



## Lesson 11 – Hands 1 - 12

### Hand 1

**Lesson from this hand – South with 13 HCP must decide whether to pass North’s invitational 2NT or bid to game (3NT)**

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

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

#### Bidding

- Balanced hand and 13 HCP, open 1NT.
- North has 11 HCP. If opener has 14 you would have enough for game but if opener has only 12 then game is not on. You have no 4 card major. Bid NT at the 2 level – **invitational**.
- South has to decide if he has a good 13 HCP or a poor 13 points. He has scattered values with no intermediate strength (no T or 9).

His **spade** holding is very weak with a vulnerable ♠Q which may be useless. The ♣ holding with ♣J supporting the ♣Q looks a little better but overall, this is a poor 13 HCP so pass.

**Opening lead** – ♣ 9 top of rubbish, “High for Hate”.

#### Declarer Counts his top tricks

He has 3 Aces and K♥ which gives a total of 4. 4 more needed.

**Possibilities for extra tricks** – There two extra tricks in **clubs** if East is allowed to win his ♣K on the first trick. That brings the total of winners to 6. 2 more needed.

If **diamonds** break 3:2 declarer will win 2 tricks altogether in the suit.

There is one sure **spade** trick once the ace has gone

**Work suit** – you need both **spades** and **diamonds**. Two tricks will have to be lost in diamonds before the second winner is established. spades will guarantee a second winner. As always, do the work before cashing top tricks in other suits so you retain control.

**Outcome** – Declarer should win 1♠, 2♥, 2♦ and 3♣ = 8 tricks. Stopping in 2NT was correct.

**Score** – scoring tricks in NT = 40 + 30 = 70  
Part Score bonus = 50. **Total for N/S = +120**

## Hand 2

Lesson from this hand – East with 13 HCP must decide whether to pass West’s invitational 2NT or bid to game (3NT)

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

East	South	West	North
1NT (1)	pass	2♣ (2)	pass
2♠ (3)	pass	2NT (4)	pass
3NT (5).	all pass		

### Bidding

- Balanced hand with 13 HCP – open 1NT
- West has 12 HCP and a 4 card heart suit. Bid 2♣ (Stayman) to find out if opener also has 4♥
- East’s 2♠ bid says “I have 4 cards in spades but I do **not** have 4 cards in hearts
- 12 HCP– the partnership MAY have enough for game.
- East has a great block of top cards in spades which is also a long suit and both Queens are supported by intermediate cards. Bid 3 NT.

**Lead** -♥6– 4<sup>th</sup> highest of 5 a card suit (promises at least one **heart** honour). This lead announces that hearts is defenders’ work suit

**Declarer counts top tricks** –3♠ and 2 minor suit aces = 5.

**Work suit** clubs North may hold ♣K allowing ♣Q to win a trick.

In ♦ there are always 2♦ with the possibility of a 3<sup>rd</sup> if the finesse works with South holding the ♦K. Even ♥ can provide a 2<sup>nd</sup> trick is played correctly.

The ♠ suit may break 3:3 giving you a 4th trick in the suit.

This gives you three suits in which you might establish extra winners. It is important to play on these three options in the correct order.

Start with your work suit clubs and leave spades until last (If you play♠’s first and they don’t break 3:3 you have let the defenders win an unnecessary trick.)

**On the opening lead** apply Rule of 11. (Subtract the face value of the card led from 11. This gives the number of cards higher than the lead that North holds. In this case it is only 1.) Play low from dummy (**second hand plays LOW**). North will win ♥J and play back a heart

**Plan** Play clubs next by leading a small card from West hoping that the ♣K is in the North. Success the ♣Q wins a trick!

The diamond finesse loses as North holds the ♦K. North, on lead, has no hearts left.

**Outcome** – Declarer can win 4♠, 1♥, 2♦ and 2♣ = 9 tricks.

**Score** – 3 scoring tricks in NT = 40 + (2 X 30) = 100

Game bonus **non vulnerable** = 300

**Score** = +400 to E/W

## Hand 3

### Lessons from this hand

- 1 Assess the hands using the LTC
- 2 Look for ruffs in the “short hand”– declarer you better to ruff **♦** in North than **♣** in South.

