



Lesson 1 – Hands 1 – 8

Hand 1 Dealer North

Lesson from this hand

1 Taking tricks with high (honour) cards.

	♠ AKT ♥ AKQ2 ♦ 9542 ♣ 53	Dealer N
♠ 876 ♥ T4 ♦ QJT6 ♣ QJ87	N W E S	♠ QJ43 ♥ J976 ♦ 83 ♣ 964
	♠ 952 ♥ 853 ♦ AK7 ♣ AKT2	

This hand is to be played as a whist hand with no trump suit.

Whist is a partnership game. There are 4 players at the table. North/South are a partnership playing against the East/West pair.

The player who is the “dealer” is shown on the board. In this hand the dealer is North

The player to the left of dealer makes the opening lead so here east plays the first card.

Remember that the player who wins a trick then leads the first card of the subsequent trick.

N/S should be able to take 2♠ 3♥ 2♦ and 2♣ = 9 tricks

Hand 2 Dealer East

Lessons from this hand

- 1 Introducing play with a trump suit.
- 2 Follow with a card of the led suit if you can
- 3 If you cannot follow suit you may choose to ruff
- 4 A trump card beats cards in a plain suit
- 5 The highest trump card played wins the trick

	♠ A ♥ 654 ♦ QJT98 ♣ K754	Dealer E
♠ J8 ♥ 7 ♦ AK765 ♣ AQ832	N W E S	♠ K5432 ♥ JT98 ♦ 4 ♣ JT9
	♠ QT976 ♥ AKQ32 ♦ 32 ♣ 6	

This hand is played as a **whist hand**. The trump suit is ♠

Playing in ♠ means that ♠ are trumps. Everyone at the table must **follow suit** to every trick – that means playing a card in the

led suit if possible. If a player does not have a card in the led suit he **may** choose to play a trump card. A trump card overtakes all cards in a plain suit. The highest trump card played to the trick wins the trick. If a trump card is played this act is called **ruffing**

East is the dealer so South makes the opening lead.

Suggested lead from South ♥A which wins the trick. South will probably continue with the ♥K which West can ruff.

West, now on lead, may lead out the ♦A and then follow with the ♦K. His partner, East, must refrain from ruffing the ♦K! West has already won the trick. If East manages to avoid that difficulty and West continues with a third round of diamonds East can ruff but South can overtake - "over ruff" (unless East ruffs with the ♠K!)

Hand 3 Dealer South

Lesson from this hand

- 1 Introducing bidding using the bidding crib
- 2 Open 1 NT with a balanced hand and 12 – 14 HCP
- 3 There are many new terms introduced here - Opener, Responder, Declarer, Contract, Dummy and Defenders.
- 4 The player on Declarer's left makes the initial opening lead.
- 5 Now, Declarer's partner puts his hand down on the table face up. This is called the Dummy.
- 6 1 level "contract" means Declarer's aim is to take 7 tricks.

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

Bidding

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

- 1 South has 13 HCP. Is the hand balanced or unbalanced? Balanced so open 1 NT. South is now the **Opener**.
- 2 West has only 10 HCP so passes
- 3 North is now the **Responder** because his partner, South, opened the bidding. North has 10 HCP so passes partner's opening 1 NT.
- 4 East has 7 HCP so passes.

There have been 3 passes following South's 1NT bid so 1 NT is the **Contract** played by South. South is **Declarer**. E/W are the **Defenders**.

South needs to take 7 tricks in No Trumps

The player on Declarer's left (West) makes the opening lead.
Suggested lead - ♠K

Declarer's partner, North in this case, puts his hand down on the table for everyone to see. North's hand is called the **Dummy**.

Hand 4 Dealer West

Lesson from this hand

- 1 **Playing in a suit contract**
- 2 **Use the bidding crib – a balanced hand and 16 HCP is too strong for a 1 NT opening bid. Start by bidding the longest suit.**
- 3 **Responder – support partner's suit if you can**
- 4 **Declarer – Play trumps to exhaust defenders' trump cards. This is called "Drawing Trumps"**
- 5 **Remember to COUNT the trumps as they are played.**

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

Bidding

West	North	East	South
1 ♣ (1)	pass	2 ♣ (2)	pass
Pass (3)	pass		

1 West has 16 HCP and a balanced hand so can open the bidding. This hand is too strong for a 1NT opening which would show 12 – 14 HCP. Bid your longest suit.

2 East, Responder, with 7 HCP **must** bid. He can support his partner's bid suit, clubs as he has 4 cards in the suit. Support partner at the lowest available level – 2♣

The contract is 2 ♣ played by West

West is in a 2-level contract. That means he needs to take 8 tricks with clubs as trumps.

Suggested opening lead comes from North (on Declarer's left)

♥A

Playing in a suit contract, players have the option of ruffing if they do not have a card in the led suit.

