



## Lesson 19: 2NT Opening Bids: Hands 1 – 12

### Hand 1. Played by North

Straight forward bidding; Card play - declarer & defender critical  
Declarer holding up on opponents lead for 1 round – rule of 7  
Defence holding up taking A♣ to prevent 3 easy tricks for declarer

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

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

### Bidding

1 – 20-22 HCP Balanced Hand

2 – No 4+ card majors but with 6 points bid game - 3NT

**East must think about his opening lead – which suit? And which card in that suit?** Decides on a major as no Stayman or Transfers used. Chooses ♠4 – 4<sup>th</sup> highest of longest suit.

**Declarer must make a plan**

**In a NT contract declarer should count his sure tricks first** - 6 top tricks – 2♠ 2♥ 2♦ Three extra tricks from clubs once ♣A is forced out.

**Work suit** is therefore clubs and should be tackled asap.

**Plan:** Consider the lead? Looks like 4<sup>th</sup> highest?

Declarer should hold up winning the spade lead for one round hoping to 'break' communication between EW. Play work suit by leading the ♣10 (from the short hand) letting it run unless covered by ♣A. Repeat until ♣A forced out to establish 3 tricks. If opponents take their Ace in round 1 or 2, declarer makes his 9<sup>th</sup> trick – game made!

**Defence must also make a plan**

The defence, in particular West, should realise from Dummy's good clubs that Declarer will want to make 3 tricks here. But West should also see that there are no other entries to Dummy's hand other than through clubs. West who has the ♣A needs to 'hold up' his Ace until declarer has no more clubs in his hand. After 2 rounds both declarer and partner have followed suit. On the third round, East shows out so West can win his ♣A knowing Declarer has no more clubs to get to his winning 9<sup>th</sup> trick! Now the contract goes 1 down on best defence.

**The Score 3NT by NS** (3 x 30 plus an extra 10 for the first trick = 100) plus the **non vulnerable** game bonus of 300 = **+400**

NB If West takes his ♣A early, declarer wins whatever is returned and can now cash his established club winner!

## Hand 2. Played by West

Transfers – Opener’s choice of game contract

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

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

### Bidding

1 – 20-22 BALANCED HAND

2 – Transfer to hearts

3 - Dutifully completes transfer. This bid does not promise more than 2 Hearts

4 – West shows his second suit promising 5+ hearts and 4+ spades

5 – East has a choice. Play in hearts spades or NT. A suit contract is

safer. West has only 4 cards altogether in the minor suits. A 4:4 fit usually plays better than a 5:3 fit. Choose Spades.

**North must think about his opening lead** - Choose ♦Q – top of an honour sequence

**Declarer makes his plan**

**In a suit contract declarer should count his losers first** – 0♠, 0♥ 0♦ (declarer can throw his 2 small diamonds on dummy’s longer heart suit). So only 2♣ or possibly 3 if one of the opponents can get a ruff or trap declarer’s ♣Q Still looks good. What can go wrong?

**Now counts his winners** – 10 tricks – 4♠ 5♥ 1♦

**Defenders should also make a plan** Interpret the lead. South should encourage by playing the ♦3

**The card play**

As the cards lie declarer must win one club trick then begin to draw trumps starting from the short holding in declarer. It’s a blow to see South show out in the second round – a 4:0 split! Declarer should take time to think and should realise he can catch North’s trumps as he only needs to cover in East whichever spade card North plays. Declarer should continue with his strategy to draw trumps. Then play on hearts, playing honours from the short hand first - 5:0 split! Oh dear! Again think, declarer can catch all of Souths hearts by merely covering in West whatever South plays winning all five hearts tricks. Then play AD making game. (4 spades, 5 hearts and 1 diamond)

**The Score EW make 4♠ ( 4 x 30 = 120) + non vulnerable game bonus of 300) = +420**

### Hand 3. Played by South

Holding up on opponents lead to break communication – rule of 7 Transfers

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

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

#### Bidding

- 1 20-22 HCP Balanced
- 2 Transfer to spades
- 3 Completes transfer
- 4 Offers choice of game
- 5 With only 2 cards in spades, South chooses a NT game

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

Easy, chooses ♥K top of a sequence of **three** honours needed in a NT contract which is also his longest suit.