E\W vul	♠ 8764 ♥ AT42 ♦ 4 ♣ J987	Dealer S
♠ KQ3 ♥ 86 ♦ T732 ♣ A432	N W                  E S	♠ AJT2 ♥ 97 ♦ Q95 ♣ KQT5
	♠ 95 ♥ KQJ53 ♦ AKJ86 ♣ 6	

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

### Bidding

1. Open the higher ranked of two 5 card suits.
2. Responder needs 6 HCP to respond. North has only 5 HCP but he does have a fit in **hearts** two tens including ♥T plus a singleton which promises ruffing opportunity. LTC score is 3♠, 2♥, 1♦ and 3♣ = 9. Raise your partner’s suit to 2♥.

3. A suit fit has been found so now opener can use the LTC. South has 2♠, 1♥, 1♦ and 1♣ = 5.

Assume that partner’s single raise shows a LTC score of 9.

9 + 5 = 14. 18 – 14 = 4. Bid 4♥

**Opening lead** - ♠K, top of 2 touching honours.

**Declarer Counts Losers** when he sees dummy – (This is **not** the same concept as the losing trick count (LTC). Don’t get confused by the similarity of wording). Losers are 2♠, 0♥, 0♦ and 1♣ = 3.

Looks good.

**Declarer Counts Winners** – 0♠, 5♥, 2♦, (A and K), 0♣ = 7.

Three more needed.

**Work suit - Diamonds**

**Declarer’s plan** – Try to establish the **diamond** suit by ruffing. Ruffs of **diamonds** will be in the North hand. North has 4 trumps while South has 5 so North is the "short trump hand". "Look for ruffs in the short hand"

**Declarer's play** – Start by drawing trumps (2 rounds only needed here)

Set to work on the **diamonds**. Cash ♦A and ♦K and ruff a **diamond**. The ♦Q falls so South's ♦J is now good. There are now 4 **diamond** winners.

**Outcome** - 10 tricks taken - 5♥, 4♦ plus 1♦ ruff in North.

**Score** = +620 to N/S 120 (30 X 4) + **vulnerable** game bonus = 500

## Hand 4

### Lessons from this hand

**Responder, assess the strength of your hand using the LTC once a suit fit has been found**

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

West	North	East	South
1♠ (1)	Pass	4♠ (2)	all Pass

### Bidding

1 Open a 5 card suit before a 4 card suit so bid spades rather than the stronger looking hearts.

2 You have found your major suit fit. With 11 HCP you might think that a 3♠ bid would be appropriate. Use the LTC to for guidance. The LTC score is 7 (2♠, 1♥ 3♦ and 1♣ = 7). Assume opener has a LTC score of 7.

SBU – Lesson 11 – Hands 1 - 12

$7 + 7 = 14$ ,  $18 - 14 = 4$ . Bid 4♠

**Declarer counts losers** when he sees dummy.

1 possible spade if all 3 outstanding cards are in the same defender's hand, 0 hearts, 1 diamond and 1 club. Total = 3

**Declarer count your winners** – 4 or 5 spades (depending on enemy distribution), 2 hearts, 1 diamond (once the Ace has gone) and 1 club (once the Ace has gone) total 8 or 9. 1 or 2 more needed.  
**Where will extra tricks come from? Ruffs.** 2 hearts can be ruffed in East and 2 minor suit cards in West.

**Plan** – Is it safe to draw trumps straight away? Yes

**Play** – should be straight forward.

**Outcome** – 10 tricks made.

**Score** – 4 scoring tricks in spades  $4 \times 30 = 120$

Game bonus **vulnerable** = 500

**Total = +620 to E/W**

## Hand 5

### Lessons from this hand

- 1 Use Rule of 20 to justify opening the bidding
- 2 Use Losing Trick Count to assess your hand once a suit fit has been found

N/S vul	♠ AK9 ♥ J87643 ♦ AT96 ♣ -	Dealer N
♠ J87 ♥ 9 ♦ Q5 ♣ QJT9732	N W     E S	♠ QT52 ♥ KT ♦ J32 ♣ AK84
	♠ 643 ♥ AQ52 ♦ K874 ♣ 65	

North	East	South	West
1♥ (1)	Pass	3♥ (2)	Pass
4♥ (3)	all pass		

### Bidding

1 North has 12 HCP and a very unbalanced hand. Open 1♥ The 6 card suit looks thin with ♥J as the highest card.

If in doubt about opening, use the Rule of 20. Add the number of HCP in the hand to the number of cards in the 2 longest suits. If this is 20 or more, open the bidding.

