

Deals - Lesson 1

1. North/None

♠A K 8 3 2
 ♥T 6 4
 ♦J 9 2
 ♣AT

♠Q 6 4
 ♥A 8
 ♦K 6 3
 ♣Q J 9 4 2

♠7 5
 ♥Q J 7 3
 ♦8 7 5
 ♣K 6 5 3

♠J T 9
 ♥K 9 5 2
 ♦A Q T 4
 ♣8 7

West	North	East	South
Pass	1♠	Pass	2♠
Pass	Pass	Pass	

With 6-10 hcp and at least three spades, South raises to 2♠. North has no extra values and knows that the combined strength is not enough for game, so he passes. After a club lead, declarer should try the diamond finesse. When it fails, the defenders probably win the king of clubs and continue with the queen of hearts, which gives the defenders two heart tricks. As the queen of spades can be finessed, the result is nine tricks. If the defenders lead the queen of hearts, they can manage two hearts, one heart ruff, one club and one diamond, for eight tricks to declarer.

2. East/NS

♠8
 ♥Q 6 4
 ♦A 6 4 3 2
 ♣AT 9 5

♠K J 3 2
 ♥A 8
 ♦9 8 5
 ♣Q 6 4 3

♠Q T 9 7 4
 ♥T 9 5 3
 ♦J
 ♣K J 2

♠A 6 5
 ♥K J 7 2
 ♦K Q T 7
 ♣8 7

West	North	East	South
Pass	2♦	Pass	1♦
Pass		Pass	Pass
Pass			

With 6-10 hcp and at least a five-card diamonds North raises to 2♦. South, without any extra values,

has to pass. The good lay of the cards means that with a bit of luck, declarer can make eleven tricks. He would have been able to score a game, losing only one club and one heart tricks.

3. South/EW

♠7 6 2
 ♥9 5 3
 ♦K Q 8 5 2
 ♣7 2

♠Q 9
 ♥Q T 7 6
 ♦J T 6
 ♣K T 8 6

♠K J 8
 ♥A K J 8 4
 ♦A 7
 ♣Q J 9

♠A T 5 4 3
 ♥2
 ♦9 4 3
 ♣A 5 4 3

West	North	East	South
Pass	Pass	1♥	Pass
2♥	Pass	4♥	Pass
Pass	Pass		

Once again a single raise showing three-card hearts and 6-10 hcp. East, who has 19 hcp, knows that the joint strength should be enough for game and bids it. There is one loser in each suit outside the trump suit, and the result will be ten tricks.

4. West/All

♠7 6
 ♥K T 7 6
 ♦A 8 3
 ♣8 4 3 2

♠A J 8 4 2
 ♥9 3
 ♦Q 7 5
 ♣K Q 9

♠K Q T 3
 ♥A 5 4
 ♦K J T 6
 ♣A 5

♠9 5
 ♥Q J 8 2
 ♦9 4 2
 ♣J T 7 6

West	North	East	South
1♠	Pass	4♣	Pass
Pass	Pass		

When West shows 12 hcp, East, who has 17 hcp,

knows that the strength is enough for game and quickly concludes the bidding with 4♠. If the defenders lead hearts, declarer makes eleven tricks. With any other lead, declarer can draw trumps and establish diamonds to discard the heart loser, resulting in twelve tricks.


5. North/NS

♠J T 3
♥K Q 8 3
♦3 2
♣Q 8 7 5

♠9 7 5
♥6
♦Q J 9 6 4
♣A K J 4

♠A 6 2
♥J T 5 4 2
♦T
♣T 9 3 2

♠K Q 8 4
♥A 9 7
♦A K 8 7 5
♣6



West	North	East	South
	Pass	1♦	Pass
3♦	Pass	5♦	Pass
Pass	Pass		

West jumps to 3♦ inviting game with 5+ diamonds and 11-12 hcp. East has extra values and takes a chance on game. Declarer will probably lose two tricks in spades. But theoretically, he can play the suit for only one loser, finessing twice over North's jack-ten.


6. East/EW

♠Q T 3
♥K 9 8 6 4
♦T 7 5
♣Q 8

♠9 6 4
♥J 3 2
♦A 8 6 3
♣K T 4

♠A K 8 7 5
♥T 7
♦Q J 9
♣A 9 3

♠J 2
♥A Q 5
♦K 4 2
♣J 7 6 5 2



West	North	East	South
		Pass	1♠
Pass	2♠	Pass	Pass
Pass			

With 6-10 hcp, North cards are enough for a single raise. South passes with a limited hand. West has no

safe lead, so he chooses a trump. Declarer probably will lose one club, two diamonds, and two hearts, making eight tricks.


7. South/All

♠A T 7 5 2
♥J 7 6
♦J T 2
♣K 5

♠K J 8
♥A K 9 4 3
♦Q
♣Q T 8 7

♠6
♥Q 8 5 2
♦A 9 6 4 3
♣A 9 6

♠Q 9 4 3
♥T
♦K 8 7 5
♣J 4 3 2



West	North	East	South
			Pass
1♥	Pass	2♥	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

East has a maximum for his single raise to 2♥ and continues to game when partner invites with 3♥. North will probably lead diamonds, for lack of something better, and the defenders have to settle for one spade and one club trick.


8. West/None

♠K 9
♥A K T 9 4 2
♦A J T
♣7 6

♠6 4 2
♥5 3
♦K 8 7 4
♣Q T 8 2

♠A T 5 3
♥J
♦Q 5 3 2
♣J 5 4 3

♠Q J 8 7
♥Q 8 7 6
♦9 6
♣A K 9



West	North	East	South
Pass	1♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			


Holding 11-12 hcp, South jumps to 3♥. North has extra values and raises to game, and only a diamond lead can prevent declarer from making twelve tricks, when he can establish the spades and discard the diamond loser.

Deals - Lesson 2

1. North/None

♠K 9 6 2
♥K J T 9 7
♦A Q 2
♣2

♠7 4
♥Q 3
♦T 7 5 4
♣A K 8 7 4



♠5 3
♥A 6 4 2
♦K J 6 3
♣Q T 3

♠A Q J T 8
♥8 5
♦9 8
♣J 9 6 5


West	North	East	South
	1♥	Pass	1♠
Pass	2♠	Pass	Pass
Pass			

North opens 1♥. With no heart support, South bids 1♠, showing at least 6 hcp and at least four spades. North, who has trump support and 12-14 hcp, shows this with a single raise. Declarer loses one club and one diamond trick and by finessing the queen of hearts, he loses only one trick in the suit, for ten tricks. Or eleven, if the defenders do not win their diamond trick before hearts are established.

2. East/NS

♠Q 6 3
♥K 7 5 3
♦7
♣K T 8 5 3

♠K J 8 2
♥Q J 6
♦T 4
♣A J 9 7



♠A 9 5 4
♥A 9
♦K Q J 3 2
♣Q 2

♠T 7
♥T 8 4 2
♦A 9 8 6 5
♣6 4

West	North	East	South
		1♦	Pass
1♠	Pass	3♠	Pass
4♠	Pass	Pass	Pass


With 16 hcp and a semi-balanced hand, East opens his longest suit, diamonds. West, with no trump support, suggests spades instead. East, who also has spades, jumps to invite game, with 3♠. West, who has opening strength, raises to game. North should lead his diamond singleton and then South wins with the ace and gives partner a ruff in diamonds. If declarer

then wins the trump ace and king, he can discard his clubs on the established diamonds and end with finessing in hearts for twelve tricks. Discarding hearts only gives eleven tricks, when the club finesse fails.