#### Declarer must make a plan

In a NT contract declarer should count his sure tricks first - 2♠ 1♥ 4♦ 1♣ = 8 top tricks. Where might his 9<sup>th</sup> trick come from?

Work Suit is diamonds so looking for his 5<sup>th</sup> diamond to be a winner. Declarer holds 8 cards, the opponents have 5, so hoping for the normal 3:2 suit split (only a 5:0 split with West having the 5 cards would prevent this)

#### The card play

Realise from the lead that West also holds ♥QJ. Declarer holds 5 hearts therefore the opponents have 8 - on this lead likely to be either a 4:4 or 5:3 split with West holding more. Rule of 7 suggests declarer should hold up for two rounds aiming to break communication if a 5:3 split winning his ♥A on the third round. Begin on work suit, diamonds, playing from the short holding in dummy first i.e. lead low to the ♦J then back to top diamonds in hand. Split is 3:2 so 5 diamond tricks made.

3NT makes 9 tricks via 1♥ 5♦ 2♠ and 1♣.

The score 3NT by NS (3 x 30 plus an extra 10 for the first trick = 100) + non vulnerable game bonus = 300 = **+400**

## Hand 4 Played by West

Stayman, work suit, & finesse

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

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

### Bidding

- 1 – 20-22 HCP Balanced
- 2 – Stayman – Have you got a 4 card major?
- 3 – No 4 card major
- 4 – 5 HCP enough to raise to game

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

Easy, chooses ♠T top of sequence of **three** in his longest suit.

### Declarer must make a plan

In a NT contract declarer should count his sure tricks first – 2♠

though on this lead 3 guaranteed, 0♥ 2♦ 1♣ = 6 Need 3 more.

Where from?

Work suit is hearts – must knock out ♥A and ♥K while you still have controls in all the other suit, to establish 2 heart winners.

Can try a finesse in diamonds and in clubs to establish 1 or more extra tricks.

### The card play

Declarer wins the spade lead and plays hearts while he still has stops in the other suits. The opponents will win ♥A and ♥K and should continue each time with their attack on spades. Declarer now plays his minor suits e.g. ♦A then finesse to ♦J which will lose to South's ♦K (but fortunately South is now out of spades!) Declarer can try the club finesse playing low from dummy towards ♣Q which will hold. If South rises with ♣K win with ♣A and ♣Q is now master!

Declarer makes 3♠ 2♥ 3♦ and 2♣ = 10 tricks for a top score.

The score 3NT by EW with 1 overtrick = (4 x 30 plus an extra 10 for the first trick = 130) + **vulnerable** game bonus of 500 = **+630**

Well done if you made 10 tricks!

## Hand 5 Played by North

Transfers

Bidding suit slam on HCP and shape – very long Major suit

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

North	East	South	West
2NT (1)	pass	3♦ (2)	pass
3♥ (3)	pass	6♥ (4)	pass
pass	All Pass		

### Bidding

- 1 – 20-22 HCP Balanced
  - 2 – 3D Transfer to hearts
  - 3 - Completes the transfer
  - 4 - Knowing the partnership have 33 HCP as a minimum.
- Since North to opened 2NT he must hold at least 2 hearts. Bid 6♥

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

Chooses ♣J – Top of a sequence

### Declarer makes his plan

In a suit contract declarer should count his losers first – 0♠ 0♥ and 1♦ if the finesse fails. However, declarer should see that after drawing trumps he can discard all his diamond losers on his 3 club masters so does not even need to risk the diamond finesse, to make all 13 tricks!

### The card play

Win the lead and draw trumps in 2 rounds ending in North. Play your club masters discarding diamonds and claim your contract! 13 tricks made!