2. South has 9 HCP with support for partner's suit. At what level should South respond? Use the LTC. - 3♠, 1♥, 2♦ and 2♣' Total = 8. Assume an opening hand has 7 losers on the LTC.

$$7 + 8 = 15. \quad 18 - 15 = 3. \quad \text{Bid } 3♥.$$

3 North works out his LTC. North has a 6 count on LTC (1♠, 3♥ 2♦ and 0♣). Normally, an opening bid promises a 7-loser hand on the LTC but North has one fewer. South's raise to 3♥ promises an 8 LTC score.

$$6 + 8 = 14. \quad 18 - 14 = 4. \quad \text{Bid to } 4♥.$$

**Lead** - ♣A, top of touching honours.

**Declarer Counts Losers** – Don't confuse these losers with the losers mentioned in the term LTC.

North must lose 1♠. Might lose 1♥ if the heart finesse fails with West holding ♥K. Will probably lose 2♦ and 0♣ (as long as there are trumps in the North hand for ruffing). Total might be 4 losers which is too many.

**Declarer counts winners** - 2♠ 5 or 6♥, depending on who holds the ♥K, and 2♦ There might be a 3<sup>rd</sup> trick in diamonds if the suit breaks 3:2.

**Play** – Declarer can ruff the opening lead.

Draw trumps straight away. Take the finesse for the ♥K. by leading from the North hand and putting on the ♥Q if the ♥K does not appear from the East hand. This succeeds.

**Outcome** - N/S only lose 1♦ and 1♠, so can make 11 tricks in spite of having only 21 HCP between the two hands.

**Score** – 5 scoring tricks in hearts is 5 X 30 = 150

Game bonus **vulnerable** = 500

**Total = +650 to N/S**

## Hand 6

### Lessons from this hand

1. Use of the Rule of 20
2. Assessing hands using LTC

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

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

### Bidding

1 East has only 11 HCP but he does have two 5 card suits – nice shape. Open the higher ranked of two 5 card suits. Use the Rule of 20 if unsure. East has 11 HCP to which add the total number of cards the two longest suits hearts and diamonds (5 + 5 = 10) giving a total of 21. Open the bidding.

2 West has 11 HCP's and a fit in hearts. LTC score 2♠, 1♥, 3♦ and 1♣ = 7. Assume opener has 7 losers on the LTC.

7 + 7 = 14, 18 – 14 = 4. Respond with 4♥.

**Opening Lead** – Avoid leading a spade from K J. That lead would be very likely to give a trick away to declarer.

Lead "High for Hate" lead of ♦9 or ♣9 (high non honour card denying an honour in the suit) or a trump card which also looks ok.

**Declarer counts losers** – could be 1 trick in all 4 suits if hearts break 4:0. Would be 1 too many.

**Declarer counts winners** – 0♠, 4 or 5♥ depending upon distribution of defender's cards), 2♦ and 0♣ = 6 or 7. More needed.

**Chances for extra tricks** in both minor suits.

**Declarer's plan** Start drawing trumps. If the heart distribution is 4:0 against you, don't draw them all. Leave one heart in East to ruff that second ♠. This precaution is actually not needed as the heart suit breaks 2:2).

**In diamonds** win the ♦A and ♦K and lose one trick being prepared to ruff the 4<sup>th</sup> round if necessary to establish the 5<sup>th</sup> trick. The diamonds break, 3:2 between the N/S hands so 4 diamond tricks are available for the loss of only 1 trick. Count the diamond suit as it is played!

There are 2 tricks in clubs once the ♣A has been played.