3. South/EW

♠Q 8 3
♥K T 7 5 2
♦9 2
♣Q 6 4

♠J T
♥A
♦A T 8 7
♣A K J 8 7 5



♠K 9 5
♥6 4 3
♦K Q J 5 4
♣T 9

♠A 7 6 4 2
♥Q J 9 8
♦6 3
♣3 2

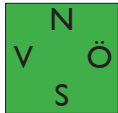
West	North	East	South
			Pass
1♣	Pass	1♦	Pass
3♦	Pass	5♦	Pass
Pass	Pass		

With no support in clubs, East suggests diamonds as trump with his 9 hcp. West who has extra values jumps to 3♦, since he has support. With extra values, East raises to game. Playing 3NT is risky since there is only a single stopper in hearts, and if the suit is lead there are only eight tricks, when the club finesse fails. With East as declarer, there is a slam when the minors behave. If the defenders do not take the ace of spades they do not get any tricks.

4. West/All

♠A K
♥A T 9 4
♦K Q 5 4 2
♣5 3

♠Q J T 7
♥J 3
♦T 9 8
♣A 9 7 6



♠6 4 3 2
♥K 8 6
♦A J 7
♣J T 4

♠9 8 5
♥Q 7 5 2
♦6 3
♣K Q 8 2

West	North	East	South
Pass	1♦	Pass	1♥
Pass	3♥	Pass	Pass
Pass			

North opens with his longest suit, diamonds. South suggests hearts and then North with support and extra values jumps to 3♥. With a minimum, South passes and does not accept the invitation to game. The defenders probably will get one heart, one diamond, and one club trick. The result should be nine or ten tricks depending on the game plan, which will revolve around whether to draw trumps or not.

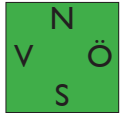
5. North/NS

♠KT 7 4 2
♥T 8
♦JT 9 8
♣6 5

♠A Q 8 5
♥A K 6 5 2
♦Q 7 2
♣9

♠9 3
♥J 9 7 3
♦A 4
♣A K J T 8

♠J 6
♥Q 4
♦K 6 5 3
♣Q 7 4 3 2



West	North	East	South
	Pass	1♣	Pass
1♥	Pass	2♥	Pass
4♥	Pass	Pass	Pass

East opens 1♣ and West with no support suggests hearts, which is his longest suit. With 13 hcp there is no extra strength and the hand is only worth a single raise. West, however, is strong enough to bid game. If declarer wins the ace and king in hearts, he can then establish his clubs to discard the diamond loser and make twelve tricks.


6. East/EW

♠Q J T 9 6 2
♥A 9 4
♦2
♣A J 2

♠5
♥5 3 2
♦Q J T 7 5
♣Q 6 5 4

♠K 3
♥Q J T 8
♦A 9 8 4 3
♣8 3

♠A 8 7 4
♥K 7 6
♦K 6
♣K T 9 7



West	North	East	South
		Pass	1♣
Pass	1♠	Pass	2♠
Pass	4♠	Pass	Pass
Pass			

South opens 1♣ and North suggests spades when

he lacks support. South with support and minimum raises to 2♠ and then North jumps to game. With ten trumps, a good plan is to play the suit. From the top the king does not drop and there is a loser in the suit. Declarer plays diamonds towards the king, and East wins the ace. The king of diamonds allows declarer to discard the losing heart, and to make ten tricks (or eleven, if he finds the club queen).


7. South/All

♠A K 2
♥A 8 4 3
♦T 8 4
♣K 8 4

♠Q J 5 4
♥K 7
♦7 5
♣J T 9 6 3

♠T 8 7 6
♥T 6 5
♦J 9 3
♣A 5 2

♠9 3
♥Q J 9 2
♦A K Q 6 2
♣Q 7



West	North	East	South
			1♦
Pass	1♥	Pass	2♥
Pass	4♥	Pass	Pass
Pass			

South opens 1♦. North, with no support, bids 1♥ and South, with a heart side suit and a minimum, raises to 2♥. North jumps to game. When the trump finesse is on, there are 12 tricks for declarer.

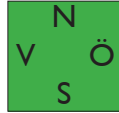
8. West/None

♠T 8
♥A Q 5
♦K 8 5 2
♣J 8 4 3

♠Q 6 4 2
♥J 9 4 3 2
♦A J 9
♣A

♠A K J 9 3
♥8 7
♦T 6 3
♣T 9 5

♠7 5
♥K T 6
♦Q 7 4
♣K Q 7 6 2



West	North	East	South
1♥	Pass	1♠	Pass
2♠	Pass	Pass	Pass

West opens 1♥. East with no support suggests spades, and West with support raises to two, with his minimum hand. East has no extra values and passes. A successful double finesse in diamonds gives ten tricks to declarer.

Deals - Lesson 3

1. North/None

♠6 4 3
♥A 9 4
♦K Q 8 7 4
♣T 5

♠K 2
♥K 5 2
♦T 5 3
♣A K 9 8 7

♠A Q 9
♥Q J 6 3
♦A 9 6 2
♣Q 4

♠J T 8 7 5
♥T 8 7
♦J
♣J 6 3 2

West	North	East	South
	Pass	INT	Pass
3NT	Pass	Pass	Pass

With 13 hcp, West knows that the pair has at least 28 hcp, and jumps to game. South probably leads spades and declarer establishes his hearts, making ten or eleven tricks.

2. East/NS

♠K Q J
♥T 7 2
♦A T 9 8
♣Q 9 5

♠8 4 3 2
♥A K 9 6 5
♦6 4
♣T 3

♠9 7 6 5
♥4 3
♦Q 2
♣A 8 7 4 2

♠A T
♥Q J 8
♦K J 7 5 3
♣K J 6

West	North	East	South
		Pass	INT
Pass	3NT	Pass	Pass
Pass			

When South opens INT, North has no problems bidding 3NT with 13 hcp. West leads the five of hearts, which poses the most problems for declarer. He must now guess diamonds to make his contract. With nine cards in the suit, the odds are for playing from the top, and this time, it gives declarer his nine tricks.

3. South/EW

♠A K 3
♥A T 4 2
♦Q T
♣A 9 8 2

♠J 4
♥J 8
♦5 4 3 2
♣J T 6 5 4

♠9 6 2
♥K 6 3
♦K J 9 7 6
♣Q 7

♠Q T 8 7 5
♥Q 9 7 5
♦A 8
♣K 3

West	North	East	South
			Pass
Pass	INT	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

With only 9 hcp South cannot bid game, so he invites game with 2NT, asking opener for extra values. With a minimum, opener would have passed, but North has a maximum and raises to game. East will probably lead spades and then declarer establishes his diamonds making nine tricks.

