



## Lesson 9

### Hand 1

#### Lessons from this hand

1 2nd hand plays low

2 Play high cards from the short hand first.

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

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

#### Bidding

- North has 17 HCP - open longest suit
  - ♥ fit and 10 HCP- jump to 3 ♥ (showing 10 – 12 HCP)
  - Partnership have enough for game so bid it.
- Lead - ♠Q - top of touching honours,

**Declarer counts losers** – 1♠, 2♥, 0♦, 0♣ provided South can ruff the 3<sup>rd</sup> club or discard it on South's Diamonds. = 3. Looks good.

**Declarer counts winners** - 2♠, 0♥ at the moment but 3 once the ♥A and ♥K have been played, 4♦, 2♣ = 9. 11, looks good.

**Plan.** Clearly declarer needs to draw trumps only losing the ♥A and ♥K.

Win the first trick in North and start on the trumps (leading from the North hand as that is where the lead is).

**Defence** – East remember "2nd hand plays low". If East flies in with the ♥K on the first trump lead, he will crash partner's ♥A!

**Play of the diamonds** – Play high cards from the "short hand" first. Cash the ♦A and then cross to the South hand to cash the other 3 diamond winners. This routine avoids the problem of being stuck in the wrong hand. Here South has an entry with the ♣A but that entry might not be there in another hand.

#### Outcome

North should make an over trick – 5 X 30 = 150

**Non vulnerable** game bonus = 300

**Total Score** to N/S = 450

## Hand 2 Lessons from this hand

### 1 Cover and honour with an honour if there is a possibility of promoting a card

N/S vul	♠ K 9 7 6 ♥ T 9 8 ♦ J 4 ♣ Q 8 6 5	Dealer E
♠ T 5 3 ♥ A Q 5 3 ♦ A K 5 3 ♣ J 7	<div style="background-color: #90EE90; padding: 10px; text-align: center;">             N W      E S           </div>	♠ A Q J 2 ♥ J 7 4 ♦ 9 6 2 ♣ A 9 4
	♠ 8 4 ♥ K 6 2 ♦ Q T 8 7 ♣ K T 3 2	

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

#### Bidding

- 12 HCP and a balanced hand
  - 14 HCP so there is enough for game. Enquire about a possible major suit fit first using Stayman
  - Showing a 4 card ♠ suit but **not** a 4 card ♥ suit.
  - No 4 card major suit fit so bid the game in NT.
- Lead** - 7♦ – 4<sup>th</sup> highest card in a long suit headed by at least one honour.

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**Declarer count top tricks** - 1♠, 1♥, 2♦, 1♣ = 5. 4 more needed  
**Possibilities for extra tricks** – There might be 4 tricks in **spades** if the finesse works.

In **hearts**, there is a finesse position. In addition, the suit might break 3:3.

In **diamonds**, there could be 3 tricks (for the loss of 1) if the suit breaks 3:3.

#### Work suit – spades

**Play** - Dummy should win the first trick. Play ♠T from West intending to pay low from East if the ♠K does not appear from North.

Take the ♥ finesse playing a small ♥ from East hoping the ♥K is in South's hand. If no ♥K appears from South play the ♥Q.

Great the finesse succeeds!

**Defence** - North must "cover" West's ♠T with the ♠K - "**cover and honour with an honour**" if there is a possibility of promoting a card. (North has 4 cards to the K, 9)

Similarly, if declarer in playing hearts led the ♥J intending to take the finesse, South should cover the ♥J hoping to promote a high card in partner's hand, "**cover and honour with an honour**".

**Outcome** – **hearts** break 3:3 so Declarer can make 3♠, 3♥, 2♦, 1♣ = 9.

**Score** - 40 + 30 + 30 = 100 plus **vulnerable** game bonus of 500.  
 Total for N/S = 600

### Hand 3

#### Lessons from this hand

- 1 Lead top to 2 touching honours in a suit contract
- 2 Cover an honour with an honour if there is hope of promoting a card.

E/W vul	♠ J ♥ A 9 6 3 2 ♦ K 7 ♣ Q T 5 4 3	Dealer S
♠ K Q 8 7 3 ♥ K T 7 ♦ A 8 4 ♣ 8 7	<div style="background-color: #90EE90; padding: 10px; text-align: center;">             N W      E S           </div>	♠ 6 5 4 2 ♥ - ♦ Q J T 9 6 5 ♣ 9 6 2
	♠ A T 9 ♥ Q J 8 5 4 ♦ 3 2 ♣ A K J	

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

#### Bidding

- 1 South has 15 HCP and balanced hand which is too strong to open 1 NT. Open the longest suit intending to bid NT to show point count on the second round.

- 2 Fabulous 5 card support for partner's major suit, 10 HCP and a singleton. Support at the 3 level. Some might bid straight to 4 ♥
- 3 Above average opening hand with a 5-card suit – bid the game in hearts.