**Outcome** – East should make 4♥.

**Score** - 4 scoring tricks in Hearts is 30 X 4 = 120.

Game bonus vulnerable = 500

**Total = +620 to E/W**

## Hand 7

### Lessons from this hand

- 1 Use of LTC after responder bid a new suit
- 2 Finesse for 2 honours (Double finesse)

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

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

### Bidding

- 1 Balanced hand with 15 HCP is too strong to open 1NT. Open with one of a suit bid intending to show HCP by bidding NT on the next round. With two 4 card major suits open with 1♥.
- 2 With no support for opener's suit, responder should introduce his own 4 card suit at the lowest available level.
- 3 A major suit fit has been found so now opener can use the LTC. South has 2♠ 2♥ 2♦ and 1♣ = 7.

Assume that partner's response of a new suit at the 1 level shows a LTC score of 9.  $9 + 7 = 16$ .  $18 - 16 = 2$ . Bid 2♠.

4 A major suit fit has been found so Responder can now use is LTC - 1♠ 2♥, 1♦ and 3♣ = 7. Assume an opening hand has LTC of 7.  $7 + 7 = 14$ ,  $18 - 14 = 4$ . Bid 4♠'s.

**Opening lead** - ♣Q, top of 2 touching honours.

**Declarer Counts Losers** – Could lose 2♠ depending on defenders' distribution in the suit, 1 or 2♥'s depending where the ♥A and ♥Q are, 0♦ and 1 or 2♣ depending where the ♣A is = 4+.

**Declarer Counts Winners** – 4♠ probably, could be less, 0 or 1♥, 3♦, 0 or 1♣ = 7. Not enough – 3 more needed.

**Work Suit hearts.** Declarer is missing 2 honours – ♥A and ♥Q.

There is a **double finesse** position with declarer hoping that at least one of the two missing honours (♥A or ♥Q) is in the East hand.

Lead a small card from North and play ♥J (or ♥T) from South if an honour does not appear from East. For a double finesse, play the "**deep finesse**" first. West here wins with the ♥A so the ♥Q is clearly in the East hand. Declarer now can make 2 heart tricks by taking the second marked finesse leading a small heart from North if East does not play the ♥Q play the ♥T

**Plan** – Draw trumps ending in North on the 3<sup>rd</sup> round, leading hearts as above Cash 3 top diamonds.

West has ♣A so sadly ♣K will not win a trick unless a club is led by West.

**Outcome** – Declarer will probably make 10 tricks losing one heart and two clubs. Tricks 4♠ 2♥ 3♦ and one with a ruff = 10

**Score** 30 X 4 = 120 plus **Vulnerable** game bonus of 500

**Total +620 to N/S**

## Hand 8

### Lessons from this hand

- 1 Rule of 20
- 2 Use the LTC once a suit fit is found

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

West                  North                  East                  South  
 1♥ (1)                  Pass                  4♥ (2)                  all pass

### Bidding

1 Open the longest suit. West has only 11 HCP but has a good 6 card heart suit and a void. Use Rule of 20 if in doubt. West does not yet know that partner has a fit in the bid suit but can still view the void as a strong feature especially when holding such a good long suit.

2 East has 5 card heart support, a singleton and a solid block of honours in diamonds altogether a great hand opposite the 1♥ opener. LTC count - 3♠, 2♥, 1♦ and 1♣ = 7.

Assume opener has LTC score of 7.

$7 + 7 = 14$ ,  $18 - 14 = 4$ . Bid game 4♥

**Opening lead** – ♦Q Top of touching high cards.

**Declarer Counts Losers** - 2♠ 0♥ 0♦ and 1♣ = 2. Looks good.

**Declarer Counts Winners** - 1♠, 6♥ 3♦ and 0♣ = 9 One short.

**Plan** – Draw trumps, cash winners and ruff clubs in East (the short trumps hand)

**Play** should be straight forward. When the situation looks good and straight forward look hard to see if there could be any unexpected pit falls – none detected here.

**Outcome** – 10 tricks taken.

**Score** –  $4 \times 30 = 120$

Game bonus **non vulnerable** = 300

**Total = +420 for E/W**

## Hand 9

### Lessons from this hand

- 1 Rule of 14
- 2 Use LTC to enable you to know to stop short of game.