4. West/All

♠9 6 4 3
♥7 3 2
♦8 7 2
♣8 5 4

♠K Q 2
♥Q 8
♦K Q 4 3
♣A T 6 3

♠T 8 7
♥T 9 6 5 4
♦A 9
♣K 9 7

♠A J 5
♥A K J
♦J T 6 5
♣Q J 2

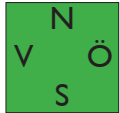
West	North	East	South
INT	Pass	4NT	Pass
6NT	Pass	Pass	Pass

With 17 hcp responder knows that the combined strength is very close to the 33 hcp needed for a small slam. 4NT is an invitation to 6NT, just as 2NT invites 3NT. Opener is not minimum, so he accepts the invitation and bids 6NT. North probably leads spades and declarer must establish his diamonds and finesse in clubs to make twelve tricks.

5. North/NS

♠A K J 9
♥Q 3 2
♦7 3
♣A K T 7

♠8 7 5
♥A 8 5
♦K Q 8 6
♣J 8 2



♠4 3 2
♥J T 9 4
♦J 5
♣Q 9 6 3

♠Q T 6
♥K 7 6
♦A T 9 4 2
♣5 4

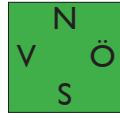
West	North	East	South
	INT	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

Again South has 9 hcp and invites game with 2NT. North, with a maximal hand, accepts and raises to 3NT. East will probably lead the jack of hearts. If the defenders play passively and cover honors with honors, declarer cannot make his contract, since there are only eight tricks available.

6. East/EW

♠K J 9 7 2
♥9 8 2
♦9 6
♣T 3 2

♠A T 6
♥J 5
♦A K 4 3 2
♣A 5 4



♠8 5
♥K 6 3
♦Q J T
♣K J 9 8 6

♠Q 4 3
♥A Q T 7 4
♦8 7 5
♣Q 7

West	North	East	South
		Pass	Pass
INT	Pass	2NT	Pass
3NT	Pass	Pass	Pass


10 hcp is on the limit to bid 3NT directly. East would have liked to bid 2½NT if that had been allowed. East chooses to invite and West accepts, raising to 3NT. Norths leads spades, and declarer will only make eight tricks if he wins the lead and finesses in clubs. However, there is another way. Assuming that South has the ace of hearts and only three spades, declarer ducks spades twice and then finesses in clubs. In this way, he will make the contract. If North switches to hearts after two rounds of spades, declarer can play low from dummy. South wins the

queen and has no good return. If he wins the ace of hearts, the king of hearts becomes declarer's ninth trick. If he plays clubs, declarer gets a certain finesse in clubs. Finally, if he switches to diamonds, declarer wins and plays hearts to establish the ninth trick.

7. South/All

♠A T 9
♥Q 6
♦K T 8 7 6 4
♣5 4

♠J 5 4
♥T 4 3 2
♦J 9
♣Q 9 6 3



♠K Q 8 6 2
♥9 8 5
♦A 2
♣J 8 2

♠7 3
♥A K J 7
♦Q 5 3
♣A K T 7

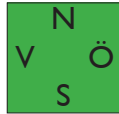
West	North	East	South
			INT
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

North invites game and South accepts with a maximum. West probably leads from "longest and strongest," clubs. South wins and establishes his diamond suit, which gives twelve tricks. Note that if West finds the spade lead instead, declarer has no chance to make his contract.

8. West/None

♠Q 5 4
♥T 9
♦T 9 6 2
♣Q J T 6

♠K J 7
♥K 5
♦K J 7 4
♣9 8 3 2



♠A T 9 6
♥A 7 6 4
♦A Q
♣K 7 4

♠8 3 2
♥Q J 8 3 2
♦8 5 3
♣A 5

West	North	East	South
Pass	Pass	INT	Pass
3NT	Pass	Pass	Pass

West with 11 hcp raises directly to game. The danger for declarer is if he mis-guesses spades. North will then continue with the queen of clubs and the contract fails. On the other hand, a successful finesse in spades gives ten tricks!

Deals - Lesson 4

1. North/None

♠K 7
 ♥A Q 9 4 2
 ♦J T 5
 ♣K 8 6

♠J 9 3 2
 ♥K J T 8
 ♦7 3 2
 ♣A 7

♠T 8 4
 ♥7 3
 ♦K Q 6
 ♣J T 9 4 2

♠A Q 6 5
 ♥6 5
 ♦A 9 8 4
 ♣Q 5 3

West	North	East	South
	1♥	Pass	1♠
Pass	INT	Pass	3NT
Pass	Pass	Pass	

North opens 1♥. South has no support and bids spades, showing at least a four-card suit and 6+ hcp. With a balanced hand and no spade support, opener bids INT, showing 12-14 hcp. The reason is that with a stronger hand, he would have opened INT instead of 1♥, to show 15-17 hcp. Responder has opening strength and raises to game. When East leads the jack of clubs, declarer has a lot of work to do. He should finesse twice in diamonds, once in hearts, and also guess the clubs. The latter is easy, though, since the jack of clubs must be from the top of a sequence. The ace must be with West and it will fall in the second club round, giving declarer two club tricks. Ten tricks to declarer!

2. East/NS

♠7 4
 ♥6 3 2
 ♦Q 8
 ♣A K T 7 6 2

♠A K 9 6 5 2
 ♥A T 4
 ♦J
 ♣Q 5 4

♠Q T 8
 ♥K 9 5
 ♦A K 9 6 3
 ♣J 8

♠J 3
 ♥Q J 8 7
 ♦T 7 5 4 2
 ♣9 3

West	North	East	South
		1♦	Pass
1♠	Pass	INT	Pass
4♠	Pass	Pass	Pass

East promises 12+ hcp and at least three-card diamonds. West, with no support, suggests spades, and then East with no other suit, bids INT, which limits the hand to 12-14 hcp, and also tells that it is balanced. Knowing that East has at least two spades, West has found a trump suit, and with 14 hcp in his own hand, he can jump to 4♠. When North starts with ace and king in clubs, declarer must watch out on the third round of clubs. He must ruff high in dummy, to prevent South from winning the trick by over-ruffing. As spades are 2-2, declarer can draw trumps and claim eleven tricks.

3. South/EW

♠K 4
 ♥6 5 4 3
 ♦K 8 3
 ♣A Q J 4

♠J 8 6 2
 ♥A K T
 ♦T 9 2
 ♣K 7 2

♠A Q T 9 5 3
 ♥Q 8
 ♦Q
 ♣9 6 5 3

♠7
 ♥J 9 7 2
 ♦A J 7 6 5 4
 ♣T 8

West	North	East	South
			Pass
Pass	1♣	1♠	Pass
2♠	Pass	Pass	Pass

After North opens 1♣, showing at least three clubs and 12+ hcp, East has an interesting hand. Instead of pass he can step into the struggle for the highest contract by bidding 1♠. This overcall shows at least 10 hcp and a 5+ suit. In addition, the suit should be reasonably strong, typically containing two of the top honors. South, without a stopper in spades and unable to bid at the two level, has to pass, and the bidding goes to West. With 11 hcp and support, West raises, to see if overcaller can invite to game. In this case, East is minimum and three passes follow. Declarer will probably lose two or three clubs, and one diamond trick. He should finesse in spades. If he finds out that South has the ace of diamonds, he knows that the spade finesse is a certainty. It is not likely that North could have opened if he does not have the king of spades.

