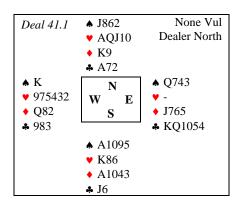
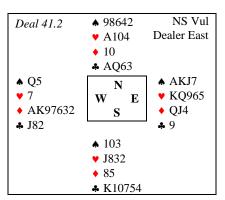
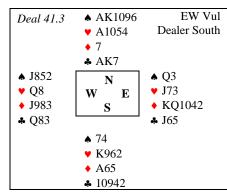
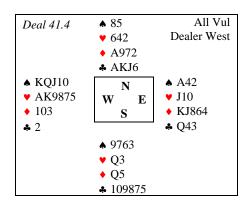


## **Hands for Lesson 41**









West	North	East	South
-	1 🔻	Pass	1 ♠
Pass	2♠	Pass	4 <b>^</b>

West	North	East	South
-	-	1 🕶	Pass
2 •	Pass	2♠	Pass
3♦	Pass	5♦	All Pass

West	North	East	South
-	-	-	Pass
Pass	1 ♠	Pass	1NT
Pass	3♥	Pass	<b>4♥</b>

West North East South 1**v** Pass 2 • Pass 2 🗸 Pass 2NT Pass 3♠ Pass **4**♥ All Pass

Lead: ♥7 (high denies honour, hoping E can ruff) Lead: ♣A (unbid suit, do not underlead aces)

Lead ◆K (top of a sequence)

Lead A. (A from AK)

The ruff is nasty but do not panic. Win &K switch East reverses, then raises partner's rebid suit. and play AA and another to stop more ruffs. Draw the last trump asap for 10 tricks.

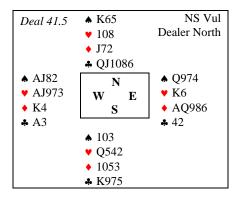
If North does not cash his other ace West discards his heart and makes 12 tricks.

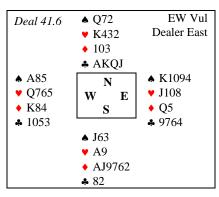
*North's jump to 3 ♥ is game-forcing.* With 4-card support South has an easy raise. Draw 2 trump then ruff 2 spades.

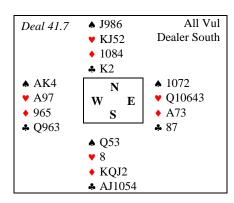
West is not strong enough to reverse but when East invite game he can show his 6-4 shape. 4 ♥ is better than 3NT

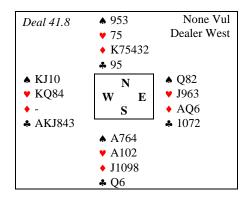


## **Hands for Lesson 41**









West	North	East	South
-	Pass	Pass	Pass
1♥	Pass	2 •	Pass
2♠	Pass	<b>4</b> ♠	All Pass

Lead: AQ (top of a sequence)

West is strong enough to reverse into 2 **A**: partner can still have 4cards in spades, and you can stand preference to 3 **V**.

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

North has 15HCP opposite 10+ and rebids 2NT. With a semi-balanced hand South bids 3NT. Take the double diamond finesse.

Lead: ♠10 (top of an interior sequence)

West	North	East	South
-	-	-	1 🚓
Pass	1♥	Pass	2*
All Pass	S		
Lead A.	A (ace fro	m ace-ki	ng)

South is not worth a reverse into 2 ♦ which might force his side to the 3-level. North has nothing to add, nowhere to go.

West	North	East	South
1 🚓	Pass	1♥	Pass
4♥	All Pass	;	

Lead ◆J (top of a sequence)

When East bids hearts West becomes can add several 'fit' points, enough to make his hand worth game.