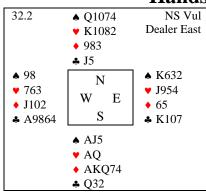
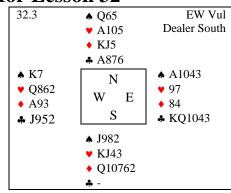
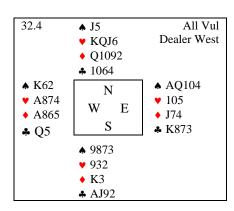


32.1 None Vul **♦** 95 Dealer North **♥** K73 ♦ Q752 **\$** 9853 **♦** KJ102 **♦** Q743 N **♥** AJ6 **Q**542 W E ♦ J983 ♦ K10 S **♣** K7 **♣** AQ6 **♦** A86 **v** 1098 ♦ A64 ♣ J1042

Hands for Lesson 32







West	North	East	South
-	Pass	1NT	Pass
2.	Pass	2 🕶	Pass
3NT	Pass	4 ♠	All Pass

East South West North Pass 2NT Pass 3♣ Pass 3♦ 3NT Pass All Pass

Lead ♣6 (fourth highest, longest, strongest)

East South West North Pass Pass 1NT Pass 2* Pass 2 • All Pass

West North East South 1NT All Pass

Lead ♣J (unbid suit, higher of touching Hons)

West promises a 4-card major, so East can Dummy plays Second Hand Low, East wins A ♣ lead would beat 1NT, but you can convert 3NT to the 4-4 fit. Success depends ♣K and returns ♣10, West ducks to keep. *on the* ♦ guess – draw trump and guess well! communication, but declarer has 9 winners

Lead **♣**K (top of a sequence)

make 2 ♦ even if West gets a ♠ ruff and you misguess ♥s.

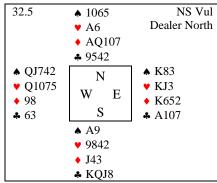
Lead ♥K (top of a sequence)

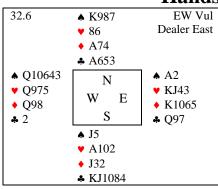
10HCP are not enough to invite game, and *East cannot cope with a 2 ♥ reply. There are* just 7 tricks in 1NT when AJ drops.

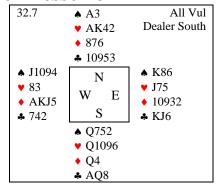
Lesson 32 (hands) SBU 2020 Page 1



Hands for Lesson 32







32.8	♦ K63	None Vul
	♥ A2	Dealer West
	♦ K652	
	♣ K843	
♦ 954	N	♦ Q8
v 1076	W E	♥ QJ83
♦ A73		♦ QJ1094
♣ QJ105	S	4 72
	♠ AJ1072	
	♥ K954	
	♦ 8	
	♣ A96	

West	North	East	South	
-	Pass	1NT	Pass	
2 .	Pass	2 •	Pass	
2.▲	All Pass			

 West
 North
 East
 South

 1NT
 Pass

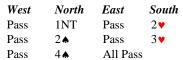
 2♣
 Pass
 2♥
 All Pass

 West
 North
 East
 South

 1NT

 Pass
 2♣
 Pass
 2♥

 Pass
 3♥
 All Pass



Lead: ♣5 (second from bad suit)

Lead: ♣J (top of an interior sequence)

Lead ♦ A (ace from ace-king)

Lead ◆Q (top of sequence)

West looks for the best fit in a major in case East has four s. 1NT should fail on a club lead and diamond switch The * threat means you do not want to play in NT, so postpone drawing trump till you have established winners in other suits

A thin contract. You need to lead towards

•Q and finesse in clubs, and you are
rather short of entries

With game values South transfers rather than use Stayman. North picks the 5-3 fit and makes over tricks(s) by ruffing \forall s in the short hand.