4. West/All

♠Q J 4 2
 ♥A
 ♦J 7 5 4 3
 ♣A K 8

 ♠T 3
 ♥7 5 2
 ♦Q 9 8
 ♣Q T 6 5 3

 ♠K 6
 ♥K Q J 9 6
 ♦K T 6
 ♣J 9 2

 ♠A 9 8 7 5
 ♥T 8 4 3
 ♦A 2
 ♣7 4

West	North	East	South
Pass	1♦	1♥	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

North has 15 hcp but not a balanced hand so he must open 1♦. East overcalls 1♥ to compete for the contract. South shows his spades and West, who does not have enough strength to bid, passes. North jumps to 3♠ and shows 15-17 hcp and support for spades. South has a difficult guess, but chooses to raise to game. K-6 in spades with East can be finessed and after a heart lead, declarer will make eleven tricks, since the cards are favorably located and there are no wasted values.

5. North/NS

♠K 7 5
 ♥Q 6 2
 ♦K 8 7 2
 ♣J 8 3

 ♠Q J T 2
 ♥8 7
 ♦Q J T 9
 ♣A Q 4

 ♠A 9 6
 ♥A J T 4 3
 ♦A 4 3
 ♣7 6

 ♠8 4 3
 ♥K 9 5
 ♦6 5
 ♣K T 9 5 2

West	North	East	South
Pass	Pass	1♥	Pass
1♠	Pass	INT	Pass
2NT	Pass	3NT	Pass
Pass	Pass		

With 12+ hcp East opens 1♥. West with no support suggests spades in the search for a trump suit. East has no spade support and no other suit, so he bids notrump and limits his hand to 12-14 hcp. West holding 12 hcp invites game with 2NT and East with a jack to spare bids 3NT.

6. East/EW

♠K T 9
 ♥Q T 6 5
 ♦A K 3
 ♣K 7 4

 ♠7 6 4 2
 ♥4 3
 ♦J 7 6 5 2
 ♣T 5

 ♠A J 8
 ♥8 2
 ♦9 8
 ♣A Q J 9 8 2

 ♠Q 5 3
 ♥A K J 9 7
 ♦Q T 4
 ♣6 3

West	North	East	South
Pass		1♥	2♣
Pass	3NT	Pass	Pass
Pass			

East opens 1♥. South, who also has opening strength, overcalls 2♣. West has no support for hearts and not enough strength to bid anything but pass, and then North, with a heart stopper and 15 hcp, bids game. North knows that West has no more than a jack, when East could open the bidding. He should place the queen of spades with East. Three spades, two diamonds, and six club tricks is a total of eleven tricks.

7. South/All

♠A J 7 5
 ♥Q 9 8
 ♦7 5
 ♣Q J 9 2

 ♠K 9 2
 ♥J T 6 3
 ♦A 6 4 2
 ♣K 5

 ♠Q T 6 3
 ♥A 7 2
 ♦9 3
 ♣8 7 6 3

 ♠8 4
 ♥K 5 4
 ♦K Q J T 8
 ♣A T 4

West	North	East	South
Pass	1♠	Pass	1♦
Pass	Pass	Pass	INT

South opens 1♦. North with no support, but holding 6+ hcp, suggests spades as trump. South, with no support and no side suits, rebids INT. Now North knows that South's hand is limited to 12-14 hcp and with only 10 hcp in his own hand, he must pass. There is no point in inviting. If East manages to lead spades, the defenders will limit declarer to seven tricks. But leading spades is not easy. North has bid the suit. Other leads give declarer more tricks.

8. West/None

♠6 4			
♥QT 6			
♦QJT			
♣AQJ95			
♠KJ932	N V Ö S	♠AQ87	
♥K		♥A42	
♦A84		♦9765	
♣K872		♣T4	
		♠T5	
		♥J98753	
		♦K32	
		♣63	
West	North	East	South
1♠	2♣	3♠	Pass
4♠	Pass	Pass	Pass

After West's spade opening, North overcalls 2♣. East has spade support and 10 hcp and jumps to 3♠, inviting West to go to game. West should raise based on the good distribution. North leads the queen of diamonds, and declarer has some planning to do. The correct play is to win the lead in hand, unblock the king of hearts, and draw trumps, ending in dummy. Then cash the ace of hearts and discard a diamond loser from hand. Declarer loses two diamonds and one club trick, and makes the contract.

Deals - Lesson 5

1. North/None

♠Q J 6 3 2
 ♥A K Q 9
 ♦3 2
 ♣7 2

♠A T 9
 ♥5 3
 ♦A 8 6 5
 ♣Q J T 3

♠K 8 7 5
 ♥7 4 2
 ♦J T 9 7
 ♣5 4

♠4
 ♥J T 8 6
 ♦K Q 4
 ♣A K 9 8 6

West	North	East	South
1♠	Pass	2♣	
Pass	2♥	Pass	4♥
Pass	Pass	Pass	

North opens 1♠. With no spade support but holding 12+ hcp, South can bid 2♣. Bidding 2-over-1 is forcing to at least game. Now both North and South know that they must not pass below game, so they can move slowly to find the right contract. North cannot support clubs, but has another suit, hearts, and bids 2♥. This limits his hand to 12-17 hcp. A stronger hand would have jumped to 3♥ (18-21 hcp). South with 13 hcp sees that there is no real reason to look for a slam, and jumps to game in the trump suit that has now been located.

After the jack of diamonds lead, declarer must do some thinking and count his tricks before he starts to play. Two clubs, one diamond, and three hearts are six tricks, and ruffing twice gives two extra tricks, but this is still only eight tricks. Instead, declarer must try a crossruff. He must lose one spade trick, and then start ruffing spades and clubs. If the defenders do not play trumps, this will give two clubs, one diamond, and eight heart tricks, since declarer has all the high hearts and cannot be over-ruffed. However, an alert West can try to stop declarer by playing trumps when he gains the lead with the ace of diamonds. Declarer wins and must now win the ace and king of clubs, ruff a club, return to dummy in diamonds, and ruff another club. In this way, he establishes the last club in dummy, and the defenders will have to satisfy themselves with one spade and two club tricks.

We would like to congratulate you on learning how complex a deal can be and how many ways to play a

contract that must be analyzed, both by the declarer and by the defenders.

2. East/NS

♠T 9 8 4 3
 ♥A 2
 ♦8 4 2
 ♣J 8 3

♠J 5 2
 ♥T 9
 ♦K Q 7
 ♣A K 5 4 2

♠K Q 7
 ♥K J 8 7 5 3
 ♦A 6
 ♣7 6

♠A 6
 ♥Q 6 4
 ♦J T 9 5 3
 ♣Q T 9

West	North	East	South
		1♥	Pass
2♣	Pass	2♥	Pass
4♥	Pass	Pass	Pass

With 13 hcp East opens 1♥. West is without heart support but has a club suit and 12+ hcp, and responds 2-over-1, also setting a game force. East re-bids hearts and shows that he has at least a six-card suit. Now West knows that hearts should be trumps. East is limited to 12-14 hcp and there is no strength for slam, so West simply jumps to game. After the jack of diamonds lead, declarer will probably lose one spade and two hearts, making ten tricks and the contract.