Declarer – in a trump contract, you should try to "take out" or "draw" the defenders' trumps if you can. Count the suit. Lead trumps and continue to do so until the defenders have run out of trumps.

Hand 5 Dealer North

Lessons from this hand –

- 1 Declarer can ruff the Defenders' high cards
- 2 Declarer "draw trumps"

	♠ AK ♥ AK732 ♦ J63 ♣ 865	Dealer N
♠ QT986 ♥ 9 ♦ QT972 ♣ J9	N W E S	♠ 53 ♥ T85 ♦ AK54 ♣ T432
	♠ J742 ♥ QJ64 ♦ 8 ♣ AKQ7	

Bidding

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

1 North has 15 HCP so can open the bidding. North's hand is balanced but with 15 HCP the hand is too strong to open bidding with 1NT. Open the bidding with a 1 level bid of your longest suit - **hearts**

2 South, (Responder), has 4 cards in partner's bid suit so can support his partner (that means he can raise the level of the bid in the bid suit). Bidding crib suggests south bids 4♥.

North is Declarer in a contract of 4♥.

North aims to make 4, which means he needs to take 10 tricks.

East on Declarer's left make the opening lead. Suggested lead from East, ♦A

South is Dummy.

Declarer "draw trumps". Play on trumps until the defenders' trumps are exhausted.

Declarer count the trump suit, so you know when East/West's trumps have all gone.

The defenders will take the first diamond trick but South can ruff a second and subsequent diamonds

Hand 6 Dealer East

Lesson from this hand –

- 1 Declarer choose a work suit
- 2 Long suits are powerful.

	♠ AJ ♥ 9842 ♦ 974 ♣ J983	Dealer E
♠ 63 ♥ A53 ♦ JT85 ♣ KQT7	N W E S	♠ QT72 ♥ KQ6 ♦ AK63 ♣ 42
	♠ K9854 ♥ JT7 ♦ Q2 ♣ A65	

Declarer – Count your winners.

♠ - 0

♥ - 3

♦ - 2

♣ - 0

Total at the moment = 5

2 more needed

Choose a “Work Suit”.

Best work suit is **diamonds** because E/W hold the greatest number of cards (8 between the 2 hands) in this suit.

Bidding

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

- 1 14 HCP and a balanced hand - open 1NT
- 2 West has 10 HCP – pass

Opening lead from South (on Declarer’s left) ♠5

North wins the first trick and “returns his partner’s lead” i.e. leads a second spade.

Hand 7 Dealer South

Lessons from this hand –

- 1 In a suit contract, declarer's first thought should be to draw trumps (if it is safe to do so)
- 2 Everyone at the table, defenders included, should count the trump suit

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

Bidding

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

Contract in 2♥ played by South

- 1 Balanced hand with 15 HCP so open 1 of your longest suit. (The hand is too strong for 1 NT opening which would show 12 – 14 HCP).
- 2 West has opening points but cannot open the bidding – South got in there first! West has to pass.
- 3 Support partner's suit. Bid 2♥

Opening lead - West's lead - ♣K

Declarer, count available winners

♠	1 (Ace)
♥	5
♦	0
♣	1

Total 7. 1 more winner needed.

Declarer make a plan

- 1 South **draw trumps** – don't forget to **COUNT** the trump suit. Stop playing trumps when the opponent's trumps are exhausted. Use you remaining trumps for ruffing if you can.
- 2 Lose one club and ruff the third round in North.

Hand 8 Dealer West

Lesson from this hand

- 1 Find a Work suit
- 2 When you hold a 5-card suit, see if you can establish extra tricks using the power of the number of cards you hold – the length of the suit.
- 3 COUNT all the cards in the suit you are trying to establish as they are played.

	♠ JT743 ♥ QT76 ♦ QT ♣ J9	Dealer W
♠ A5 ♥ K53 ♦ A8765 ♣ K84	N W E S	♠ K92 ♥ A84 ♦ K32 ♣ A752
	♠ Q86 ♥ J92 ♦ J94 ♣ QT63	

Bidding

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

- 1 Balanced hand with 14 HCP
- 2 Responder, East, has 14 HCP. Follow the bidding crib Bid 3NT.

West is Declarer in 3NT aiming to take 9 (or more) tricks.

Declarer, you have 8 tricks if you just cash your Aces and Kings.

You need to find another trick from somewhere.
Which suit will provide you will that extra trick?

Look to your long suit - **diamonds**

Diamonds is your **WORK** suit. Work at it in order to **ESTABLISH** an extra trick(s). Here, this will mean losing a trick but then there will be a total of 4 **diamond** winners for Declarer. Count the work suit, just as you do the trump suit, so you know when the defenders have run out of the suit.

It will be necessary to lose one **diamond** trick. Play on the **diamonds** suit **BEFORE** cashing top cards in other suits. Do the Work first.