Very well done if you bid and made the grand slam! But well done too if you bid and made the small slam.

North, would you consider converting the Diamond contract into NT which scores better? Your hand is very flat. There is no chance of "ruffs in the short hand"

**The Score** 6♥ +1 overtrick made by EW (7 x 30 = 210) + **vulnerable** game bonus of 500 + **vulnerable** 'Small Slam' bonus of 750 = **+1460**

If anyone bid and made 7♥, they get a massive score of **+2210**.

## Hand 6. Played by East

Quantitative NT bid

Taking a finesse in the work suit while you still have controls in All the other suits.

Honours from the short hand first!

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

East	South	West	North
2NT (1)	pass	4NT (2)	pass
6NT (3)	All Pass		

### Bidding

- 20-22 HCP Balanced
- Quantitative NT holding 11 HCP – Asks 2NT opener to Pass if minimum HCP (20) but bid 6NT if maximum (22 HCP)
- With 22 (maximum), Opener bids to 6NT.

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

Chooses ♣9 - top of rubbish but which is also his longest suit.

Declarer must make a plan

In a NT contract declarer should count his sure tricks first – 4♠ 2♥ 1♦ 2♣ = 9 tricks - Need 3 more. Where from?

Work suit is diamonds - force out the ♦K to establish the suit and make 4 tricks (5 if the ♦K is in the North hand, so nothing to lose while you have controls in all the other suits by trying a finesse towards the AJ of diamonds first!)

The card play

Win the lead with ♣A in West and lead a small diamond towards ♦AJ in East. Drat! North shows out! Now stop to think. Well you know where all the missing diamonds are! Play ♦J and let South win ♦K. South should continue with clubs which East wins with the ♣K. Declarer should count his tricks – 2♣ 4♦ 4♠, and 2♥ = 12! Tricks and 'Small Slam' made. Well done if you bid and made this!

The Score 6NT made by EW (6 x 30 plus an extra 10 for the first trick = 190) + the vulnerable game bonus of 500 + the vulnerable small slam bonus = 750 = **+1440**

## Hand 7. Played by South

Use of the Quantitative 4NT response – opener upgrades

Taking a diamond finesse/safety play to set up 12<sup>th</sup> trick

Careful play to maximize entries to both hands

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

<b>South</b>	<b>West</b>	<b>North</b>	<b>East</b>
<b>2NT(1)</b>	<b>pass</b>	<b>4NT (2)</b>	<b>pass</b>
<b>6NT (3)</b>	<b>All Pass</b>		

### Bidding

1 – 20-22 HCP Balanced

2 – Quantitative bid invitational to slam – if maximum bid 6NT otherwise pass

3 – South with 21 HCP evaluates his hand - a decent 5 card suit and two tens - upgrades his hand - bids 6NT

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

With a 5 card spade suit lead ♠4 - 4<sup>th</sup> highest from longest suit. (A heart lead would have been best, but almost impossible to find from such a broken honour holding)

**Declarer must make a plan**

**In a NT contract declarer should count his sure tricks first - 3♠ 1♥ 3♦ 4♣ = 11 tricks** Need one more. Where from? The five card diamond suit will have to provide the extra trick.

### The play

Declarer wins the lead with a spade in hand then leads small towards dummy's ♦KD and returned ♦5 diamond. East follows small. Declarer was just about to play his ♦Q when he paused for thought. All declarer needed was one extra diamond trick. This would be guaranteed if he finessed to the ♦10. If West held the ♦J, the suit would be splitting no worse than 4:2 as both opponents would have followed suit for 2 rounds, and the 5<sup>th</sup> diamond would be a winner after cashing the ♦A ♦Q !

If the ♦T won – declarer was home and dry! West discarded on the ♦T so the finesse had been vital given the 5:1 split! Declarer cashed the ♦A ♦Q then the AK clubs. He overtook the ♣J with the ♣Q and played the ♣10 and finally took the ♠A ♠Q ♥A. 12 tricks and slam made. Well done if you bid and made this!