3. South/EW

♠T 7 6 2
 ♥T 3 2
 ♦8 4
 ♣A K 6 2

♠Q J 9 8 4
 ♥A K Q 9 4
 ♦7 3
 ♣4

♠A K
 ♥J 7 6
 ♦K J T 9 5
 ♣Q J T

♠5 3
 ♥8 5
 ♦A Q 6 2
 ♣9 8 7 5 3

West	North	East	South
			Pass
1♠	Pass	2♦	Pass
2♥	Pass	2NT	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

West has a nice two-suited hand with 5-5 in the majors (hearts and spades). He starts by opening the higher suit first, planning to bid the second suit twice, to show his distribution. After 1♠, East bids diamonds (no spade support). West now bids 2♥, showing at least 5-4 in the majors and 12-14 hcp. East has neither support nor extra suit lengths, so he bids 2NT, to see if opener has anything else to show, and now the heart suit is located. A West holding five spades, four hearts, and two clubs and two diamonds would have bid 3NT instead.

Against 4♥ North probably leads the ace of clubs. When he sees the dummy, and knows that declarer has ten cards in the majors, he realizes that declarer may ruff if he continues clubs. Thus, North switches to diamonds to South's queen or ace, depending on what declarer plays from dummy. When South wins a second diamond and continues the suit, declarer must ruff high to avoid one down on an overruff.

4. West/All

♠A Q J 8 3 ♥J 9 8 4 ♦A 5 4 ♣A		♠K 9 7 ♥6 5 ♦T 6 3 2 ♣Q T 7 4
♠T 6 2 ♥A 7 ♦Q J 9 ♣9 8 6 5 3	♠5 4 ♥K Q T 3 2 ♦K 8 7 ♣K J 2	

West	North	East	South
Pass	1♠	Pass	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

Without support in spades, South shows his heart suit. Since 2♥ is forcing to game, North should bid 3♥, to tell his partner about the extra strength. A hand with a minimal 12-14 hcp would have jumped to 4♥. This time, South has a minimum and is happy to only raise to game. West has no obvious lead, but probably tries the queen of diamonds, hoping to establish a trick or two. Initially, declarer has one heart loser and maybe one in spades, because the king of clubs can be used to discard a diamond, once the ace of clubs has been unblocked. Declarer should win the ace of diamonds, unblock the ace of clubs,

and force out the ace of hearts to draw trumps. With the ace of hearts gone, declarer draws trumps, discards the losing diamond on the king of clubs, and finesses in spades. The finesse is not on, so the final result is eleven tricks.

5. North/NS

♠Q 8 ♥Q J T 6 ♦A K 6 ♣A K J 7		♠A K J 5 3 ♥A 4 ♦Q 10 8 2 ♣9 5
♠T 9 6 4 ♥K 5 2 ♦7 5 4 ♣T 8 6		

West	North	East	South
	Pass	1♠	Pass
2♣	Pass	2♦	Pass
2NT	Pass	3NT	Pass
6NT	Pass	Pass	Pass

East opens 1♠. West holding 20 hcp already knows that there is strength for a small slam, but in what denomination? West bids 2♣ showing 12+ hcp and at least four clubs. East has a diamond suit and bids it. West has no support for anything yet, and bids 2NT to get more information about opener's distribution. When East goes to 3NT, West knows that East does not have six spades, not five diamonds, and not four clubs. East seems to have 12-14 hcp in a balanced hand. West ends the bidding in notrump, since there is no joint trump suit.

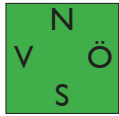
North has listened to the bidding and should lead a safe top of a sequence, so his choice is the nine of hearts. Declarer counts his certain tricks. There are at least ten and he can afford to finesse in hearts. South wins the king, but now declarer has established two heart tricks for twelve tricks in total. If the finesse had been on, declarer would have checked if diamonds were 3-3 and won all thirteen tricks.

If spades had been worse (5-1), declarer would have been forced to finesse in either clubs or diamonds. He should check which opponent had the long spades, and finesse over the other hand, improving the odds of the finesse to work.

6. East/EW

♠J 8
 ♥A K Q 9 5 4
 ♦K 7
 ♣Q 8 7

♠T 6
 ♥7 6 3 2
 ♦A 6 5 4 3
 ♣KT



♠A K 9 5 3
 ♥JT
 ♦T
 ♣A J 9 3 2

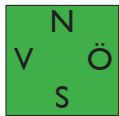
West	North	East	South
		Pass	1♠
Pass	2♥	Pass	3♣
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

North has no support for spades and bids 2♥, and sets a game force with 2-over-1. The bid 2♥ promises at least five hearts (not four). South suggests his second suit, clubs. North rebids hearts to show extra length. Now South can support hearts and the pair lands in the correct contract. When the club finesse fails, the result is eleven tricks to North after a probable queen of diamonds lead by East.

7. South/All

♠AT 9 8
 ♥Q J 4
 ♦T 9
 ♣K 7 3 2

♠K Q J 7 6 2
 ♥KT
 ♦K J 4
 ♣5 4



♠5
 ♥A 9 3 2
 ♦Q 8 7
 ♣A Q J 8 6

♠4 3
 ♥8 7 6 5
 ♦A 6 5 3 2
 ♣T 9

West	North	East	South
			Pass
1♠	Pass	2♣	Pass
2♠	Pass	2NT	Pass
3NT	Pass	Pass	Pass

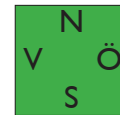
East can bid 2-over-1 in clubs because he has no spade support, but strength to force to game. Note that when East would have 6-1-1 hcp he could not bid 2♣, but must settle for INT. On 2♣ West rebids spades. East is still without support and waits in 2NT to see if West has anything more to tell about his distribution. This is not the case and West raises to 3NT. South probably leads a low diamond, de-

clarer wins in dummy, and tries to establish spades. North gains the lead and continues diamonds, which South wins and continues to establish that suit. When spades fail to deliver all tricks, declarer turns to the club finesse. It works and East wins three clubs, two diamonds, two hearts, and two spade tricks, for a total of nine, since North has no more diamonds to play.

8. West/None

♠A K Q 8 2
 ♥A Q 9 8 4
 ♦6 4
 ♣9

♠J 9 6 5 3
 ♥J 5
 ♦J 2
 ♣A 8 7 6



♠T 4
 ♥T 7 6 2
 ♦A K Q T 3
 ♣Q J

West	North	East	South
Pass	1♠	Pass	2♦
Pass	2♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			


North opens his highest five-card suit, spades, planning to show his hearts later on in the bidding. When South bids 2-over-1, 2♦, North knows that a game is on. The pair has at least 27 hcp together. North shows the heart suit and when South shows support, North raises to game. After a club lead, declarer tries the trump finesse. The finesse fails and the result is eleven tricks.

Deals - Lesson 6

1. North/None

♠A J 5
♥9 8
♦K Q J T 6 5
♣K 4

♠9 7 6 4 3
♥Q T 2
♦A 8 2
♣6 3



♠K Q 8 2
♥A K 6
♦9 4
♣A 9 5 2

♠T
♥J 7 5 4 3
♦7 3
♣Q J T 8 7

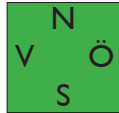
West	North	East	South
	1♦	Dbl	Pass
1♠	Pass	2♠	Pass
Pass	Pass		

North opens 1♦. East has 16 hcp and must bid something. Without a stopper in diamonds he cannot bid 1NT (with 15-17 hcp and a stopper, he would overcall 1NT). East has no five-card suit, so he cannot overcall in a suit. The solution is to use a take-out double (“X”). This shows the strength of an opening bid (12+ hcp) and at least three cards in each of the unbid suits. It asks partner to bid, in order to find a playable trump suit. It is called a “take-out” double because it asks partner to “take out” the current bid, not to pass it. South passes and West bids his longest suit. He bids according to similar principles as after an ordinary opening bid, that is, one in a suit shows 0-8 hcp, a jump to two 9-10 hcp, to three 11-12 hcp, and with 13+ hcp, he should bid a game. In this case, West is satisfied with 1♠. East invites 2♠ since he has some extra values above 12 hcp. West passes with a minimum. By playing up towards strength in the trump suit, West loses one spade, one diamond, and one club tricks, given that West wins the ace of diamonds and immediately plays a trump. If North plays low, West wins the queen of spades and continues with hearts to the queen, and yet another trump towards dummy, playing the trump suit for one loser.

