



## LESSON 20 - HANDS 1-12

### Hand 1 Dealer North

#### Lesson from this hand

- 1 West – play an encouraging card on the initial lead of the ♦A because you can ruff the third round of the suit.
- 2 East cash ♣A before you play the third round of Diamonds.
- 3 Keep a track of how many tricks you need to take in defence in order to defeat the contract.

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

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

#### Bidding

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- 1 With 12 HCP South can bid a new suit at the 2 level – bid the lowest ranking 4 card suit first as responder.
- 2 Showing a 6 card **spade** suit and 16+ HCP – this bid is **not forcing**, responder could pass but is unlikely to do so as he has already shown 10+ HCP
- 3 Partner has a 6 card **spade** suit so your two **spades** are enough for a fit. Bid game - 4♠

#### Opening lead - ♦A top of touching honours

**Declarer counts losers** – he could lose ♠ if one defender holds all 5 outstanding cards in the suit, 0♥ 2♦ 1♣ = probably only 3, could be 4.

**Declarer count winners** – Probably 6♠ 4♥ possibly 1♦ and 2♣ once the ♣A is played. All of that sounds promising...but the defence have other ideas!

**Defence** – West must play ♦5 on the first trick ‘Low for Like’ to tell partner to continue to cash the ♦K and then play a third round of **diamonds** so West can ruff. Can East be sure that the ♦5 is a low card? East can only see ♦4 in dummy but cannot see the ♦3 and ♦2. A tricky North might play the ♦J from hand disguising his ♦3 2 holding! Signals are not always easy to interpret.

Before leading that third round of **diamonds** it would be wise of East to cash ♣A. If not, it’s very hard for West to know which suit to lead back? East knows the contract will be off. Remember your trick target to get the contract down!

**Score** – The contract is one down **non vulnerable** + 50 to E/W

## Hand 2 Dealer East

### Lessons from this hand

- 1 Discourage the opening lead by playing a low card 'High for Hate'
- 2 Defenders - play 'Low for Like' when a new suit is played by partner if you want him to continue the new suit.

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

East	South	West	North
1♦ (1)	pass	1♥ (2)	pass
2♦ (3)	pass	3♣ (4)	pass
3 NT (5)	all pass		

### Bidding

- 1 Unbalanced hand - bid your longest suit.

- 2 Respond with your 5 card major suit at the 1 level. This change of suit has a huge possible point range from only 6 HCP to 28 HCP Opener MUST bid again.
- 3 East Repeats his original suit at the lowest available level which shows a minimal opening bid (15 HCP or less) and promises 5+ cards in the suit. This bid denies a 4 card ♠ suit - if East had 4 spades he would bid spades
- 4 West has 12 HCP so knows that game might be on. West is strong enough to bid a second suit.
- 5 All suits covered - try 3 NT

**Opening lead from South** – 4♠ - 4<sup>th</sup> highest card of a long suit - 'Low for Like'

**Declarer Counts Top Tricks** – 3♠ 2♥ 0♦ 1♣ = 6. Three more needed.

**Work suit - diamonds** Force out the ♦A and ♦K to establish 4 winners

**Play** – Declarer will need to establish the long **diamond** suit in East.

**Defence** - On the first trick North is not able to beat Dummy's card so must play the ♠8 – 'High for Hate' This is the highest card he has. "I have nothing to contribute in this suit. Partner please switch suits".

South, when in with a high **diamond** needs to decide which suit to switch to. East has bid **diamonds** twice so there is no future there. **hearts** are we covered in dummy so that leaves **clubs**. Which card should you lead? Lead the ♣5 – 'Low for Like'. If West plays ♣A, North should play the ♣4 – 'Low for Like' "Partner please continue this suit". If West plays low, North should **cover the card played by West** and return ♣4, West wins his ♣A but when he plays another diamond which South wins, South should continue the suit. Declarer has only one **club** 'stop'

**Score** - The contract should be 1 down, N/S making 2♣ 2♦ 1♥  
E/W -50 **non vulnerable**

## Hand 3 Dealer South

### Lessons from this hand

- 1 Defenders Observe Dummy – is there a threat?
- 2 Threat in dummy is the potential ruff of Spades.
- 3 Defenders - lead trumps to reduce the ruffing potential in dummy.
- 4 ACTIVE defence is called for here!

