

**West must think about his opening lead – which suit?
And which card in that suit?**

On this occasion, it's easy for West as partner has bid, so he leads that suit – spades, choosing the ♠T (with 2 cards
SBU Lesson 13 Making a 1NT Overcall - Hands

in partner's suit play the top one first intending to play the lower later "high-low" shows a doubleton)

Declarer counts his top tricks: 2♠ 0♥ 4♦ 2♣ = 8 Needs to make one more trick. Where from? Diamonds?

Is there a danger hand in this contract when declarer loses the lead? Not really, declarer has controls in every suit.

What is declarer's work suit? Normally the longest partnership suit. Here the partnership has 7 cards in 3 suits but Diamonds are the best headed by AKQJ and having 5 Diamond cards in one hand. Six Diamond cards are missing. If they split 3:3 declarer will make an overtrick with his remaining 2 Diamonds. However, as long as the Diamonds split is no worse than 4:2, one extra diamond trick will come from his 5th Diamond card giving declarer his 9th trick to make his game contract. So that's his plan! Play the Diamonds first.

Now the card play

Win the lead and at trick 2 declarer should cash his ♦K (high from short hand), then play ♦4 to ♦A and continue play with the ♦Q. East discards a small Club (as does declarer) on the 3rd round of Diamonds. Declarer must continue to play Diamonds, leading ♦3 and let West win the ♦10 (thus setting up his lowly ♦2 for the 9th trick! A spade will be led back by West. The plan has worked!) 9 tricks - 5♦ 2♠ and 2♣

Score: NS make 3NT = +400 (40- + 30 + 30=100) for non-vulnerable NT game +400 for NS.

Hand 2 4♠ by East

Lessons from this hand – competitive bidding by both sides

NS can make 4H but EW bid onto 4S either to win (or as a good sacrifice)

Defence – Observe dummy for clues on suit to play

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

East	South	West	North
Pass	1♥	1NT (1)	4♥(2)
4♠(3)	All Pass		

Bidding

- 16-18 HCP balanced with a heart stopper overcalls 1NT
- Supporting partner's hearts uses LTC to bid 4♥
- Good 7 card spade suit, no defence in hearts & non-vulnerable

South must think about his opening lead – which suit? And which card in that suit? Chooses ♥Q, top of touching honours

Declarer must make his plan

Counts his losers – 1♠ 0♥ 1♦ (if ♦A is over ♦KQ) and 2♣ (if ♣AQ over ♣K) BUT can throw either ♦ or ♣ loser on his second ♥ winner!

Counts his top tricks next – 2♥ Where are 8 more to come from?

6♠, 0♣ (or 1♣ if finesse works) and 2♦ (if the finesse works twice!)

Plan – Discard one loser on second ♥ winner immediately! Draw trumps then work on Diamonds

The card play

A Heart lead is expected since N/S have been bidding that suit. Declarer wins in dummy, discards a ♣ or ♦ loser on second ♥ winner, then sets about drawing trumps. South wins A♠.

Looking at dummy South should switch to a Club playing ♣6 – top of a doubleton. It's the only hope for the defence to bring the contract down

Do Not play a diamond – never lead away from an A!

N/S should win 4 tricks – ♠A ♦A ♣AQ to put the contract one down.

Score: EW go 1 down in 4♠ = -50 non-vulnerable

NOTE: This is a good sacrifice by E/W as N/S can make 4♥ for a score of +620 Here with this sacrifice E/W only have a negative score of -50 instead of -620

Hand 3

2♥ by North

Lessons from this hand- Overcall 1NT

Advancer uses a Transfer to secure a better contract

Card play in diamonds – low toward Q

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

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

Bidding

1. Opens higher (with a major and minor) of two 4-card suits. With 15 HCP too strong to open 1NT – 12-14 HCP
2. 16-18 HCP balanced and stoppers in Spades
3. Transfer telling partner of his 5+ card heart suit
4. Dutifully completing the transfer!

5. Not enough for game (16 + 6 = 22) and with singleton spade thinks it's better to play in a suit than in NT

East must think about his opening lead – which suit? And which card in that suit? Partner has bid, so leads spades

knowing North has stoppers in partner's suit to overcall 1NT, but with no better option, leads ♠T - top of a sequence

Declarer makes a plan. In a suit contract declarer counts losers first.

2♦ (possibly 3♦) 1♥ (possibly 2♥) 0♠ 1♣ (possibly) = 3 definite and 4 possible losers. How to reduce this? **Top tricks = 4**

Work suit? Trump suit - Hearts!