**Lead** - ♠K, top of 2 touching honours against a suit contract.

#### Declarer counts losers –

0 **spades** provided that North has trumps to ruff twice,  
 0 or 1 **heart** (depending who holds the ♥K and ♥T),  
 1 or 2 **diamonds** (depending where the ♦ A is – hope West has it)  
 0 **clubs** = 2 or 3. Things look good. You can afford 3 losers.

**Declarer count winners** – 1**spade**, 4 **hearts** (could possibly be 5 on who holds missing high cards), 0 or 1 **diamond** (if West has the ♦A the ♦K can win a trick), 5 **clubs** = at least 10. Extra tricks could come from **spade** ruffs in Dummy.

**Declarer's plan** – Win the first trick with the ♠A. The lead is in South ready for the ♥ finesse. For this South should lead ♥Q intending to play low from North if the ♥K does not appear from West.

**Defence** – West must cover the ♥Q with the ♥K (**Cover and honour with an honour**). If he does, his ♥T will be promoted to a winner.

**Outcome** – N/S can make 5♥

**Score** – 5 X 30 = 150 plus **non vulnerable** game bonus of 300

Total = 450 to N/S

## Hand 4

### Lessons from this hand

1 Third Hand plays High

2 Return your partner's suit but remember to return the correct card

all vul	♠ 43 ♥ AT642 ♦ 983 ♣ J98	Dealer W
♠ Q82 ♥ Q53 ♦ AKJ7 ♣ T74	W N E S	♠ AK65 ♥ 98 ♦ QT64 ♣ AQ6
	♠ JT97 ♥ KJ7 ♦ 52 ♣ K532	

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

## Bidding

1 12 HCP and a balance hand. (1NT shows 12 – 14 HCP)

2 15 HCP' so partnership enough strength for game. See if there is a **spade** fit. Use Stayman, asking if partner has a 4-card major. (this is a conventional bid which says nothing about the **club** suit – West should alert)

3 No 4-card major (this is a conventional bid which says nothing about the **diamond** suit – East should alert)

4 No 4 card major suit fit so bid the game in NT.

**Lead** from North – ♥4 (4<sup>th</sup> highest or best card in a long suit).

This promises at least 1 **heart** honour.

**Defence** - South must play "Third Hand High" on the first trick winning with the ♥K. "**Third hand does the best he can**".

South wins the trick and should return his partner's suit, but which card? He has ♥J 7 left. Return the card which is the higher of the remaining 2 cards in this case that is the ♥J. If South leads the ♥7 the suit will be "blocked".

**Outcome** – The defence take the first 5 tricks to defeat the contract by 1.

**Score** – One down **vulnerable** is 100 to E/W

## Hand 5

### Lessons from this hand

#### 1 Declarer applies the Rule of 11 on the initial lead.

N/S vul	♠ Q 4 ♥ A Q 6 4 ♦ 8 5 2 ♣ A 7 4 2	Dealer N
♠ A T 9 8 7 ♥ J 9 5 2 ♦ 6 ♣ Q T 8	<div style="background-color: #90EE90; padding: 10px; text-align: center;">             N W      E S           </div>	♠ K 6 5 2 ♥ T 8 ♦ K J 9 7 4 ♣ 9 6
	♠ J 3 ♥ K 7 3 ♦ A Q T 3 ♣ K J 5 3	

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

### Bidding

- 12 HCP and a balanced hand
- Partnership have enough HCP for game. With no 4 card or longer major suit – bid the game in NT's

**Lead** - ♦ 7 (4<sup>th</sup> highest or best card in a long suit headed by at least one honour).

**Play** – Declarer is delighted to have avoided a devastating **spade** lead!!

**Rule of 11 applied to the lead:**  $11 - 7 = 4$ . Declarer can see all 4 cards higher than the 7 (3 in dummy and one in his hand).

Therefore, West has no cards higher than the ♦ 7. Declarer can play low from dummy and win the trick in hand with the ♦ 8.

Whenever **diamonds** are played declarer should just cover the card East plays. (The contract is NT so the issue of a possible singleton lead and subsequent ruff does not arise.)

**Declarer Counts Winners** – Declarer can now count 3♥, 4♦, 2♣ = 9

**Plan** - Declarer needs to take his winning tricks to make the contract without losing the lead because of the danger in the vulnerable **spade** suit.

There is the possibility of a **club** finesse hoping that East has the ♣Q. It would be a bad idea to risk this. If the finesse fails, then the defence would win a deluge of **spade** tricks.

If West is allowed to gain the lead with the ♣Q, he should think back to the initial lead which was won cheaply by declarer.