**The score – 6NT** made by South (6 x 30 plus an extra 10 for the first trick = 190) + the game bonus of 500 + the **vulnerable** “Small Slam” bonus of 750 = **+1440**

## Hand 8. Played by West

Use of Stayman and Gerber

Establishing winners in diamonds (via a finesse) and spades

Counting opponents' cards in suit as they're played

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

West	North	East	South
2NT (1)	pass	3♣ (2)	pass
3♦ (3)	pass	4♣ (4)	pass
4♠ (5)	pass	5♣ (6)	pass
5♦ (7)	pass	6/7NT (8)	All pass

### Bidding

- 20-22 HCP Balanced
- Stayman – you have a 4 card major suit
- No 4 card major
- Gerber Ace asking
- Shows 2 Aces.

6. With all the Aces, East asks for Ks

7. 5♦ shows 0 or 4 Kings

8. East works out West must have 4 Kings for his opening bid! (i.e. 2 Aces = 8; max of 3 Queens and 2 Jacks = 8 makes a total of 16!) and bids 6NT (some may even bid 7NT!)

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

Chooses ♣Q top of a broken sequence.

**Declarer must make a plan**

**In a NT contract declarer should count his sure tricks first - 3♠ 3♥**

2♦ 2♣ = 10 tricks Need three more. Where from?

**Work suit?** Diamonds is the work suit. Take the finesse but which way? Probably best to start in the short suit with the King, then play the Ten and let it run if the Queen does not appear. Now play the 8 and the Queen drops – 4 tricks made in the diamond suit.

**Spades** - Holding 7 cards in spades, the opponents have 6 cards. If they split 3:3 another trick will be possible with the 4<sup>th</sup> spade.

**The play** - Win the lead and get to work on the diamond suit immediately. Great! The finesse succeeds!

The spades split 3:3 so 13 tricks can be made.

**Score – EW make 6NT + 1 overtrick (7 x 30 plus an extra 10 for the first trick = 220) + game bonus of 300 + Small Slam non vulnerable bonus of 500 = +1020**

**If you bid and made 7NT (7 x 30 plus an extra 10 for the first trick = 220) + game bonus of 300 + Grand Slam non vulnerable bonus of 1000 = +1520**

## Hand 9 Played by North

2 NT opening with 20 – 22 HCP

Transfer from responder to the major with a 5 card major suit

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

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

### Bidding

- 20 – 22 HCP with a balanced hand.
- South has only 2 HCP so there is absolutely no hope of game even if opener has the maximum for his bid. However, South does have a 5 card Spade suit. A spade

contract would be safer than NT so bid 2♥ as a transfer to Spades.

- Just do what you are told.
- Job done - the contract is now the safer suit contract instead of NT

**Lead** – probably ♥T This is top of touching high cards in a 4 card suit.

**Declarer counts his losers first** - 1 or 2♠ 0♥ 1 or 2♦ and 1♣ Looks ok

**Declarer now counts top tricks** - 1♠ 3♥ 1♦ 0♣ = 5 Need 4 more. Where will they come from? 2 or 3 more from spades if the suit splits 3:2 and the finesse succeeds. Similarly, 2 or 3 more from diamonds if the suit splits 3:2 and the finesse succeeds

**Play** – Win the heart lead in South, and draw trumps trying the spade finesse. Drat it loses! Play out your spades. Switch to clubs playing low towards the singleton 8 hoping the Ace is played!

**Score** - NS make 3 spades (3 x 30 = 90 + 50) part game bonus  
=+140

**If played in 2NT makes for** (2x30 +10 for the first trick = 70 + part game bonus = 50) =+120

## Hand 10 Played by East

Open 2 NT with 20 – 22 HCP

Responder bids to game with 6+ HCP

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

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

### Bidding

- 20 HCP and a balanced hand
- West has 6 HCP so knows that there is enough high card strength for game (do the arithmetic!) but has no interest in the major suits (no 4+ card major suit). Bid 3NT

**Lead** – probably ♠2, 4<sup>th</sup> highest card in a major suit. - Responder has shown no interest in the majors.

**Declarer counts top tricks** – 0♠ 2♥ 3♦ and 0♣ = 5. 4 more needed. Where from? diamonds if the suit splits 3:2 but make sure you preserve you're ♥A entry to your established diamonds!