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

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

### Bidding

- 1 9 HCP and no available 1 level bid of a new suit. Your choices of bid are 1 NT showing 6 – 9 HCP or 2♥ despite having only 3 cards in the suit. The 2♥ bid is more constructive than 1NT.
- 2 East has a great hand. He might be tempted to X for 'takeout', but this would promise 4 cards in the **spade** suit. Content yourself with an overcall. The 3-level bid shows a reasonable hand.
- 3 Bid game - you have a LTC score of only 5 now that responder has supported your suit.

**Opening Lead** - ♣9, top of partner's suit denying an honour in the suit.

**Declarer counts losers** – 3♠ (unless third round can be ruffed in North)  
 0♥ 0♦ 1♣ = 4. You can only afford 3. You need that ruff of a **spade**

**Is it safe to draw trumps straight away?** No. A **spade** ruff in North is needed and the defenders' trumps might be divided 3 : 0.

**Declarer's Plan** – When you get in, lead a **spade** before drawing trumps.

**Defence** – East, win the first trick and **observe dummy**. Are there any threats? Yes, you have great **spades** but North has only 2 so will be able to ruff a third round unless you get rid of those trumps in dummy. Lead a trump. When you get in with a **spade** lead a second trump and then a third trump when you win the second **spade**

**Score** – The contract should go down, declarer losing 3♠ and 1♣  
 N/S -50 **non vulnerable**

## Hand 4 Dealer West

### Lessons from this hand

- 1 Defenders, observe dummy – is there a threat?
- 2 If there is a threat, an ACTIVE defence is called for.
- 3 Remember to interpret partner's opening lead.

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

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

### Bidding

- 1 Bid your long strong suit applying Rule of 20
- 2 4 card support for partner and LTC score of 8. Support partner at the 3 level.
- 3 Your opening bid was minimal so pass. You have LTC score of 7. Partner has shown LTC score of 8.  $7 + 8 = 15$ .  $18 - 15 = 3$

## Opening lead - ♦9 – 'High for Hate'

**Declarer counts losers** - 1♠ if North holds all 3 outstanding trumps 3♥ 1♣ possibly 1♣ if South holds the ♣K (as long as West can ruff 3<sup>rd</sup> and 4<sup>th</sup> rounds) = 6 at the most.

### Work suit - clubs

**Declarer's Plan.** Cash two top trumps (no loser there - good.) Take the **club** finesse leading the ♣J and letting it run – that works so take the finesse again and throw a **heart** loser on your ♣A.

**Defence.** South take the first trick and **observe dummy**. Is there a threat? Yes. You can see that any **club** finesse will be working. Partner has told you that there is no future in the **diamond** suit. That only leaves **hearts**. An **active defence** is called for. Switch to **hearts** leading the ♥3 (the same card you would have led for the opening lead – 'Low for Like'). North should take the ♥A and lead back the ♥9.

This switch to a **heart** is risky, but the risk is worth taking as declarer will make overtricks if you don't try. There is no guarantee that North will hold the ♥A. Without this defence Declarer will make an over trick.

Now what? N/S have taken 4 tricks. How about South leading his 4<sup>th</sup> **heart**? It might work – worth a try. On this layout, North can make his ♠Q on this trick if West ruffs low. Alternatively, if West ruffs high North's ♠Q is promoted to a winner.

