## Hands for Lesson 19



West encourages, and ruffs $\vee Q$ to stop $*$ discard


Lead: ^A.

North cannot bid over 1 but catches up when he realises South must have at least 5 diamonds

| Deal 19.2 <br> ^ 65 <br> - K732 <br> - Q104 <br> * K942 | ^ Q 1074 <br> $\checkmark 8$ <br> - A7653 <br> - 873 |  | NS Vul <br> Dealer E |
| :---: | :---: | :---: | :---: |
|  |  | E | - 32 <br> - AQ10654 <br> - 8 <br> * AQJ6 |
|  | ค AKJ98 <br> $\bullet$ J9 <br> - KJ92 <br> - 105 |  |  |
| West | North | East | South |
| - | - | $1 \vee$ | 14 |
| $2 \vee$ | 2^ | 4 | All Pass |

Lead: ^A.

Everybody raises partner,


Lead: ${ }^{6}$

East wins and finesses clubs to scramble 7 tricks

Hands for Lesson 19


Lead: ^6.

North knows South has 5+ vs and $10+H C P$, so bids game


Lead: $\uparrow A$

North is frozen out of the auction by the 1 overcall.
When he later bids $2 \vee$ this should be a decent 6+ Card suit and around 4-8 points so South can pass

| Deal 19.6 | ^ J9 <br> - AJ76 <br> - 107 <br> - 108764 |  | EW Vul Dealer E |
| :---: | :---: | :---: | :---: |
| A432 <br> 2 <br> AKJ854 <br> * K2 | W |  | ค 106 <br> - 10854 <br> - Q632 <br> - AJ5 |
|  | $\sim$ $\bullet$ $\bullet$ $*$ |  |  |
| West | North | East | South |
|  | - | Pass | $1 \wedge$ |
| 2 * | Pass | 3 * | All Pass |

Lead: A J.

The good fit means there are 11 tricks by ruffing 2 spades in dummy


Lead: $\vee \mathrm{A}$.

Both East and South should support their partners, even with minimum point counts. 5H is (just) a good sacrifice but West could bid 5S over that and succeed