### Play –

The spade lead has established 2 spade winners! Win the second spade and immediately start on your work suit diamonds. West has long Diamonds and has only one entry. East should cash ♦A ♦K ♦Q in the hope that the suit divided evenly so the little Diamonds in West take tricks giving a total of 5 Diamond tricks. Cross to the ♥A to cash your small but winning diamonds

**Score EW make 3NT + 1 overtrick (4 x 30 +10 for the first trick = 130) + vulnerable game bonus of 500 = +630**

## Hand 11 Played by South

Opener's rebid at the 2 level after a response at the 2 level show a wide range of points – could be 15 – 19

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

South	West	North	East
1♦ (1)	pass	2♣ (2)	pass
2NT (3)	pass	4♣ (4)	pass
4NT(5)		6NT (6)	All Pass

### Bidding

- Balanced hand too strong to open 1NT. Open your longest suit first
- North has a great hand and knows that the contract must be in game somewhere. After responder bids a new suit, opener must find a rebid so North knows he will have another bid. North should

by-pass his 4 card Major (very unusual) and bid the great 6 card Club suit.

3. Responder has bid and the 2 level so the 2 NT rebid show a balanced hand and a wide HCP range 15 – 19.

4. You have 16 HCP. Opener might have only 15 HCP in which case the partnership has only 31 HCP - enough for game but not slam - bid 4C Gerber asking for Aces.

5. 3 aces

6. Great – bid the slam!

**Lead** - probably ♥9 top of rubbish!

**Declarer counts top tricks** 1♠ 3♥ 1♦ and 6♣ = 11 tricks. Need 1 more. Where from? diamond finesse is best bet playing low from North to the ♦Q or ♦J to give you an extra trick even if the ♦K wins!

**Play** – Win the heart lead in North and take the diamond finesse right away leading ♦8 and playing the ♦J unless the ♦K is played by East. Great it succeeds. Your contract is now safe! Take care not to block the club suit – play honours from the short hand first!

**Score** – NS make 6NT with 1 overtrick for (7 x 30 + 10 for first trick = 220) + game bonus of 300, + **non vulnerable** Small Slam bonus of 500 = **+1020**

## Hand 12

Played by West

Open 2 NT with 20 -22 HCP

Responder looks for a major suit fit by using Stayman

Opener converts 3 NT game bid to 4 spades.

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

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

### Bidding

- 20 – 22 HCP
- With 8 HCP facing an opening 2NT bid, East knows that the partnership should be in game somewhere. Start by using Stayman to see if there is a major suit fit.

- 4 Hearts but not denying a 4 card Spade suit as well.
- No 4 card heart suit so bid game in NT
- East's Stayman enquiry has implied that he has a 4 card major. It is not Hearts so it must be Spades. Convert the NT game to 4 ♠

**Lead** – probably 4 of diamonds – 4<sup>th</sup> highest

**Declarer counts his losers first** – 1 ♠ possibly 2, 1 ♥ if the finesse fails, 0 ♦ provided you can ruff losers, 0 ♣ provided you ruff a loser. = 3 Looks good!

**Declarer counts top tricks** – 2 ♠ 1 ♥ 2 ♦ 2 ♣ = 7 need 3 more. Where from? Hearts looks best

**Card play** - Win the diamond lead in hand (West ) Start to draw trumps playing to the ♠A then try the finesse to the ♠J. Drat it loses! Finish drawing trumps, take your heart winners then clubs and diamonds ruffing a loser in each minor.

**Score** – EW make 4 ♠ + 1 overtrick (5 x 30 = 150) + non vulnerable game bonus = 300 = = **+450**