2. East/NS

♠J T 8
♥A J T 8
♦A T 8
♣Q 9 7

♠Q 4 2
♥7 2
♦9 7 4 3
♣T 8 4 3



♠K 5 3
♥K Q 9 6 5
♦Q J
♣J 6 2

♠A 9 7 6
♥4 3
♦K 6 5 2
♣A K 5


West	North	East	South
		1♥	Dbl
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

With 14 hcp and no five-card suit, South’s best bid is to double. North has no four-card suit of his own, but he has very good stoppers in hearts and jumps to 2NT, showing 11-12 hcp and inviting game. With some extra values, South raises to 3NT. East probably leads hearts. Declarer knows that West has a maximum of two points, and can finesse in spades without worries. He wins three spades, two hearts, three diamonds, and three club tricks, thanks to the lucky diamond distribution.

3. South/EW

♠T 9
♥Q 9 3
♦J 7 6 4 3
♣T 3 2

♠K Q 8 2
♥8
♦K 8 5 2
♣A J 9 8



♠A J 5 4 3
♥7 6 5 2
♦A
♣Q 7 6

♠7 6
♥A K J T 4
♦Q T 9
♣K 5 4

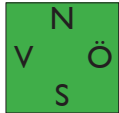
West	North	East	South
			1♥
Dbl	Pass	2♠	Pass
4♠	Pass	Pass	Pass

South opens 1♥ and West doubles for take-out. East jumps to 2♠ to invite game and West raises to 4♠ on his good hand. After the lead of the ace of hearts, the defenders cannot do much more. De-

clarer wins the lead and finesses in clubs, discards a club on the king of diamonds, and cashes all side-suit winners, and then a crossruff gives twelve tricks. If declarer ruffs the last diamond low, he may lose another trick, but the game is never in doubt.

4. West/All

♠A J 9 3
 ♥A 9 6 2
 ♦5
 ♣A Q T 7
 ♠T 7
 ♥K Q J
 ♦K J 8 7 4
 ♣K 9 3
 ♠K 8 6 5 2
 ♥7 5 4
 ♦A 9 3
 ♣J 4



West	North	East	South
1♦	Dbl	Pass	1♠
Pass	2♠	Pass	Pass
Pass			

This time, North has an excellent hand for a double, and South shows spades. With 15 hcp North is close in strength to making a strong invitation with a jump to 3♠. In that case, South should raise to game. When North is satisfied with the less strong invitation 2♠, South is a bit too weak and must pass. West leads the king of hearts. With trumps 2-2 declarer, makes eleven tricks, when the club finesse also succeeds.

5. North/NS

♠5 4
 ♥K 9 6 4 3
 ♦Q 9 8
 ♣A K 2
 ♠A K T 9
 ♥8 5
 ♦A J 2
 ♣J T 7 5
 ♠Q 3
 ♥Q J T 7 2
 ♦7 4
 ♣9 6 4 3



West	North	East	South
	1♥	Pass	Pass
Dbl	Pass	3♠	Pass
4♠	Pass	Pass	Pass

North opens 1♥. East is too weak to bid anything, and so is South. West, with no five-card suit of his own, but with the strength of an opening bid, doubles for take-out. East re-evaluates his hand and sees that it matches West very well. He makes the strong invitation 3♠ and West accepts with 4♠.

South probably leads the queen of hearts, the highest card from a sequence. After the ace and king of spades, South plays the queen. Declarer knows that North has the queen of diamonds, since he must have all the missing high-card points. The result should be five diamonds, five spades, and the ace of hearts. Eleven tricks in total.

6. East/EW

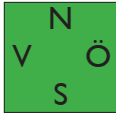
♠T 8 5 2
 ♥K Q J
 ♦Q J 8
 ♣K Q 6
 ♠A K Q
 ♥9 7 4 2
 ♦A 2
 ♣9 8 5 4
 ♠J 9 7 4 3
 ♥A T 8 3
 ♦K 5
 ♣A 7



West	North	East	South
		Pass	1♠
Pass	4♠	Pass	Pass
Dbl	Pass	Pass	Pass

South opens 1♠. West has opening strength, but cannot bid a suit nor can he double, so he passes. North raises to game. With four winners, West knows that the contract cannot be made - and doubles. This is a penalty double.

7. South/All

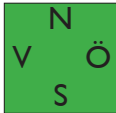
<p>♠K J T 9 8 ♥A 4 2 ♦J 8 ♣Q 8 7</p>		<p>♠4 3 ♥J T 7 5 ♦A T 9 4 ♣5 4 3</p>	<p>♠2 ♥K Q 8 6 ♦Q 5 3 2 ♣A J T 6</p>
		<p>♠A Q 7 6 5 ♥9 3 ♦K 7 6 ♣K 9 2</p>	

West	North	East	South
			1♠
Pass	Pass	Dbl	Pass
Pass	Pass		

When East opens 1♥ South doubles. North has 10 hcp and a five-card spade and should jump to 2♠ to invite game, in case partner has extra values. With 16 hcp South has no problem raising to game, 4♠. West leads the four of hearts and declarer loses one heart and one spade tricks for eleven tricks in total.

South opens 1♠. After two passes East has a typical take-out double. However, West should turn the take-out double into a penalty double by passing. West has five good trumps sitting behind opener. When West passes, declarer knows that the contract will be difficult. South must try to ruff with all his low trumps if possible. In the best case, South can make six tricks. If West plays trumps every time he gains the lead, it is impossible for declarer to get more than five tricks. If EW tries to play 3NT, NS can beat the contract by establishing three diamond tricks and also winning the ace of spades and the king of clubs or the jack of hearts, depending on how the play develops.

