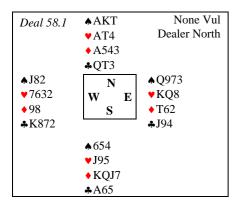
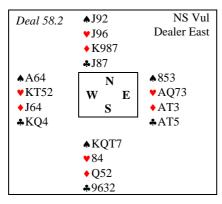
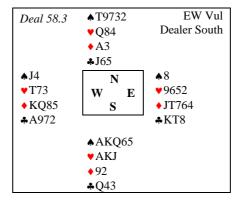
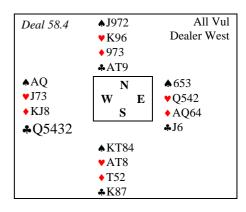


## **Hands for Lesson 58**









West	North	East	South
-	1 ♦	Pass	3♦
Pass	3NT	All Pass	

West	North	East	South
-	-	1NT	Pass
2♣	Pass	2 🕶	Pass
4♥	All Pass	3	

West North East South
- - - 1 A
Pass 2 Pass 4 A
All Pass

West North East South 1NT All Pass

Lead: ♠3 (fourth highest, longest suit)

There are 8 Sure Winners, and a series of

before endplaying East in spades

guesses. Avoid these by cashing 3 diamonds

Duck the first spade, win the second and draw trump. Cash 3 clubs and exit with a spade to force whoever wins to play ◆s

Lead: ♠K (top of touching honours)

Lead: lacktriangle K (top of a sequence)

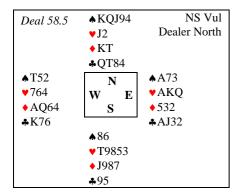
When trump are drawn you have 9 winners. Eliminate vs, exit with a diamond to force a club lead or a ruff and discard

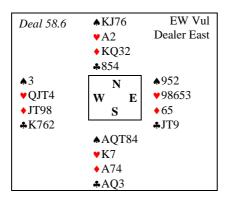
Lead: ♠2 (fourth highest, longest suit)

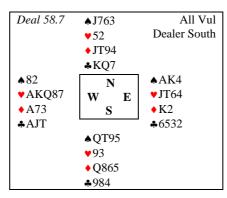
Cash the other top spade then 4 diamonds discarding a club. Exit with a spade to force them to play hearts or clubs.

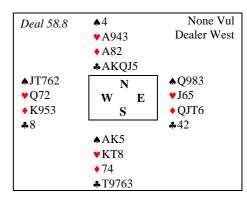


## Hands for Lesson 58









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

West	North	East	South
-	-	Pass	1 🛦
Pass	4♠	Pass	6♠
All Pass			

West North East South Pass **3**♥ 1 🔻 Pass Pass 4. Pass 4 Pass Pass 6**y** All Pass

WestNorthEastSouthPass1 & Pass3 & All Pass

Lead: ♠8 (top of doubleton partner's suit)

Win the second spade to keep an exit card. Cash 3 clubs with a finesse, then 3 hearts. North must throw a winner to keep • Kx, now endplay him

Lead: ♥Q (top of a sequence)

Draw trump, cash ♥AK, then ◆AKQ. Put West in with the 4th diamond, discarding a club, to endplay him

Draw trump, eliminate spades and diamonds with a ruff, then play a club

Lead: ♦J (top of a sequence)

Lead: ◆Q (top of a sequence)

Win, draw trump, discard a diamond on AK, ruff \$5 and exit with a diamond to force a ruff and discard or a heart lead.

to the ten.