**Score** – Declarer loses 3♥ and ♦A plus a promoted ♠Q so is 1 down.  
-100 to N/S **vulnerable**

## Hand 5 Dealer North

### Lessons from this hand

- 1 Defenders, decide whether an active or a passive defence is needed
- 2 If an ACTIVE defence is called for, the defenders need to attack immediately even if this involves taking a risk.

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

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

### Bidding

- 1 Apply Rule of 20 – open your long, strong suit
- 2 14 HCP so can bid at the 2 level. As Responder, bid the lower ranking 4 card suit first - in this case **diamonds** before the 4 card **heart** suit.
- 3 Minimal opening bid – just repeat your first suit promising 12 - 15 HCP and at least a 5 card **spade** suit.

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- 4 Partner has only promised a 5 **spades** and you only have 2 **spades**. However, South does have two good honours and opening points. Bid to game 4♠

**Opening lead** - ♥Q, top of 2 touching honours (only 2 touching honours needed against a suit contract)

**Declarer Counts losers** - 0♠ 1♥ on that lead, 0♦ probably 3♣ = 4 which is one too many.

**Declarer Counts winners** - 6♠ 1♥ on that lead, 4♦ probably 0♣ = 11.

**Declarer's plan** – Draw trumps, cash top **diamonds** and discard two club losers from the North hand on your top **diamonds**.

**Defence** – West wins the first trick and looks at Dummy. West can see strong **diamonds** in South which are a threat, so an **ACTIVE** defence is called for. Remembering the opening lead, West knows that North must hold the ♥K. **Clubs** look like the only place to attack. Which **club** should West lead? Lead the ♣3 'Low for Like' retaining the ♣A to capture South's presumed ♣Q. East should win the ♣K and lead the suit back to partner. This **club** lead is very risky, and one which you would certainly not choose as an opening lead. East needs to hold the ♣K. Declarer is making his contract unless the risk is taken.

**Score** - On best defence the contract goes down 1  
-100 to E/W **vulnerable**

## Hand 6 Dealer East

### Lessons from this hand

- 1 Defenders, for PASSIVE defence keep your leads safe and avoid giving tricks away to Declarer.
- 2 Avoid giving away a 'ruff and discard'
- 3 Recognise a 'frozen suit' and avoid leading it if possible

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

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

### Bidding

- 1 10 HCP and 4 card support for partner, but LTC between 9-10 so a minimum raise is safest.
- 2 East has LTC of 7. Partner has shown an 9 LTC.  $9 + 7 = 16$ .  $18 - 16 = 2$ . Pass despite that lovely singleton.

**Opening lead** - ♥K, top of 2 touching honours.

**Declarer Counts losers** – 0♠ 0♥ possibly 3♦ 2♣ = 5 which is fine.

**Declarer Counts Winners** - 6♠ 1♥ 0♦ 1♣ = 8. Looks OK.

**Declarer's plan** – win the first trick, draw trumps and ruff a **heart**. This ruf does do not add to the winning trick tally but does reduce the defenders' options for a safe exit card when they gain the lead.

Declarer is very unlikely to win a **diamond** trick if he leads the suit himself but if defenders can be persuaded to lead **diamonds**, declarer would be guaranteed one trick in the suit provided he remembers '**second hand plays low**'. **Diamonds** is a '**frozen suit**'. Whichever side first plays this suit first will give a trick away.

Declarer wants a defender to lead **diamonds**

Try leading a small **club** from East hoping that South holds the ♣K letting his ♣Q win a trick – no luck

**Defender's play now** – North is in with the ♣K. What should he lead?

North sees no threats in dummy, so a **passive defence** is called for. For **passive** defence remember '**Defenders keep your leads safe**'. A **heart** might give a '**ruff and discard**'. (Declarer has plenty of trumps so why did he not ruff a third **heart**?). That only leaves the minor suits. How does North know that a **diamond** lead is unsafe? Both minors look uninviting. In the **diamond** suit North has a dreaded single unsupported honour and **clubs** look very weak now the ♣K has been played. Does it matter that you can't see any more winners in **clubs**? Be patient lead something that gives nothing away. Continue with another **club**.