Is there a danger hand? – Yes, West has opening points so expect most but not all honour cards to be there. (23 HCP in declarer's partnership, at least 12 HCP in West = 35 HCP so East can have no more than 5 HCP)

The card play

Win the lead with ♠Q – an extra trick! How to play the heart suit? With 9 cards in the suit lay down ♥A (in case ♥K is a singleton) and note ♥J fall. Now you expect the ♥K is with East so play low towards the ♥Q but as it happens West has it and beats your ♥Q to win. However, since both opponents followed suit, your remaining hearts are now all winners!

No future for the defence in Spades when dummy now has a void so West switches to a small Club. Declarer wins club with ♣A, plays ♣K then ruffs a spade in dummy and club in hand.

Declarer wins 2♠ and a ruff, 4♥, 2♣, and a ruff = 9 tricks

Score: NS make 2♥ +1 over-trick, = +140 (3 x 30 = 90) plus 50 part game bonus.

Hand 4 Played by East

Lessons from this hand –

Overcall 1NT, Advancer uses Stayman, Opener rebids,

Overcaller shows his 4 card major

Advancer bids to game in major with a suit fit

Card play – the deep finesse

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

West	North	East	South
Pass	1♠(1)	1NT (2)	Pass
2♣(3)	Pass	2♥	Pass
4♥	All Pass		

Bidding

1. North has 12 HCP and 2 doubletons so opens his 5 card suit.

2. East has the perfect 1NT overcall (16-18 HCP with good stops in the opponent's suit)

3. West only needs 9+ HCP to bid game (9 + 16 = 25). West uses Stayman to find a major game

South must think about his opening lead – which suit? And which card in that suit? ♠T - top of doubleton in partner's suit.

Declarer makes a plan

Top tricks 3♠ (on spade lead) 1♦ 1♥ 0♣ (but at least 1 when ♣A forced out) = 5. Require 5 more. Where from?

Work suit? Finesse hearts to win 4 tricks; finesse diamonds to win 2 tricks

In hearts you have 8 cards in the **heart** suit. Missing both the King and the Jack the recommended play is to take a "deep finesse first" playing low from West to the ♥9!

The card play

The ♠T lead is good for declarer now makes 3 spade tricks!

Play clubs losing to ♣A then across to ♣K leads a small Heart towards his hand. Aim to take the 'deep finesse' to the ♥9 but cover any higher card played by North to win the trick.

Return to Dummy with a club ruff and repeat the heart play.

Great the ♥K falls! Ruff your 4th club then play a small diamond towards the ♦Q. North should win his ♦K but your ♦Q is now master diamond for another trick.

11 tricks via 3♠ 3♥ 2♦ 1♣ + 1 club ruff in West, and 1 diamond ruff in East.

Score: EW make. 4♥ + 1 over-trick = +650 (5 x 30 = 150) plus 500 **vulnerable** game bonus

Hand 5

3NT by West.

Lessons from this hand: Hold up on the lead (Bath coup) to avoid risk from the danger hand South leading back through your heart holding

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

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

Bidding

1. West has the perfect 1NT overcall (16-18 HCP and a good stop in the opponent's suit - Hearts)
2. East only needs 9+ HCP to bid game.

North must think about his opening lead – which suit? And which card in that suit?

♥K – top of an interrupted sequence in his bid suit.

Declarer makes a plan

Top tricks = A, K, Q Clubs, Ace Hearts, Ace Spades = 5. Require 4 more. Where from?

Work suit? Diamonds – aiming to force out ♦A to establish 4 Diamond winners

The card play

The ♥K lead is good for declarer. He knows North has ♥Q so he should make 2 Heart tricks provided the Hearts are not led by South (nor led by declarer! - west)

Declarer should let North win the first heart and take the second trick if continued to guarantee 2 heart winners. Start immediately on the work suit, Diamonds playing honours from the short hand first until the ♦A is forced out. In this case, this occurs in round 2.

North wins the ♦A and whatever he leads, declarer can win and play out his remaining Diamonds then take his sure tricks to make his contract.

Danger Hand?

If declarer won the first heart lead with the ♥A South would be the danger hand if the ♦A was held by South. A continuation of hearts would have seen the contract come down! However, by winning the second heart led, your contract is safe even if the ♦A is in South

Score: EW make 3NT + 1 overtrick = +430 (40 + 30 + 30 + 30 = 130) plus **non-vulnerable** game bonus.

