



SBU LESSON 3 – HANDS 1 - 8 (USING BIDDING CRIBS)

Hand 1

Lessons from this hand

- 1 Declarer, first **assess** your hands by counting how many **winners** you have between the two hands (yours and Dummy's)
- 2 **Make a plan.**
- 3 **Draw trumps – count the suit**
- 4 Choose a **Work suit**
- 5 Establish extra tricks by force of high card strength.

	♠ AK4 ♥ QJT32 ♦ KJ42 ♣ 6	Dealer N
♠ QT875 ♥ 9 ♦ A87 ♣ J732	N W E S	♠ J9 ♥ 876 ♦ T96 ♣ KQT85
	♠ 632 ♥ AK54 ♦ Q53 ♣ A94	

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

Bidding

- 1 **Unbalanced hand with 14 HCP – open your longest suit first.**

- 2 4 card support for partner and 13 HCP's, bid 4♥.

Contact – 4♥ by North

Lead from East - ♣ K (Top of three touching high cards)

Declarer count winners – 2 **spades**, 5 **hearts**, 0 **diamonds** and 1 **club** = 8.

2 More needed.

How many tricks are needed to make 4♥?

(Remember the first 6 tricks are not counted!)

Need to make 4 (that means take 10 tricks).

Count of winners shows that 2 more winners are needed.

Find a work suit.

Plan – The first priority is to draw trumps – that means exhaust the Defenders' trumps so your high cards don't get ruffed!

Is it safe to draw trumps? – Yes.

Draw trumps – COUNT the trump cards on each round so you know how many trumps remain in the defenders' hands (the two hands between them) at every stage. Count **down**, counting how many trumps remain out against you. When the defender's trumps are exhausted stop playing the trump suit. Don't waste your trump cards!

Work suit – **Diamonds**. Once the Ace has been forced out there are 2 **diamonds** winners.



Hand 2

Lessons from hand 2

- 1 **Declarer, count winners.**
- 2 **Declarer, count losers as well.**
- 3 **Draw Trumps even if the suit looks terrible - remember to count the suit.**
- 4 **Remove the defenders' trumps so avoiding having high cards ruffed.**

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

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

Bidding

1 East has 14 HCP and an unbalanced hand with 2 doubletons. Open the longest suit – even this weak looking 5 card **heart** suit.

2 Holding 4 cards in hearts responder can immediately support partner's suit. Bid 4♥.

Lead from South, ♦7 (singleton). Maybe North will be able to get the lead and return the suits for South to ruff.

Declarer count winners –

spades – 2

hearts - unknown number of winners – it all depends on the distribution of the defenders' hearts

diamonds - 3

clubs – 4

Total – Sufficient winners provided the defenders are not allowed to ruff.

Declarer, start to think about possible losers

spades – 0

hearts – there could be 4 losers if North holds all the outstanding hearts.

diamonds – 0

clubs – 0

Total = a maximum of 4. You can only afford 3.

Plan - Drawing trumps. Don't be put off by the terrible holding in the trump suit. You need to tackle the **hearts**. If you put the problem off and start to cash outside winners, those winners might be ruffed by a defender. Here, you lose 3 **heart** tricks as the defenders' **hearts** split 3:1 with North holding the ♥A over your ♥K and defenders' 4 **hearts** are divided 3:1.

Outcome – the contract makes provided Declarer tackles the trumps

Hand 3

Lessons from this hand

- 1 Is it safe to draw trumps?
- 2 Count winners and losers.
- 3 Identify a work suit
- 4 Discard losers

	♠ 9542 ♥ KQJ ♦ KQ ♣ A876	Dealer S
♠ J6 ♥ AT76 ♦ JT976 ♣ T3	N W E S	♠ T3 ♥ 5432 ♦ 8543 ♣ KQJ
	♠ AKQ87 ♥ 98 ♦ A2 ♣ 9542	

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

Bidding

- 1 Unbalanced hand with 13 HCP – open your longest suit.
- 2 4 card support for partner's suit and 15 HCP. Bid 4♠

Contract – 4♠ by South

Lead from West - ♦J (Top of three touching high cards)

Declarer count winners –

spades- 5 (Could be only 4 if one defender holds all 4 outstanding spades)

hearts - 0

diamonds - 2

clubs - 1

Total = 8 (Defender's spades break 2:2 so there is no spade loser)

Declarer count losers –

hearts – 1

clubs - 3

Total = 4 One too many!

Make a Plan

Identify a work suit - **hearts**

Force out the ♥ A to establish 2 **heart** winners.

Is it safe to draw trumps now before establishing the work suit?

Yes.

spades break 2:2

Discard one club on the third round of hearts and ruff North's 4th club in South.

Outcome – Contract makes.

♠ ♥ ♦ ♣

Hand 4

Lesson from Hand 4

- 1 Declarer count winners
- 2 Declarer count losers in order to gain warning of possible problems
- 3 Draw trumps
- 4 Find a work suit

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

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

Bidding

- 1 Unbalanced hand with 13 HCP – open your longest suit.
- 2 4 card support for partner's suit and 14 HCP. Bid 4♥

Contract – 4♥ by West

Lead from North - ♦Q (Top of three touching high cards)

Declarer count winners - 0 spades, 5 hearts, 2 diamonds, 0 clubs
 Total 7, 10 needed so 3 more winners are required.