As a guide to this problem, defenders, try not to lead a suit which has not yet been played. It is safer to continue with a second **club**. Declarer will cash two established **clubs** but then has no option but to lead a **diamond**!

**Score** - E/W make 2♠ +1 overtrick = 140 (3x30=90) + 50 part score

## Hand 7 Dealer South

### Lessons from this hand

- Defenders – if you see no threats find a **PASSIVE** defence giving nothing away. Be patient.

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

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

### Bidding

- 12 HCP, 4 card support for partner's major suit. Bid game in spite of your flat weak 4,3,3,3 distribution.

**Opening lead** - ♥T top of touching high cards.

**Declarer Counts losers** - 0♠ 2♥ 1♦ 1♣ = 4. Too many.

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**Declarer Counts winners** - 4♠ 1♥ 2♦ 2♣ = 9. 1 more needed.

**Plan** – It is difficult to see where you will find another trick – you are going to hope that the defenders give you some help! You want the lead to be in East not in West hoping that ♦J or ♣J can win a trick. Declarer cannot make either of these cards if he leads the suits himself.

**Declarer** – Win the initial lead and draw trumps. Try to put East on lead with a **heart**. You hope that East holds all the outstanding high cards and will be forced to lead a minor suit at some stage. If he does, let the lead ride round to North and a Jack will win.

**Defence** – East sees no threats in dummy – no long suits, no shortage that might allow a ruff - a **PASSIVE** defence is called for. Find a lead which gives nothing away. If East leads a minor suit, South will duck, and the trick will be won in dummy. A further **heart** or a trump gives nothing away. If neither possibility is available, East is '**end played**' and is forced to give Declarer his needed 10<sup>th</sup> trick.

The contract can be made – poor East is "**end played**" for lack of a passive lead. Trumps have been drawn and hearts exhausted in East's hand when he wins his last heart so East is forced to lead either a diamond or a club. This is what end played means in this instance.

**Score** - N/S make 4♠ = 620 (4 X 30 = 120) + **Vulnerable** game bonus of 500

## Hand 8 Dealer West

### Lessons from this hand

- Defenders - start thinking about whether defence will be Active or Passive at the opening lead even before Dummy is seen.

No one Vul	<p>♠ 8</p> <p>♥ 8 7 5 4</p> <p>♦ A T 8 2</p> <p>♣ Q J 9 7</p>	Dealer W
<p>♠ A J 6 5 4 3</p> <p>♥ A T 2</p> <p>♦ K 5</p> <p>♣ K 2</p>	<p style="text-align: center;">N</p> <p style="text-align: center;">W      E</p> <p style="text-align: center;">S</p>	<p>♠ K Q 2</p> <p>♥ Q 3</p> <p>♦ 7 4 3</p> <p>♣ A T 5 4 3</p>
	<p>♠ T 9 7</p> <p>♥ K J 9 6</p> <p>♦ Q J 9 6</p> <p>♣ 8 6</p>	

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

### Bidding

- Unbalanced hand - bid your long, strong suit.
- 11 HCP so can bid a new suit at the 2 level
- Repeat your suit - promises 5+ **spades** and 12 – 15 HCP.

- You have a **spade** fit and an LTC of 8. Assume partner as opener also has a LTC of 7 or fewer  $7+8 = 15$  from  $18 = 3$  Raise a level.
- With a 6 loser hand accepts partner's invitation and bids game 4♠

**Opening lead** – North needs to give his opening lead thought. East has announced strength in **clubs** so the lead of ♣Q would tell declarer where all the **clubs** are! A lead of a **diamond** is obviously out (Do not lead away from an Ace in a suit contract). Choose a **PASSIVE** opening lead of the ♥8 'High for Hate' or a trump.

