



## LESSON 2 – HANDS 1 - 8 (USING BIDDING & LEAD CRIBS)

### Hand 1

#### Lesson from this hand

- 1 **Declarer assess your hands before play, starting by counting top tricks**
- 2 **Declarer identify the work suit**
- 3 **Do the work in the work suit to establish extra tricks required before cashing top tricks in other suits.**

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

#### Bidding

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

- 1 13 HCP and a balanced hand.

- 2 You are Responder and partner has opened 1NT. You have 13 HCP. The crib tells you to bid 3NT.

**Contract** - 3NT by North as Declarer. 9 tricks needed

**Lead from East** - ♠5 (Low for Like – 4<sup>th</sup> best)

#### Declarer Counts Top Tricks

2 **spades** - Ace and Queen on a **spade** lead.

1 **heart** - Ace,

0 **diamonds**,

2 **clubs** – Ace and King.

Total - 5

4 more trick needed

**Work suit** – **Diamonds**. Once the ♦A has gone you will have 4 tricks in the ♦ suit.

**Plan** – Play on the work suit, **diamonds**, **before** you cash winners in the other suits where you have stoppers.

**Outcome** - North can make 3 (take 9 tricks)



## Hand 2

### Lessons from this hand –

- 1 In No Trumps, assess your hand by counting top tricks (tricks you can take without losing the lead)
- 2 Identify your work suit
- 3 Establish your work suit by forcing out the defenders' high card.

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

### Bidding

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



- 1 East – 19 HCP, balanced hand which is too strong to open 1NT. Open your longest suit - 1♠.
- 2 West bid 1NT (shows 6 – 9 HCP)
- 3 East please bid 3NT.

**Contract** – 3NT played by West

**Lead from North** - ♣Q (Top of three touching high cards)

**Declarer, Count Top Tricks** – 5 spades and 2 clubs = 7.

How many more tricks do you need for your contract? = 2

**Work suit - hearts** – there are a guaranteed 2 tricks in the suit once the ♥A is forced out.

Declarer's Plan – Lead hearts to force out the ♥A before cashing high cards in other suits.

**Outcome** - E/W can make 3 (take 9 tricks)

## Hand 3

### Lessons from this hand –

- 1 **Declarer, assess the hands by counting top tricks**
- 2 **Establish a long suit - lowly value cards can win tricks once the opposition have run out of cards in the suit**
- 3 **Long suits are powerful**

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

### Bidding

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

- 1 19 HCP, balanced hand which is too strong to open 1 NT. Bid your longest suit, spades, at the 1 level.
- 2 With 6 – 9 HCP South should respond 1NT

3 North, please bid 3NT.

**Contract** - 3NT by South

**Lead from West** – ♥7 (4<sup>th</sup> best from a long suit)

**Declarer Counts Top Tricks**

- 1 **spade**, 2 **hearts**, 2 **diamonds**, 1 **club** = 6

**How many more** tricks needed? 3.

**Work suit** - **diamonds**. South holds a 5 card diamond suit plus 3 cards in diamonds in dummy giving a total of 8 diamonds. That means the defenders have a total of 5 cards in diamonds between them. It will always be necessary to lose 1 trick in the suit but if the suit breaks 3-2 there will be a total of 4 **diamond** tricks for Declarer.

**Plan** – Play **diamonds** allowing Defenders to take their 1 trick. Be sure that you retain an entry into the South hand to give access to those established diamonds. In other words, keep that ♥A as an entry to South. Win the first trick in North thus retaining the ♥A as an entry.



## Hand 4

### Lessons from this Hand

- 1 Cash high cards from the “short hand” first – the short hand is the hand in which there are fewer cards in the suit in question.

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

### Bidding

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

- 1 14 HCP and a balanced hand
- 2 Follow instructions on the bidding crib.

## Contract 1 NT by East

Lead from South - ♠Q (Top of three touching high cards)

Declarer Counts Top Tricks – 2 spades and 2 hearts = 4.  
How many more are needed? 3

### Work suit - clubs

Declarer's Plan – play on clubs to force out the ♣A. There are then 3 tricks available in the club suit.

Danger – Declarer will have 3 tricks in clubs once the defence have been forced to play their ♣A but it is important that the clubs are played in the correct order.

Play high cards from the short hand first. That means, play high cards from the hand in which there are fewer cards. In this case play ♣J from West and then the high cards from East. Avoid getting stuck in the wrong hand.



## Hand 5

### Lesson from this hand

#### 1 Introducing the idea of a Finesse.

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

### Bidding

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

- In the range 12 – 14 HCP and a balanced hand open 1NT
- South has 14 HCP. North had promised 12 - 14. Bid 3 NT.

**Lead from East** - J♠ (Top of three touching high cards)

**Top Tricks** –3 spades, 2 hearts, 1diamond and 0 clubs = 6.  
3 more tricks needed.

### Work suit –diamonds.

#### Plan

You could just play out the ♦A and then you would have 2 extra **diamond** tricks once the ♦K has taken one of your high cards. That this is not enough. You need **three** extra tricks.

