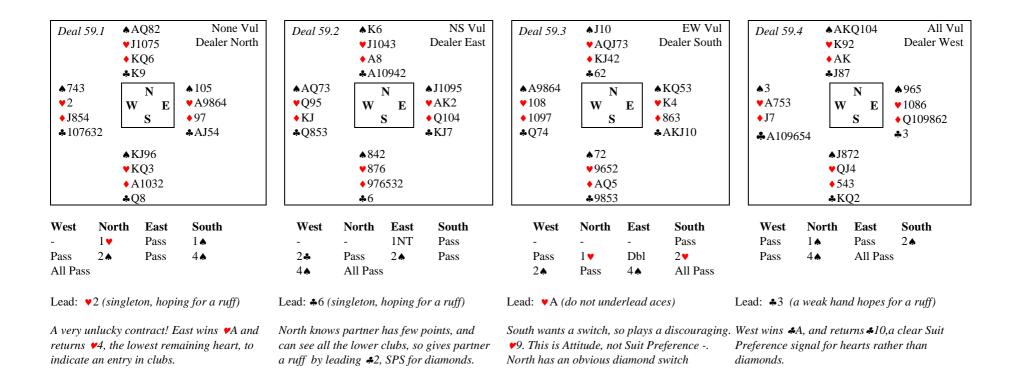


Hands for Lesson 59





Hands for Lesson 59

Deal 59.5	9.5 ▲A109 ♥4 ◆A10872 ♣KJ84		NS Vul Dealer North	Deal 59.6	♥K	J9 J1096	EW Vul Dealer East	Deal 59.7	 ▲ KJ2 ♥ A8 ◆ Q9² ◆ 532] 753	All Vul Dealer South	Deal 59.8	 ▲ A54 ♥ AJ6 ◆ J87 ◆ KJ104 	None Vul Dealer West	
 ▲ KJ83 ♥ AK63 ◆ J964 		N W E S	♦Q5 ♥QJ985 ♦KQ5	 ▲Q10862 ♥A74 ♥742 ♥72 		W E S	 ▲AK ◆6532 ◆53 ◆100854 	 ▲ A53 ♥ KQ10 ◆ A86 ◆ OI74 	W S	E	 ▲Q1076 ♥432 ♦104 ♦ 41086 	 ▲K102 ♥10754 ♦K96 ♥776 	W E S	▲QJ873 ♥982 ●54	
* 3	•	7642 1072 3 Q10972	♣A65	 ▲72 ▲109854 ▲109854 ♥Q108 ♥KQ8 ▲AKQJ 			 ▲QJ74 ▲984 ◆J9765 ◆KJ2 ▲K9 			 ♣976 ♣96 ♥KQ3 ♦AQ1032 ♣Q85 					
	North		South	West	North	East	South	West	North	East	South	West	North	East	South
2♦ F	1 ♦ Pass All Pas	1♥ 2♥	Pass Pass	- Pass Pass	- 1 • 3NT	Pass Pass All Pas	1 * 2NT ss		- Pass All Pass	- 1 A	Pass Pass	Pass All Pass	1NT	Pass	3NT
Lead: •3 (partner's suit)				Lead: \\$6 (fourth highest, longest suit)				Lead: •5 (fourth highest, longest suit)			Lead: A7 (fourth highest, longest suit)				

North's best chance of defeating the game is that East plays A, then A to show his *◆*3 is singleton, so he returns *◆*10 as a Suit Preference Signal for spades.

doubleton. West plays ▲10 on the second round to tell partner where his entry is.

South plays $\neq K$, $\neq J$ and another. North plays \u00e99 on the third round to ask for a spade lead when South wins **&**K.

West wins **A***K and continues with* **A***10, then* **A***2.*

East plays A3 *on the second round to show 5, then ▲*8, his lowest remaining spade, to show the club entry