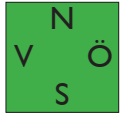
8. West/None

<p>♠4 3 ♥Q 5 4 2 ♦T 7 6 5 ♣7 4 2</p>		<p>♠Q T 6 5 2 ♥A 7 ♦K 9 ♣J T 9 3</p>	<p>♠A 7 ♥K 9 8 6 3 ♦Q J 4 2 ♣Q 5</p>
		<p>♠K J 9 8 ♥J T ♦A 8 3 ♣A K 8 6</p>	

West	North	East	South
Pass	Pass	1♥	Dbl
Pass	2♠	Pass	4♠
Pass	Pass	Pass	


Deals - Lesson 7

I. North/None

<p>♠A T 3 ♥A 2 ♦J 9 2 ♣J T 8 4 3</p>		<p>♠8 4 2 ♥4 3 ♦K Q T 5 ♣Q 9 7 2</p>															
<p>♠K Q J 5 ♥J 8 7 ♦6 4 3 ♣A K 5</p>																	
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="border-bottom: 1px solid black;">West</th> <th style="border-bottom: 1px solid black;">North</th> <th style="border-bottom: 1px solid black;">East</th> <th style="border-bottom: 1px solid black;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td style="text-align: center;">2♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">3♥</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	West	North	East	South		2♥	Pass	3♥	Pass	4♥	Pass	Pass	Pass			
West	North	East	South														
	2♥	Pass	3♥														
Pass	4♥	Pass	Pass														
Pass																	

With 6-11 hcp and a six-card suit in diamonds, hearts, or spades, we open on the two level. The main goal is to preempt the opponents. In this case, however, the preempt helps in the constructive bidding. In addition to showing 6-11 hcp, the opening bid also shows a six-card suit with honors in the top. The principle is to have at least two of the honors. With this information, South has a natural invitation to game. He can almost count ten tricks. NS should win two or three spades, five or six hearts, and two club tricks. North has a maximum and raises to game. Declarer will lose one spade, one heart, and one diamond trick after the lead of the king of diamonds. The second diamond loser can be discarded on the king of clubs, before declarer starts drawing the trumps.

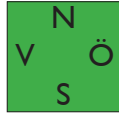
2. East/NS

<p>♠A K 4 ♥A 3 ♦A 9 7 ♣T 8 6 4 2</p>		<p>♠9 8 7 2 ♥K Q J 5 ♦T 6 ♣A Q J</p>															
<p>♠Q J T 3 ♥T 9 6 4 ♦8 5 ♣K 7 5</p>																	
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="border-bottom: 1px solid black;">West</th> <th style="border-bottom: 1px solid black;">North</th> <th style="border-bottom: 1px solid black;">East</th> <th style="border-bottom: 1px solid black;">South</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">3♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4♥</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4♠</td> <td style="text-align: center;">Dbl</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td></td> <td></td> </tr> </tbody> </table>	West	North	East	South	3♥	Pass	4♥	Pass	Pass	4♠	Dbl	Pass	Pass	Pass		
West	North	East	South														
3♥	Pass	4♥	Pass														
Pass	4♠	Dbl	Pass														
Pass	Pass																

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

In this deal, East opens 2♦. With 6-11 hcp and a reasonable suit, the hand is good for a weak two opening. West can count tricks in the bidding. Six diamonds, two spades, and one heart trick, makes a total of nine. If partner does not have the queen of diamonds, in the worst case it is a question of a finesse to make the contract. When North leads the king of hearts, declarer can show the hands and claim his nine tricks.

3. South/EW

<p>♠A ♥A K J T 7 4 ♦9 6 3 ♣K 9 6</p>		<p>♠J 5 3 2 ♥8 3 2 ♦Q 8 ♣A 8 5 3</p>																			
<p>♠K Q T 9 6 4 ♥5 ♦K T 2 ♣T 4 2</p>																					
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="border-bottom: 1px solid black;">West</th> <th style="border-bottom: 1px solid black;">North</th> <th style="border-bottom: 1px solid black;">East</th> <th style="border-bottom: 1px solid black;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">2♠</td> </tr> <tr> <td style="text-align: center;">3♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4♥</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4♠</td> <td style="text-align: center;">Dbl</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td></td> <td></td> </tr> </tbody> </table>	West	North	East	South				2♠	3♥	Pass	4♥	Pass	Pass	4♠	Dbl	Pass	Pass	Pass		
West	North	East	South																		
			2♠																		
3♥	Pass	4♥	Pass																		
Pass	4♠	Dbl	Pass																		
Pass	Pass																				

Here is one of the toughest deals of the entire course. South opens a weak 2♠, and West is forced to overcall on the three level. It is North who is put to the test, and he must know his scoring table. If EW bids 4♥ and makes ten tricks, they get 620 p. If EW bid and make 3♥ winning ten tricks, they get 170 p. If NS play 4♠ doubled, EW get 100 p for one down, 300 p for two down, and 500 p for three down. North can see that more than three down is not likely. This means that first, North should pass, in case EW stop in 3♥. However, in this case, East raises to game, and then North should bid, to pay out less points. How will the different contracts fare? Against 4♥ the defenders win two diamonds and one club. Against 4♠ the defenders win one spade, one heart, one diamond, and two club tricks. 4♠ will be two down and the loss is 300 p instead

of 620 p. North passed 3♥ to have the chance of losing even less (170 p). If North bids the excellent 4♠, East must double, to stop partner from bidding again. EW must play defense instead. If EW bid 5♥, their side will go down and pay out points, which would be an even worse result for them.

To bid a contract knowing that it will be beaten, is called a sacrifice.

4. West/All

♠6 2 ♥T 6 2 ♦A K J T 4 2 ♣9 4	♠J T 7 4 3 ♥5 3 ♦Q 8 6 ♣Q T 5	♠K 9 8 ♥A K Q J 4 ♦9 5 ♣A 6 2	♠A Q 5 ♥9 8 7 ♦7 3 ♣K J 8 7 3
--	--	--	--

West	North	East	South
2♦	Pass	2♥	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

Now it is West who has a weak two opening, this time in diamonds. East has a strong hand and must investigate whether there may be a game, so he bids his longest suit, hearts. 2♥ is forcing for one round and shows a hand with at least invitational strength and a five-card suit. West has three-card support and raises to 3♥, and East should raise to game. South probably leads the three of clubs and declarer wins the ace. East must play his contract very carefully to make it. He should play ace and king in diamonds and ruff a diamond high. When the queen of diamonds falls, there are five diamond tricks. Declarer plays two high trumps and then uses the carefully saved four of hearts to cross to dummy's ten and collect the established diamond. East wins five hearts and five diamond tricks (he ruffed the sixth one) and the ace of clubs, for 11 tricks in total. If declarer finesses in diamonds, the defenders win one club, one diamond, and two spade tricks, and the contract is one down.

5. North/NS

♠8 7 4 ♥K T 9 8 3 ♦A ♣A 8 7 2	♠K Q J T 9 6 5 ♥6 ♦4 3 2 ♣6 5	♠— ♥Q J 7 5 ♦T 9 8 7 6 ♣K Q J 3	♠A 3 2 ♥A 4 2 ♦K Q J 5 ♣T 9 4
--	--	--	--

West	North	East	South
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

With 6-11 hcp and a seven-card suit North opens 3♠. Just like a weak two opening, this bid shows two of the top honors. South can count seven spades, one heart, and at least two diamond tricks, and should bid a game. If they play well, the defenders can beat the contract. East should lead diamonds to West's ace, and if West cashes the ace of clubs and then continues clubs, Est can give West a ruff in diamonds for four quick tricks. The risk is obviously that East leads the king of clubs. In this case, West must overtake with the ace of clubs, win the ace of diamonds, and continue clubs to East's queen, to enable the ruff. Other defenses lets declarer win his available tricks and make the contract. EW can take many tricks with hearts as trump, but they were preempted away from hearts by NS.