E/W vul	♠ JT4 ♥ QJ854 ♦ AK98 ♣ A	Dealer N
♠ AQ76 ♥ K63 ♦ J52 ♣ T73	N W     E S	♠ K985 ♥ 92 ♦ 743 ♣ K852
	♠ 32 ♥ AT7 ♦ QT6 ♣ QJ964	

North	East	South	West
1♥ (1)	pass	2♣ (2)	pass
2♦ (3)	pass	3♥ (3)	pass
4♥ (4)	all pass		

### Bidding

- 1 Unbalanced hand with 15 HCP – open 5 card suit.
- 2 9 HCP. Responder use the Rule of 14 (add HCP count to the number of cards in your longest suit. If this is 14+

you are justified in responding at the 2 level with a new suit even with less than 10 HCP).

- 3 Opener bids his second suit. This shows an unbalanced hand with 5 + cards in the first bid suit. It also tells partner that your opening bid was of basic strength. (With a strong hand Opener would have made a jump shift to 3♦)
- 4 North had 5 Hearts, so you have a fit. Now you can use the LTC. Assume opener has a LTC of 7. You LTC is 8.  $7 + 8 = 15$ .  $18 - 15 = 3$ . Bid 3♥.
- 5 North applies LTC. South had LTC of 8 to justify the jump to 3♥. North has an actual LTC of  $6 - 6 + 8 = 14$ .  $18 - 14 = 4$  so bids 4♥

**Opening lead from East** – Not so easy. South has bid clubs so best to avoid that suit as that would probably help declarer establish his bid suit. I suggest ♠5, small from a suit headed by at least one honour.

**Declarer Counts winners** - 0♠, 4 or 5♥ depending where the ♥K is, 3♦, and 2♣

**Declarer's Plan** – Defence will take the first 2 spades allowing you to ruff your third losing spade in the short hand (the hand holding fewer trumps)

**Outcome** – North should take 10 tricks

**Score** 4 x 30 = 120 plus 300 game bonus = +420 N/S

## Hand 10

### Lessons from this hand

1 Use LTC to gauge level of suit contract

2 Look for Ruffs in the short hand

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

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

### Bidding

- Bid the higher ranked of 2 five card suits first.
- You have support for opener's suit and 6 HCP. Support opener's suit at the lowest level. Bid 2♠.
- Reassess your hand. Now you know there is a suit fit use the LTC 1♠, 1♥, 0♦ and 2♣ = 4. Partner gave a single raise opener assumes shows LTC of 9. 9 + 4 = 13, 18 - 13 = 5. Bid 4♠. (There is no point in bidding 5♠)

**Lead** - no good lead available so probably a trump or ♣5.

**Declarer Counts winners** - 5♠, 3 definite ♥ (could be 5 depending on the finesse), 0♦, 0♣ = 8 at least

**Declarer Counts losers** - 0♠, probably 1♥, 0♦ (provided there are trumps in East for ruffing) and 2♣ = possibly only 3

**Declarer's Plan** – There are insufficient winners so a ruff of a **club** in West will be needed. Ruff in the "short hand". West is the hand with fewer trumps than East.

When counting winners, the 5 **spades** in East are counted as winners. These can be won either by playing out the trumps or by ruffing, but you can't win them twice! Taking a ruff of a **diamond** in East would be using a trump which has already been counted as a winner so would not add to declarer's count of winners. However, a ruff of a **club** in West uses a trump which would have just fallen if trumps had just been played out.

The **club** ruff in West adds to the count of winners. "Look for ruffs in the short hand".

**Is it safe to draw trumps?** Remember you need one **heart** in West for the ruff of 3<sup>rd</sup> round of **clubs**

**Work suit - Hearts.** Take the **heart** finesse which loses but both defenders follow suit which is good news. There are now 4 hearts winners.