Declarer count losers - 1 spade, 0 hearts, 0 diamonds, 1 club.
 Total 2 Looks good!

Plan

Draw trumps. Then ruff a second round of **spades** in the West hand. Then find a Work suit.

Is safe to draw trumps now before establishing the work suit?

Yes, but....

If one defender holds all 4 of the outstanding trumps, 4 rounds will be needed to draw them all. Now there will be no trumps in East to ruff West's 2nd **spade**!

This is one reason Declarer should consider losers as well as winners. **hearts** break 2:2. A bad 4:0 trump break would have been exposed on the first round of **hearts**.

Could Declarer take a **spade** ruff before drawing trumps? Yes, that looks safe.

Identify a work suit - clubs

Force out the ♣A to establish 3 club winners.

Danger

Declarer must draw trumps before forcing out the ♣A because North can lead a second **diamond** which South would then ruff!

Hand 5

Lessons from hand 3

- 1 Long suits are powerful
- 2 Use a ruff to establish a long suit.
- 3 Think about entries to the hand with the established long suit.

	♠ KQT98 ♥ A ♦ Q53 ♣ K975	Dealer N
♠ 4 ♥ KT532 ♦ JT98 ♣ Q84	N W E S	♠ 765 ♥ QJ8764 ♦ 7 ♣ AT2
	♠ AJ32 ♥ 9 ♦ AK642 ♣ J63	

Bidding

North	East	South	West
1♠	pass	4♠	all pass

Contract - 4♠ by North

Lead from East – ♥Q (Top of two touching honours)

Declarer count winners – 5 spades 5, 1 heart, 3 diamonds, 0 clubs = 9.
One winner short.

Declarer counts losers – 0 spades, 0 hearts, 0 diamonds (provided there are trumps in North to ruff South's little cards), 2 clubs (provided there is a trump left in the South to ruff the 4th round – South might run out of spades if defenders' spades are distributed 4:0.)
Total = 2. Looks OK with caveat about terrible 4:0 trump break.

Play plan – Win the opening lead. Draw trumps (3 rounds needed). Find a work suit

Work suit - diamonds. Suit looks good with the 3 top honours and a total of 8 cards between North and South. The defenders have 5 diamonds altogether. If the suit breaks 3:2 (that means one opponent holds 3 cards and the other opponent holds 2 cards) the small cards will win 2 extra tricks.

Play the **diamond** work suit cashing ♦Q first (high cards from short hand first). East shows out on the 2nd round so West started with 4 cards in diamonds including one winner. Cash ♦A and ♦K.

On the 4th **diamond** ruff in North. This exhausts West's diamonds and South's last small diamond is now a winner. The suit had been established by use of a ruff.

Danger – Make sure there is an entry into the South hand once the last **diamond** is established. When drawing trumps preserve ♠A or ♠J as an entry.

Watch entries into the hand with the long suit.

♠ ♥ ♦ ♣

Hand 6

Lesson from hand 6

- 1 **Look for ruffs in the short hand – the short trump hand is the hand in which there are fewer trumps**

	♠ T ♥ 754 ♦ AQJ96 ♣ QJT8	Dealer E
♠ AQ65 ♥ 83 ♦ K54 ♣ A542	N W E S	♠ K7432 ♥ AK62 ♦ 83 ♣ K6
	♠ J98 ♥ QJT9 ♦ T72 ♣ 973	

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

Bidding

1 13 HCP and an unbalanced hand with 2 doubletons - bid the longest suit, 1♠

2 13 HCP and 4 card support for partner – bid 4♠

Contract – 4♠ by East

Lead from South - ♥Q (Top of three touching high cards)

Declarer count winners –

- ♠ - 0 (unless one opponent holds all 4 outstanding cards – here the split is 3:1 so there is no loser)
- ♥ - 2 if West is unable to ruff East's small cards.
- ♦ - 2, North holds the ♦A so West's ♦K does not win a trick.
- ♣ - 0 (provided that there are trumps in the East hand for ruffing)

Declarer count losers –

- ♠ - 5 (The suit breaks 3:1 so there are 5 winners.)
 - ♥ - 2, (Ace and King)
 - ♦ - 0, (North holds ♦A).
 - ♣ - 2 (Ace and King)
- Total – 9

Plan – Is it safe to start drawing trumps? Yes. They break 3:1.

Are there enough winners?

One more needed.

Where might another trick come from?

Possibilities are

- 1 Perhaps ♦K cannot provide an extra trick. It is worth trying. Lead a small card from East towards the ♦K. Sadly, North has ♦A so ♦K cannot provide an extra trick.

That leaves ruffing

- 2 Ruff a **club** or **diamond** in East.
- 3 Ruff a **heart** in West.

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Option 2. Ruff a **club** or **diamond** in East.

Count winners BEFORE any ruffs -

♠ - 5 (The suit breaks 3:1 so there are 5 winners.)