Hand 6 3NT by North

Lessons from this hand: Stayman after partner's 1NT overcall
 Rebidding 3NT after a negative response.
 Discouraging attitude signal on opening lead seeking a switch to clubs

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

East	South	West	North
Pass	Pass	1♥	1NT(1)
Pass	2♣(2)	Pass	2♦(3)
Pass	3NT (4)		

Bidding

- 1.North bids a 1NT overcall (16-18 HCP and in this case 3 stops in the opponent's suit - Hearts)
- 2.South bids Stayman - asking Overcaller if he has a 4-card major (clearly spades after opener's bid)

3.North denies holding a 4-card major

4.South only needs 9+ HCP to bid game and with no fit in spades, bids 3NT

East must think about his opening lead – which suit? And which card in that suit? ♥3 - Low, promising an honour in partner's bid suit.

Declarer makes a plan. Top tricks = 2♠ 3♥ 2♦ = 7. Require 2 more. Where from?

Work suit? Diamonds – aiming to force out ♦QJ to establish 3 or 4 Diamond winners.

Danger hand? Not especially, but a switch to the Club suit looks bad for declarer whichever hand plays Clubs.

The card play - ♥3 lead is good for declarer.

Declarer wins ♥A and starts immediately on work suit, Diamonds. Normally, playing honours from the short hand first is best, but in this case, West has the opening points and when a 2-way finesse is available, it's likely declarer will finesse West to have the missing honour(s) by playing low from dummy (South) to the ♦9 – another 'deep finesse'. East wins the ♦Q. Drat! Another Heart may be returned which declarer wins and now plays his ♦A & ♦K to fell the ♦J and win the remaining 4 Diamond tricks.

East has to find the Club switch at trick 2 for EW to win 3 further tricks in Clubs.

North can win a minimum of 9 tricks - the AK of Spades, A,K,Q of Hearts, and 4 Diamonds, losing 3 Clubs and ♦Q.

Score: NS make 3NT = +400 (40+30+30=100) plus 300 non-vulnerable game bonus

Hand 7

4♠ by West

Lessons from this hand – Competitive bidding from both sides with spades winning out. Establishing a long suit

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

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

Bidding

1. Opens using the “Rule of 20”
2. Balanced 16-18 HCP with a Heart stopper
3. With 7 HCP and four Hearts, supports partner at the lowest level. Think what you would have bid if no overcall

had been made & do it if you still can - ignoring the overcall.

4. West with singleton heart, and unbalanced hand bids his 5-card Spade suit judging it unsuitable for a NT contract (can't Transfer after South's intervening bid)

5. North re-bids his Hearts with a 6-card suit

6. East shows spade support and invites game

7. West with a singleton heart and shapely hand has no defence to 4♥ so decides to rebid 4♠. No guarantee that this will work!

North must think about his opening lead - which suit? And which card in that suit? You want to lead a heart as it is your

partnerships suit but it's not good to lead away from KJ when East has overcalled 1NT – he must have the one or both other honours! Better with a passive lead – play a trump leading ♠9.

Declarer counts his losers. 0♠ 0♥; 3♦ 0♣. Looks good

Winners– 5♠ 1♥ and 2♣ = 8 Where can you get 2 more? Has to be by establishing diamonds

Declarer must make his plan. Win the spade lead and continue to draw trumps (pleased to find a 2:2 split). Your diamond suit has no honours but with 9 cards in diamonds you hope they will fall together if the split is 2:2. Make diamonds the work suit.

Note: There are no extra tricks to be gained by ruffing a spade and a heart in the long spade suit in West - you are going to win these spades anyway

The card play. East wins the spade lead and draws trumps, pleased to find a 2:2 split. Get to work on the Diamonds, which break 2:2, giving declarer 11 tricks.

Score: EW make 4♠ + 1 overtrick = +650 (5 x 30 = 150) plus 500 vulnerable game bonus

Hand 8

3NT by South

Lessons from This hand: Invitational 2NT bid by Advancer
Finesse in card play

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

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

Bidding

- 1 Balanced 16-18 HCP with 2 good stops in the opponents bid suit - diamonds
- 2 With a balanced hand and 8 HCP bids an invitational 2NT
- 3 South with 17 HCP bids to game in NT

West must think about his opening lead – which suit? And which card in that suit?

Not easy for West with a singleton in partner's suit but with no HCP West's hand unlikely to win any tricks so better to favour partner's suit and lead ♦4. (With no bid by partner, West's natural lead would be ♥T. Top of a three card sequence in longest suit.)