**Defenders** - start thinking about whether defence will be Active or Passive when you choose the opening lead, even before Dummy is seen.

**Declarer Counts losers** – 0♠ 1♥ 2♦ if North holds the ♦A, 0♣ = 3. Looks OK.

**Declarer Counts Winners** - 6♠, 1♥, 0♦, 2♣ = 9. Only 1 more needed.

**Play** – if the opening lead were ♣Q Declarer could win with the ♣K and draw trumps. Declarer could finesse on a 2<sup>nd</sup> round of **clubs**. North is now marked with ♣J. The 3<sup>rd</sup> **club** winner provides a discard of one losing **diamond**

**Declarer's plan on a passive initial lead** should be to lose a **heart** and ruff 3<sup>rd</sup> round in Dummy before drawing trumps. This gives Declarer his 10<sup>th</sup> winner.

**Score** – E/W make 4♠ = 420 (4 x 30 = 120) + game bonus of 300



## Hand 9 – Dealer North

### Lessons from this hand

- 1 Defenders need to count how many tricks are needed to defeat the contract.
- 2 Identify threats to the defence
- 3 Active Defence - When there is urgency to take tricks in defence, risky plays may be called for.

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

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

### Bidding

- 1 12 HCP unbalanced hand – open your long suit
- 2 12 HCP so can bid a new suit at the 2 level
- 3 Promises 5+spades and an opening hand with 15 or fewer HCP
- 4 3 card support in spades so there is a major suit fit and LTC of 7.  
Bid 4♠.

**Opening lead from East** – Options? ♥5 – promising an honour; ♦J top of a sequence

**Declarer counts winners** – 5♠ 0♥ 2♦ on a ♦ lead and 5♣ = plenty

**Declarer counts losers** – 1♠ (Ace), 3♥ 1♦ if finesse fails, and 0♣ = 4 - too many

**Declarer's plan** – There are plenty of winners in **clubs** on which to discard **heart** losers but the trumps will need to be drawn first.

**Defender's Plan** – Take your heart winners then West wins his ♠A.

Contract down 1

**Count** – How many tricks does the defence need to defeat the contract? -

**Observe Dummy** – The threatening **club** suit is visible in dummy and will be a good source of tricks for declarer. Any finesse in **clubs** is working. Clearly there is no hope for the defenders in the **diamond** suit. That leaves **hearts**. In order to defeat the contract, the defenders will need 3 tricks in **hearts** and they will need them **NOW!**

**Active defence** is called for

How can E/W possibly gain 3 **heart** tricks? The only hope is that East holds ♥K

West needs to lead ♥2 'Low for Like'. Yes, I know that is leading away from ♥A but East will return the suit to defeat the contract.

If East does not have ♥K, then Declarer makes an over trick. This play is the only possible way to get the contract down.

**Active Defence means taking risks.**

**Score** – 1 Down **vulnerable** is +100 to E/W

## Hand 10 – Dealer East

### Lessons from this hand

- 1 Defenders count Declarer's available tricks.
- 2 Active defence

E/W vul	<p>♠ 8 6 4 2</p> <p>♥ J 9 7 5 2</p> <p>♦ 8 7</p> <p>♣ K 4</p>	Dealer E
<p>♠ J 9 5</p> <p>♥ Q T 6</p> <p>♦ Q J</p> <p>♣ T 9 7 3 2</p>	<p style="text-align: center;">N</p> <p style="text-align: center;">W      E</p> <p style="text-align: center;">S</p>	<p>♠ A K Q</p> <p>♥ K 8 3</p> <p>♦ A K T 9 4</p> <p>♣ 8 5</p>
	<p>♠ T 7 3</p> <p>♥ A 4</p> <p>♦ 6 5 3 2</p> <p>♣ A Q J 6</p>	

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

### Bidding

- 1 19 HCP open your longest suit
- 2 6 HCP so must bid. No available suit to bid at the 1 level and so 4 card support for partner. Bid 1NT showing 6 – 9 HCP
- 3 Enough for game so bid it in NT in spite of the very weak club suit.

