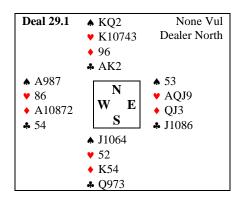
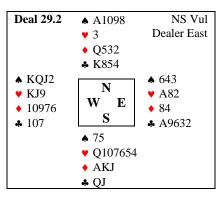
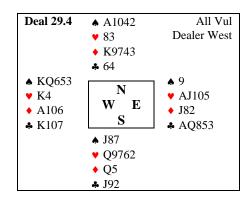


Hands for Lesson 29





Deal 29.3	♦ Q74	EW Vul
	v 10742	Dealer South
	109	
	♣ A965	
▲ 10532	N	♦ KJ96
♥ AKQ85	W E	y 93
♦ AJ5	$\begin{bmatrix} \mathbf{v} & \mathbf{E} \\ \mathbf{S} \end{bmatrix}$	◆ Q87
* 2		♣ KQJ3
	♦ A8	
	♥ J6	
	♦ K6432	
	♣ 10874	



West	North	East	South
-	1♥	Pass	1 🛦
Pass	1NT	All Pass	

West	North	East	South
-	-	Pass	1♥
Pass	1 ♠	Pass	2♥
All Pass	S		

West	North	East	South
-	-	-	Pass
1♥	Pass	1 ♠	Pass
2♠	Pass	4 •	All Pass

West	North	East	South
1 ♠	Pass	2♣	Pass
2NT	Pass	3NT	All Pass

Lead: ♣ J.

A helpful lead for North – he can finesse \$9 later. He plays on spades, establishing 7 tricks – but the defenders may switch to the red suits to beat 1NT Lead: ♠K.

When South rebids 2 • he denies another 4-card suit, so North gives up. South plays trump every time he gets in and makes 8 tricks when they break 3-3

Lead: ♦3.

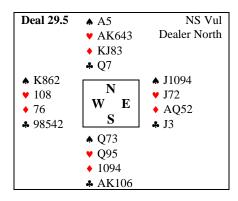
East runs the lead to his queen (low from an honour) He crosses to a heart to finesse in spades, and may make 11 tricks when North has ΔQ

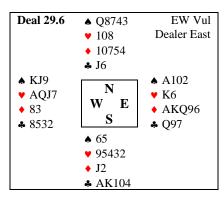
Lead:.♦4.

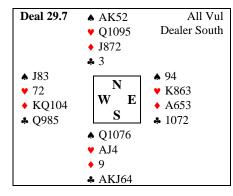
Playing low from dummy ensures 2diamond tricks. The ninth trick can be established in almost any suit, and you will probably come to a tenth somewhere

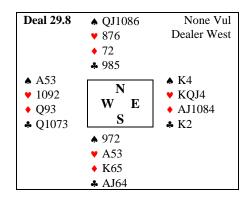


Hands for Lesson 29









West	North	East	South
-	1♥ Pa	ass	2♣
Pass	2 •	Pass	3♥
Pass	4 💙	All Pas	S

West	North	East	South
-	-	1 ♦	Pass
1♥	Pass	2NT	Pass
3NT	All Pass	5	

West	North	East	South
-	-	-	1♣
Pass	1 ♦	Pass	1 ♠
Pass	3 A	Pass	4 🖍

West	North	East	South
Pass	Pass	1 ♦	Pass
1NT	Pass	2NT	Pass
3NT	All Pass	S	

Lead: ♠J.

North tries AQ, then wins AK with the AA Declarer cashes A He draws trump and discards the spade a long diamond for loser on a club before finessing in diamonds keep 4 diamonds

Lead: ♣4.

Declarer cashes 4 hearts and can establish a long diamond for 11 tricks. North must keep 4 diamonds With 4-card support North can make the same limit raise of the second suit as he would if South had opened 1 .

Lead: ♠Q.

No point in bidding hearts when West has denied holding four. Luckily North does not have entries to cash his spades, though you must duck once to keep him out

Lead: ♦K