Declarer must make his plan

Declarer counts his top tricks: 0♠ 1♥ 1♦ 0♣ = 2. He needs 7 more. Where from?

Clubs and Diamonds are his work suits - there could be 3 Club tricks once the ♣A has been forced out. The Diamond finesses must be played from dummy (through East, the danger hand). The Spade finesse must also be played through East, giving another 2 or perhaps 3 Spade tricks.

The card play

The opening lead is ducked by East who knows his ♦6 is high enough to force out South's ♦Q (Rule of 11 applied!). Declarer immediately crosses to dummy's ♣9, won by East's ♣A. East then plays ♦J, won by South's ♦A. Declarer leads ♠Q (wants to maintain entries to dummy) to force out ♠A. East wins and leads ♦K. What next for East? He has a dilemma, whatever he leads, Declarer can win.

East leads a small Heart, won by dummy's ♥Q. East ducks the Heart return and his ♥K ends up losing to Declarer's ♥A. Declarer then takes the remaining 5 tricks.

Score: NS make 3NT = +400 (40+30+30=100) plus 300 **non vulnerable** game bonus

Hand 9**4♠ by South**

Lessons from this hand: Stayman after partner's 1NT overcall seeking a major suit game in preference to NT

E/W vul	♠ A Q 9 5 ♥ Q T 8 2 ♦ 6 ♣ K 7 6 3	Dealer N
♠ T 4 3 ♥ 6 5 4 3 ♦ 7 3 ♣ T 9 5 4	<div style="background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ 8 2 ♥ 9 7 ♦ A K 8 5 4 2 ♣ A Q 8
	♠ K J 7 6 ♥ A K J ♦ Q J T 9 ♣ J 2	

North	East	South	West
Pass	1 ♦ (1)	1 NT (2)	Pass
2 ♣ (3)	Pass	2 ♠ (4)	Pass
4 ♠ (5)	All Pass		

Bidding

- 1 Bid your long suit
- 2 16 HCP balanced hand & stoppers in East's bid suit.
- 3 You have 11 HCP so know that your partnership has enough strength for game. NT might be OK but perhaps there is a major suit fit? Ask your partner if he has a 4 card major by bidding 2♣ - Stayman

4. Shows a 4 card Spade suit but no 4 card Heart suit.

5. Bid the game in Spades which is safer than NT

Opening lead – which suit? And which card in that suit?

♦7 Top of a doubleton in partner's bid suit

Declarer must make his plan. In a suit contract count losers

first – 0♠ 0♥ 1♦ 1♣ possibly 2♣

Winners: 4♠ 4♥ = 8 need 2 more. Where from? Diamonds once A and K forced out give 2 tricks.

Plan: Take out trumps, play your winning hearts, give up 2 diamonds to establish 2 winners in diamonds. Do not play clubs – let the opponents lead this suit if you can!

Defenders – win the first diamond but seeing dummy's singleton diamond no point continuing with diamonds! Switch to another suit. A heart gives nothing away. East must not play clubs!

The card play: When declarer gets in draw trumps in 3 rounds. Play the ♦Q to force out a top diamond. Discard clubs from North on your diamonds. Play your ♦J when you can to force out the opponents remaining top diamond thus establishing 2 diamond winners. Then play your winning hearts starting with AK in South, the shorter holding.

Score: NS make 4♠ = +420 (4 x 30=120) plus 300 **non vulnerable** game bonus

Hand 10 2♠ by West

Lessons from this hand: Using a Transfer to escape 1NT when Advancer has a very weak hand

All vul	♠ A J T 9 ♥ J T 7 5 2 ♦ 4 3 ♣ 8 4	Dealer E
♠ K 6 2 ♥ A Q 9 ♦ A Q 8 ♣ J 9 6 5	<div style="background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ Q 8 7 5 4 ♥ 8 3 ♦ 6 2 ♣ A 7 3 2
	♠ 3 ♥ K 6 4 ♦ K J T 9 7 5 ♣ K Q T	

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

Bidding

- 1 Straight forward – bid your longest suit
- 2 1 NT overcall shows 16+ HCP and 2 stoppers in the opponent's suit.
- 3 Stayman and Transfers apply after a 1 NT overcall so 2♥ here tells West to bid Spades. The only strength there is in the East's hand is if Spades is trumps.
- 4 West completes the transfer as commanded

5 East now Passes West's Spade bid - you are very weak

Opening lead – which suit? And which card in that suit?

Choose one of your doubletons. You have good spades and hope to get ruffs! The ♣8 is best.