**Now draw trumps** – Only 2 rounds needed

**Outcome** 10 tricks made - 5♠, 4♥ and 1♣ ruff

**Score**, 4 X 30 = 120. **Vulnerable** game bonus = 500

**Total** to E/W +620

## Hand 11

### Lessons from this hand

- 1 Stayman response after 1 NT opening
- 2 Use of LTC to gauge level of bid after a fit is found
- 3 An opening 1NT hand usually has LTC score of 8

No one vul	♠ JT93 ♥ 42 ♦ AKT95 ♣ J5	Dealer S
♠ A7 ♥ JT76 ♦ Q83 ♣ KQ64	N W       E S	♠ Q5 ♥ KQ98 ♦ 7 ♣ AT9832
	♠ K8642 ♥ A53 ♦ J642 ♣ 7	

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

### Bidding

1. 12 – 14 HCP and a balanced hand
2. Only 11 HCP but a very unbalanced hand which looks as though it would play much better in a suit rather than NT. Start by asking for

a major suit using 2♣ (Stayman) intending to rebid 3♣ if West does not bid 2♥.

3. 2♥ shows a 4 card ♥ suit – this bid does not rule out the possibility that Opener may also have a 4 card **spade** suit.

4. East has 11 points and Opener may only have 12. Should Responder bid on? Re-assess your hand. Use the LTC now you have found a suit fit. 2♠ (Q is a droppable honour), 1♥, 1♦, and 2♣ = 6. Assume that an opening 1NT hand has 8 count on LTC (LTC for a suit opening is 7 but a 1NT opening is a weaker opening bid). 6 + 8 = 14. 18 – 14 = 4. Bid 4♥.

Using the LTC, assume that a 1 level opening suit shows a 7 LTC hand. 1NT opening shows a weak balanced hand with a probable LTC of 8

**Opening Lead** ♦ A Top of 2 touching honours

**Declarer Counts winners** - 1♠, 3♥, 0♦, 6♣

**Declarer Counts losers** - 1♠, 1♥, 1♦, 0♣

Looks good

### Declarer's Plan

Play should be straight forward with a good source of tricks in the **club** suit once trumps are drawn.

**Outcome** – West should make 4♥.

**Score** - 4 scoring tricks in Hearts is 30 X 4 = 120.

Game bonus **non vulnerable** = 300

**Total = +420 to E/W**

## Hand 12

### Lessons from this hand

- Opener's jump to the 3 level in his bid suit shows 16+ HCP and 6+ cards in his suit.
- 
- Use LTC to gauge the level to which to bid once a suit fit is found

E/W vul	♠ QJT9 ♥ T5 ♦ AT653 ♣ 74	Dealer W
♠ 654 ♥ J74 ♦ J87 ♣ AQ52	N W       E S	♠ 832 ♥ Q3 ♦ Q94 ♣ K9863
	♠ AK7 ♥ AK9862 ♦ K2 ♣ JT	

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

### Bidding

- Unbalanced hand with 18 HCP – open your long suit.

- With 7 HCP North **must** respond to partner's 1 of a suit opening bid. No support for partner's suit but there is a 1 level suit bid available. Bid 1♠.
- 16+ HCP and a 6+ card suit – this bid is **not** forcing. Responder may pass.
- North has 2 cards in **hearts** to go with South's promised 6 card heart suit so there is an 8 card **heart** fit. North can now use the LTC. He has LTC score of 8, (2♠, 2♥, 2♦ and 2♣). Initially, an opening bid shows LTC score of 7 but South has announced a better hand than that by his jump to the 3 level (assume LTC score for South of 5 or 6). Bid game - 4♥

**Opening Lead** - No good lead. Try ♦7 – as low as you have from an honour

**Declarer Counts winners** - 4♠, 2♥ (but 3 more if suit splits 3:2), 2♦, 0♣ = 11

**Declarer Counts losers** - 0♠, 2♥ possibly (if split 5:0), 0♦, 2♣ = 4  
One too many!

**Declarer's Plan** Win the lead and draw trumps. Cannot avoid losing 1 trump trick. Do not waste 2 of your trumps to draw the last master trump. Instead play spade winners throwing losing club(s) forcing a defender to use his ruff.

**Outcome** – West should make 4♥ with the loss of 1♥ and 2♣

**Score** - 4 scoring tricks in Hearts is 30 X 4 = 120.

Game bonus **non vulnerable** = 300

**Total = +420 to N/S** Some may make an overtrick for +450