Try a **Finesse**. Play ♦Q from South. If the ♦K does NOT appear from West, play small from dummy. The lead is still in the south hand so continue with ♦J (or ♦T) from South and small from dummy if the ♦K does not appear. ♦J (or ♦T) wins. Now play the last (3<sup>rd</sup> round) of diamonds from South. The ♦K will fall from West, taken by the ♦A. Cash the last (4<sup>th</sup>) diamond in North. Declarer has made a total of 4 tricks in diamonds.

There was a 50 % chance that the finesse would succeed depending on which opponent holds the ♦K – if West has it you win, if East has it and you lose a trick to the ♦K.

**Choice of work suit** – It might be tempting to try using the **club** suit as a work suit. You would need to lose the lead twice (to the ♣A and ♣K) before extra tricks were established. This only gives 2 extra tricks. 3 are needed.



## Hand 6

### Lessons from this hand

- 1 Take the finesse – that is the safest way to your 7<sup>th</sup> trick
- 2 Lead towards honours (Club suit)

	♠ AKJ6 ♥ 64 ♦ T864 ♣ Q83	Dealer E
♠ 542 ♥ AJ7 ♦ J97 ♣ K942	N W     E S	♠ QT9 ♥ K82 ♦ AKQ2 ♣ T75
	♠ 873 ♥ QT953 ♦ 53 ♣ AJ6	

### Bidding

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

- 1 1NT opening bid shows 12 – 14 HCP
- 2 Follow the bidding crib and pass.

**Contract** – 1NT by East

**Lead from South** – ♥5 (4<sup>th</sup> best from a long suit)

**Declarer Counts Top tricks** – 2 hearts, 4 diamonds = 6.  
1 more needed.

**Work suit** - Possible work suit is hearts – The hope is that South holds ♥Q. It costs nothing to try the play of ♥J on the first trick. When this wins you have your contract.

Play of the club suit. If South has ♣A, it is possible for ♣K to win a trick. Lead a small from East and play the ♣K if ♣A does not appear from South.

**Outcome** – E/W should make 1NT and might make an overtrick.



## Hand 7

### Lessons from this hand

- 1 Always do the "work" before you cash winners in other suits. Keep control.
- 2 Chose the safest work suit

	♠ KJ32 ♥ Q4 ♦ AK543 ♣ K7	Dealer S
♠ A54 ♥ T9 ♦ QT ♣ QJT542	N W     E S	♠ T98 ♥ 87532 ♦ J82 ♣ 98
	♠ Q76 ♥ AKJ6 ♦ 976 ♣ A63	

### Bidding

South	West	North	East
1 NT	pass	3 NT	all pass

**Contract** - 3NT by South

**Lead from West** - ♣ Q (Top of three touching high cards)

**Declarer Counts top tricks** – 0 **spades**, 4 **hearts**, 2 **diamonds** and 2 **clubs** = 8.

1 more needed.

### Work suit – spades

Once the ♠A has been forced out, declarer is guaranteed to have 2 tricks in **spades**. COUNT the suit as it is played. After the 3<sup>rd</sup> round the defenders hold no further cards in the suit and the lowly 2 (or 3) can win a trick on the 4<sup>th</sup> round giving an overtrick.

Why is **diamonds** not the Work suit (see hand 3)? If the defenders' distribution in **diamonds** is bad, (one defender holding say 4 cards) it might be necessary to lose more than 1 trick before the suit is established. The **spade** suit guarantees the needed extra trick.

**Always do the "work" first** while you still have control of the other non-work suits. If Declarer here loses the lead twice in **diamonds**, the defenders will continue the attack in **clubs** and West will be able to cash 4 **club** tricks when he gets in with the ♠A.

### Outcome

South can make 9 + 2 extra tricks (take 11 tricks).



## Hand 8

### Lessons from this hand

- 1 Take a finesse
- 2 Take care which hand the trick is won in so the lead on the subsequent trick is from the correct hand.

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

### Bidding

West	North	East	South
1NT	pass	3NT	all pass

- 1 12 HCP - in the range for a balanced hand opening of 1NT
- 2 Follow bidding crib.

**Contract** – 3NT by West

**Lead from North** – ♦ Q (Top of three touching high cards)

**Declarer Count Top tricks** – 1 spade, 0 hearts, 2 diamonds, 4 clubs

Total = 7

2 more needed

**Work suit** – spades. Try the **Finesse**. Lead ♠ 8 or ♠ 9 from West and play low from East if North does not play the ♠ K. Even if the finesse fails and South holds the ♠ K, Declarer will have 4 tricks in the suit.

**Play** – when the **spade** finesse works and ♠ 8 or ♠ 9 wins, the lead is in the correct hand for Declarer to be able to repeat the finesse. (Note that there is an unbroken sequence of cards from 8 to Q between the 2 hands) On the 2<sup>nd</sup> round **Take Care** – the 2<sup>nd</sup> spade must be won in East so the lead is in the correct hand for a 3<sup>rd</sup> round of **spades**. ♠ A played on the 3<sup>rd</sup> round fells the ♠ K so there are 5 **spade** tricks.

When playing **hearts**, play from the East hand towards high cards in the West hand hoping that South has the ♥ A.

### Outcome

With the ♠ K placed favourably and the **spade** suit breaking 3-3 (both defenders hold 3 cards in the suit) it is possible for E/W to make 9 + 3 extra tricks (take 12 tricks)