Declarer must make his plan In a suit contract count losers first

2 or 3♠, 1♥ (if the ♥K in North), 1♦ (if the ♦K in North), 2♣ = 6/7 too many!

Can you reduce these? Firstly, you must hope the kings are with South who opened 1♦

You need 8 tricks = 1♥ 1♦ 1♣ = 3! You hope for another heart and diamond = 5! And at least 3 spades will give you 8 for your contract

The card play: Win the club lead and try the diamond finesse. It succeeds! Return to East with a spade and now take the Heart finesse. It too succeeds! Play both Aces and try to ruff losing hearts and diamonds in East to give you 7 tricks. (If North plays a higher ruff on the third diamond, discard a losing club)

Score: E/W make 2S + 1 overtrick for +140

Hand 11 1NT by East (or 2♥ by North!)

Lessons from this hand: Don't be put off by a 1NT overcall when you have 1 or 2 good suits – it can pay to bid on especially non vulnerable!

None vul	♠ J 4 ♥ A J T 7 4 ♦ A K J 6 2 ♣ 5	Dealer S
♠ K 6 5 ♥ 3 ♦ 9 5 3 ♣ Q J 9 8 4 3	<div> <div>N</div> <div>W<div>E</div>S</div> </div>	♠ A Q T ♥ K Q 9 8 ♦ Q T 8 ♣ A 6 2
	♠ 9 8 7 3 2 ♥ 6 5 2 ♦ 7 4 ♣ K T 7	

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

2♥ (4)

Bidding

1. With 2 five card suits bid the higher ranked one first
2. 17 HCP a balanced hand and stoppers in the suit bid by the opponents – just right for a 1 NT overcall
3. North with 2 five card suits should rebid 2♦ his second suit.

4. South with 3 hearts and only 2 diamonds returns partner to his 5 card suit! (unaware that North has 5 diamond cards also)

Opening lead – which suit? And which card in that suit?

East will not want to lead from his black suits and knowing North bid diamonds is forced to choose the trump suit - ♥K top of touching honours.

Declarer must make his plan. In a suit contract count losers

first: 2♠ 1♥ possibly 2 (on the ♥K lead) 0♦ (provide a trump remains in dummy to ruff 3rd diamond) 1♣

Top tricks: 0♠ 1♥ (East must surely have the missing top cards for this 1NT overcall) 2♦ = 3 Need 5 more. Where from?

Declarer has a problem - no entries to dummy unless the ♣K! Another entry will be the 3rd diamond ruff provided the opponents holding in diamond splits 3:3 Both will give 2 extra tricks

Declarer's Work suit – Diamonds

Card play: win the lead and immediately lead your small club towards the ♣K – if it wins this is an extra trick!

Then play diamonds to AK and ruff a low diamond before drawing

Score: 2♥ by NS = -50 - a good sacrifice!

EW can make 1NT for +90

Hand 12 1NT by North

Lessons from this hand: Competitive bidding taking account of vulnerability. Don't be put off by a 1NT overcall when you have a good suit – it can pay to bid on especially if you are non vulnerable!

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

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

Bidding

1. West should open his 6 card Spade suit.
2. North has 17 HCP and 2 stops in spades - overcall 1 NT
3. East with 6 HCP was intending to bid 1NT - now must pass. Not strong enough to bid at the 2 level.
4. South with balanced hand and 5 points must pass
5. West may be tempted to rebid 2♠!

Opening lead – which suit? And which card in that suit?

If the contract left in 1NT by North – lead 4th best 2♦

If the contract is played in 2♠ by West – lead trumps – AK and third trump to reduce West's ruffing potential!

In 1Nt by N Declarer must make his plan count winners first

2♠ 2♥ 0♦ 1♣ = 5 Need two more. Where from? One trick from Hearts if the split is no worse than 3:2

Is there a danger hand? Yes, West has opening hand and at least 4 cards in spades

Work Suit Hearts - making sure you finesse into the East hand

Card play - with only 5 cards in spades declarer should duck the first spade led winning the spade continuation. Play ♥A then low to the ♥K. Now play a low ♥ to the ♥T. East wins but has no spade to return and on observing dummy East switches to a low diamond won by West ♦A. If West continues with spades declarer wins the Ace and now takes his heart winner. Declarer's only hope is to play the ♦Q diamonds hoping that the ♦K J fall together. They do! Now you make your contract with the ♦T as your 7th trick.

Score NS make 1NT for + 90 (E/W can make 2♠ for + 110 - a good result!)