**Opening lead** - ♥5, 4th highest cards from long suit headed by at least one honour.

**Defence** – South, **stop and count declarer's winners**. South can see that dummy has 3 **spade** winners and the ♥K. Declarer is very likely to have 5 **diamonds** = 9. This is enough for the contract if he is allowed to gain the lead. The only weakness South can see is the **club** suit. **Active defence** is called for. Attack the weakness. South should win the first trick with the ♥A and lead ♣6 - 4th highest cards of your strong suit. The only hope is that partner holds the ♣K. Great he does! Defence with take 4 **club** tricks plus the ♥A to defeat the contract.

3NT is a good contract but on best defence it goes one off

**Score** - N/S make +100 one undertrick **vulnerable**

## Hand 11 – Dealer South

### Lessons from this hand

- 1 Passive defence – avoid giving tricks away
- 2 Defenders - avoid giving a ruff and discard
- 3 Second hand plays low

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

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

### Bidding

- 1 13 HCP so open the bidding. Bid the 6 card suit even if it is of poor quality.
- 2 10 HCP and 8 score on LTC – both suggest supporting **hearts** at the 3 level

- 3 Only LTC score of 6 which is one better than the promised 7 for an opening bid. Partner's bid promised a LTC of 8 added to your 6 = 14 subtracted from 18 = 4 so bid game 4♥

### Opening Lead - ♦A – top of 2 touching honours against a suit contract.

This wins the trick so West can safely continue with the ♦K. Declarer ruffs and starts to draw trumps. West takes the ♥A. What should West do now?

**Defence** - West sees no threat in dummy so should play a **passive** defence trying to avoid giving a trick away.

To continue with a third **diamond** would give Declarer a '**ruff and discard**' (allowing Declarer to discard a losing Spade from one hand and ruff in the other hand).

Opening up a new suit, especially one where you hold a single unsupported honour, as in the two black suits, often gives a trick away. The only safe continuation for West is a second trump.

Whenever a **spade** is led, players should remember that **second hand plays low**.

**Score** – N/S make 4♥ = +620 (4 x 30 = 120) + 500 **vulnerable** game bonus

## Hand 12 – Dealer West

### Lessons from this hand

1. Passive defence – don't give any tricks away
2. Second hand plays low

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

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

### Bidding

- 1 10 HCP - can bid new suit at the 2 level.
- 2 16 HCP and a 6-card suit. This bid is not forcing, Responder may pass.
- 3 2 decent **hearts** and 10 HCP bid game 4♥

**Opening lead** – North has no obvious lead. North has single unsupported honours in both **spades** and **diamonds** which could both be '**frozen suits**'. Try a **passive** trump.

**Declarer counts winners** – 2♠ 6♥ (provided the suit does not break 5:0), 0♦ plus 2♣ once the ♣A has gone = 10.

**Declarer counts losers** – 1♠ 0♥ 2♦ and 1♣ = 4. Too many.

**Declarer's plan** – Draw trumps, cross to the ♠K and lead a **club** from East. Perhaps South has the ♣A and may play low (second hand plays low) allowing the singleton ♣K to win a trick !

Declarer can see that the **diamond** suit is a '**frozen suit**' Whichever side leads this suit first will give a trick away provided players remember '**second hand plays low**'.

If South wins ♣A, the ♣K will fall from West. What should South do now? Established clubs are now a threat from dummy if declarer can get to them - so that rules out a spades switch.

**Active** defence is called for. Risky but your only hope!

Lead a low diamond! Defenders continue with diamonds. Declarer has to open up spades and will use clubs to discard his losers provided the ♠K is still available as an entry

**Score** - E/W make 4♥ = +420 (4 x 30 =120) + 300 **non vulnerable** game bonus