♥ - 2, (Ace and King)

♦ - 0, (North holds ♦ A).

♣ - 2 (Ace and King)

Total - 9

Count winners AFTER a ♣ or ♦ ruff in East -

♣ or ♦ ruff in East using one of East's trumps.

♠ - 4 in East - one trump had been used for the ruff.

♥ - 2, Ace and King

♦ - 0

♣ - 2, Ace and King

Total still only 9

Option 3. Ruff a **heart** in the East hand.

Count winners AFTER a ♥ ruff in West -

♥ - 1 ruff in **West**.

♠ - 5 East's trump holding is untouched, not depleted by a ruff)

♥ - 2, Ace and King

♦ - 0

♣ - 2, Ace and King

Total now = 10

Look for ruffs in the short trump hand – The short trump hand is the hand in which there are fewer cards in the suit. A ruff in the hand in which there are a greater number of trumps (trump long hand) does not gain a trick as those trumps were winning tricks whether they are used to ruff or just led out.

Outcome - E/W can make 4♠

This is a difficult but important hand – read it through again until you are sure you understand why ruffing in East does not help while a ruff in West gives an extra trick.



Hand 7

Lessons from Hand 7

- 1 Count how many tricks will need to come from the trumps suit.
- 2 It may be necessary to take “short” hand ruffs before drawing trumps

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

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

Bidding

- 1 19 HCP's and an unbalanced hand. Bid the longest suit, 1♠.
- 2 Follow the crib – bid 2♠
- 3 The crib may not give you sufficient guidance for this but please bid 4♠.

Contract – 4♠ by South

SBU – Lesson 3 - Hands

Lead from West ♦J (Top of three touching high cards)

Declarer count losers –

- ♠ - 0
- ♥ - 0, provided Declarer can ruff in North.
- ♦ - 0, provided Declarer can ruff in South
- ♣ - 2

Total = 2. That looks hopeful. You can afford 3 losers!

Declarer count winners –

Only 9: 5 **spades**, 0 **hearts**, 1 **diamond**, 1 **club** = 7

There is a problem, not enough winners (10 needed). 3 more required.

There are only 2 winners outside the trump suit (2 Aces). 8 Tricks altogether will have to come from **spades**. That means 5 **spades** in the South hand and **3 from ruffs in the North hand** (the “short” trump hand).

Plan – The only hope is to ruff **hearts** three times in North. These will have to be taken **before** drawing trumps. Start with a **heart** ruff at trick 2. Use Aces in the minor suits to get back to South twice in order to lead **hearts** twice more and ruff a total of 3 times in North.

So, is it safe to draw trumps straight away? NO!

DELAY DRAWING TRUMPS because trumps are needed in the “short” hand for ruffing. Provided drawing trumps is delayed it will be possible to ruff **hearts** three times. These are ruffs in the “short” hand.

Outcome – 4♠ makes

Hand 8

Lesson from hand 8

- 1 Ruff in the short trump hand
- 2 Try a finesse
- 3 Count winners outside the trump suit.
- 4 Avoid dangerous, unnecessary ruffs in the long hand

	♠ K9852 ♥ - ♦ Q6 ♣ KQT987	Dealer W
♠ AQ4 ♥ QJT32 ♦ KT92 ♣ 6	N W E S	♠ 63 ♥ AK54 ♦ A83 ♣ A432
	♠ JT7 ♥ 9876 ♦ J754 ♣ J5	

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

Bidding

- 1 West – (unbalanced hand bid your longest suit)
- 2 East – 15 HCP and 4 card support for partner – bid 4♥.

Contact – 4♥ by West.

Lead from North - ♣K (Top of three touching high cards)

Declarer count losers –

1 **spade** (provided East has a trump remaining to ruff the 3rd round)
 0 **hearts**, 1 **diamond** (assuming East can ruff 4th round)
 0 **clubs** (provided there are trumps left in West for ruffing).
 Total = 3. That looks hopeful.

Declarer count winners –

1 **spade**. In addition, there is a finesse position - ♠Q could win a trick if South holds the ♠K.
 5 **hearts**, 2 **diamonds**, 1 **club** = 9 definite, 10 if the Spade finesse succeeds.
 It fails so 9 only

Plan – Win the first trick and try the **spade** finesse. This fails as North holds the ♠K so there are only 9 winners. One more needed!

Winners outside the trump suit = only 4. Total of 10 winners are needed. 6 tricks must come altogether from the trump suit. Declarer has 5 trumps in the West hand (long trump hand) so 1 ruff in the East hand (the short trump hand) is needed to make the contract.

Play - When Declarer regains the lead he should cash the ♠A and ruff a 3rd round of spades in East. E/W's trumps are strong enough for East to ruff with an honour to guard against an over ruff if South is now out of spades.

Now draw trumps!

Danger – There is a temptation to ruff a **club** on the second trick. This shortens West's trumps and does not gain a winner. When North is in with the ♠K, he should then lead a third club **forcing declarer to ruff**. The trumps split 4:0 and declarer would run out of trumps and lose control!