Obviously, there is no future in **diamonds** as dummy holds A Q T "over" whatever high cards partner holds. Switch to **spades**. Lead ♠ 8 (4<sup>th</sup> highest card just as you would for the opening lead).

**Outcome** – The contract should make

**Score** for making 3 NT –  $40 + 30 + 30 = 100$

Plus **vulnerable** game bonus of 500

Total – 600

## Hand 6

### Lessons from this hand

- 1 Defenders can make use of the Rule of 11 applied to the opening lead.

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

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

### Bidding

- 1 Balanced hand and 12 HCP
- 2 14 HCP, no 4 or 5 card major, just bid the game in NT

**Lead** – ♦ 7, 4<sup>th</sup> highest of a long suit. **Diamonds** is defender's only 4 card suit.

**Defence** - North (defender) applies the rule of 11.  $11 - 7 = 4$ . North can see all 4 cards higher than the ♦ 7, 1 in dummy and 3 in his own hand. Therefore, East has no card that can beat the ♦ 7. North should play low on this initial trick thus leaving South on lead to lead a second **diamond!**

**Outcome** - The defence can win 4 **diamond** tricks and will eventually win the ♣ A to defeat the contract.

**Score** for E/W going 1 down **vulnerable** is 100 to N/S

## Hand 7 Lessons from this hand

- 1 Make life difficult for your opponents
- 2 Use a transfer bid after 1 NT opening if you have a 5+ card major suit even, or possibly especially, if you, as responder are very weak.

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

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

### Bidding

- 1 12 – 14 HCP and a balanced hand.
- 2 North is very weak. The only good feature to the hand is a 5 card **heart** suit. Tell opener to bid **hearts** by using a transfer bid. (South must alert this bid)
- 3 Do what you are told.
- 4 Aim achieved – the contract is now **hearts**. Pass.

**Opening lead** - ♣8, “High for Hate”. ♠A lead is most unattractive, leading away from the Ace Queen combination. Don’t lead a suit

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headed by an unsupported ace against a suit contract so don’t lead a **diamond**. A trump lead would also be OK.

**Declarer counts Winners and Losers** – If the ♠ honours are in the West hand he will win 0♠. If the trump suit breaks 3:2, he will have 2 trump winners. The ♣ suit should provide 4 tricks provided the opponents cannot ruff.

**Plan** – Draw trumps before cashing more ♣ winners. Lead a ♥ at every opportunity in order to exhaust the defenders’ trumps.

**Defence** – when in with a high ♥, what should East do? Partner’s initial lead was High for Hate ♣ so don’t lead that suit. You can see a singleton ♦ in dummy so avoid **diamonds**. Lead a High for Hate ♠9

**Outcome** – Declarer can win 6 tricks going down 1

**What would have happened if South had played in 1 NT?** He would have been 6 down taking only 1 trick!

**What would have happened if South had not opened?** – E/W can make 11 tricks in **spades**! After the 1 NT opening it was very difficult for E/W to get into the bidding.

### Score

- 1 N/S down 1 vulnerable in 2♥ = 100 to E/W
- 2 N/S down 6 vulnerable in 1 NT = 600 to E/W
- 3 E/W making 4♠ + 1 **vulnerable** = 650 to E/W
- 4 E/W making 3 NT = 600 to E/W

**Conclusion** – The 1 NT opening bid sometimes goes wrong but often it is a great way of making life difficult for your opponents. Go for it! Don’t worry about going down every now and again. 2♥ going 1 down is the best score possible for N/S.

## Hand 8

### Lessons from this hand

- 1 Defender, give attitude signal on the initial lead – discouraging "High for Hate"
- 2 Look carefully at the cards visible to work out if a card played is high or low. It is not always obvious.

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

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

### Bidding

- 1 18 HCP and a balanced hand – open the 4 card major suit
- 2 8 HCP's and 4 card support for partner's major suit.

- 3 With 18 HCP West should jump to the game as partner has promised at least 6 HCP. However, some might only bid an invitational 3♠
- 4 If West is conservative and only bids 3♠, East should bid the game as he has near maximum for his first bid.

**Lead** - ♥A top to touching honours

**Defence** – North needs South to let him know if he should continue with the ♥K. South might have the ♥Q. South does not have it so should play his highest card ♥6. **"High for Hate"**. That card does not look very high. However, North should look to see which other cards are visible. North can see that the only card missing which is higher than then ♥6 is the ♥Q. Who has it? If West has it, the North must **not** continue with the suit. ♥5 4 3 and 2, are also missing. It is likely that South will have at least one of these and would have played a smaller card if he held the ♥Q. Therefore, North should be able to work out that he needs to switch to another suit.

South will, at some stage, gain the lead with the ♣A and lead back a **heart** to defeat the contract, North capturing West's ♥Q.

**Outcome** – On good defence the contract goes 1 down **non vulnerable**

**Score** – 50 to N/S