6. East/EW

♠7 5 ♥Q T 9 3 ♦4 3 ♣J 9 8 4 3	♠4 2 ♥A K J 6 ♦J 5 2 ♣A K Q 6	♠K Q 9 8 6 3 ♥8 5 4 ♦K 8 6 ♣7	♠A J T ♥7 2 ♦A Q T 9 7 ♣T 5 2
--	--	--	--

West	North	East	South
Pass		2♠	Pass
Pass	Dbl	Pass	3NT
Pass	6NT	Pass	Pass
Pass			


East opens 2♠. Neither South nor West can bid, because they are too weak. North cannot bid a suit

either, but he needs to act. His choice is a take-out double, showing 12+ hcp and at least three cards in all other suits. Holding good values, 11-13 hcp and spade stoppers, South jumps to 3NT. North has lots of extra values and bids a small slam. After a spade lead to the king and ace, declarer has to hope for the diamond finesse. Three clubs, five diamonds, two hearts, and two spade tricks is twelve tricks. The heart finesse also works. As an aside, we can mention that if declarer wins the ace of spades, the ace of hearts, finesses in diamonds, enters dummy in clubs, finesses in diamonds, wins the king and queen of clubs, and cashes all his diamonds, West has a hopeless choice. He will be squeezed* in hearts and clubs, and cannot maintain both stoppers. Thus, declarer wins all tricks. Look at the West hand and decide what card to save after one spade, one heart, five diamonds, and three clubs.

If 2♠ is doubled, the best defense is to lead hearts to the jack, spades through declarer, and when North gains the lead, he plays more trumps, and declarer will only win four spade tricks, meaning four down, which is 1100. This is more than a slam.

*A squeeze play is when a player is forced to discard one or several stopper cards, and establish tricks for the opponents, since he simply has to play some of the cards.

7. South/All


	♠K 5		
	♥J 8		
	♦7 4 3 2		
	♣7 6 5 3 2		
♠Q 9 8		♠A J T 3 2	
♥A K T 9 5 2		♥6	
♦6 5		♦K Q T 9	
♣J 9		♣A Q 8	
	♠7 6 4		
	♥Q 7 4 3		
	♦A J 8		
	♣K T 4		
West	North	East	South
			Pass
2♥	Pass	2♠	Pass
3♠	Pass	4♠	Pass
Pass	Pass		

West opens 2♥. East has 16 hcp and sees that there is a chance to play a game. The question is which

game? East forces with 2♠, which shows at least five cards. West supports with three spades, and East raises to game.

South has a difficult lead, and we guess that he will choose one of the black suits. If South leads clubs or diamonds, the defenders only win one trick. Other leads give two tricks for the defenders, if declarer plays correctly.

8. West/None

	♠2		
	♥K Q J 6		
	♦K Q 5 2		
	♣A J 9 4		
♠Q J T 9 5 4		♠K 8 7 6	
♥T 7 3		♥9	
♦8		♦J 9 6 4	
♣K 6 3		♣Q 8 5 2	
	♠A 3		
	♥A 8 5 4 2		
	♦A T 7 3		
	♣T 7		
West	North	East	South
2♠	Dbl	Pass	4♥
Pass	Pass	Pass	

West opens 2♠. North doubles and South, with opening strength and five-card hearts, jumps directly to game, since partner must have at least three hearts for his double. If South draw trumps and finesses through the jack of diamonds, a spade lead results in twelve tricks, since the only loser is a club trick.

Deals - Lesson 8

I. North/None

♠A K T 2
♥K J 5
♦A Q 7 6
♣A 4

♠6 5
♥8 6
♦J 9 8 4 2
♣Q J 6 5

♠Q 9 7 4
♥A 7 3
♦T 5 3
♣T 8 7

♠J 8 3
♥Q T 9 4 2
♦K
♣K 9 3 2

West	North	East	South
	2NT	Pass	3♦
Pass	3♥	Pass	3NT
Pass	4♥	Pass	Pass
Pass			

With 20-21 hcp and a balanced hand North opens 2NT. South knows that a game is to be played, but the chances of a slam are slim. The question is what game to bid. South transfers to 3♥ with 3♦ and then bids 3NT. Now North can pass or correct to 4♥, depending on his holdings. A hand with two hearts should pass 3NT. With short clubs and a three-card heart suit, North bids 4♥. East has no obvious lead. The best lead is probably clubs. With a club, declarer wins in dummy, wins the king of diamonds, enters the hand in clubs, and plays ace and queen in diamonds, discarding one spade and one club. Declarer can then execute a crossruff, making sure not to ruff spades too low. This leads to twelve tricks, while other plans give only eleven.

2. East/NS

♠K 8 2
♥T 6 5 2
♦J 7
♣J T 4 3

♠5 4 3
♥9 4 3
♦6 5 3 2
♣A 7 2

♠A T
♥A K J
♦A K Q T 9
♣K Q 5

♠Q J 9 7 6
♥Q 8 7
♦8 4
♣9 8 6

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

3NT from East shows a balanced hand with 25-26 hcp, strong enough to bid game by itself. After the lead of the queen of spades, declarer wins his tricks, before the defenders can cash their established spades. This results in declarer winning the first eleven tricks.

3. South/EW

♠8 6 5
♥J T 7 6
♦T 6
♣T 8 7 5

♠A 7 2
♥9 4
♦K 9 7 5 4
♣J 6 4

♠Q 9
♥A K Q 3 2
♦A 8
♣A K Q 3

♠K J T 4 3
♥8 5
♦Q J 3 2
♣9 2

West	North	East	South
			2♣
Pass	2♦	Pass	2♥
Pass	4♥	Pass	Pass
Pass			

South can see two losers in spades and one in diamonds. It does not take more than a jack or some suit length to play a game. Thus, South forces to game with 2♣. When partner bids the 2♦ relay bid, South bids 2♥ to show an unbalanced hand. North with a minimum jumps to 4♥, since he has nothing to contribute except trump support. With a few hcp North would bid 3♥ instead. After a diamond lead, declarer will only win ten tricks. It is more or less impossible to make anything else in normal play, as long as declarer draw trumps when he gets the chance.

4. West/All

♠Q 5 4
 ♥8 3 2
 ♦A 7 2
 ♣A 9 6 2

♠A K J
 ♥A 5
 ♦K Q 5
 ♣K Q 8 7 3

♠8 3
 ♥K Q J T 9 6
 ♦9 8
 ♣J T 5

♠T 9 7 6 2
 ♥7 4
 ♦J T 6 4 3
 ♣4

West	North	East	South
2♣	Pass	2♥	Pass
2NT	Pass	3♥	Pass
4♥	Pass	Pass	Pass

West forces to game and East has a good suit of his own and bids 2♥. West with 22-24 and a balanced hand rebids 2NT. When East repeats hearts and shows a six-card suit, West raises to game. South should lead his singleton club hoping for a ruff. This time it works excellently, since North has the ace of clubs. The defenders start with a club to the ace and a club ruff. After a look at dummy, South sees that the only chance of beating the contract is a diamond switch, so that partner can regain the lead for another ruff. This time, NS hits the jackpot, since North has the ace and can give South a second club ruff, for one down. Any other defense means that declarer wins, draws trumps, and then will win ten or even eleven tricks.

5. North/NS

♠K Q J 9 8 4
 ♥A
 ♦A K J 7
 ♣A 8

♠3 2
 ♥J T 4
 ♦Q 5 4 2
 ♣K T 9 6

♠A
 ♥K Q 7 6 3
 ♦3
 ♣Q J 7 4 3 2

♠T 7 6 5
 ♥9 8 5 2
 ♦T 9 8 6
 ♣5

West	North	East	South
	2♣	Pass	2♦
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

North forces to game and shows an unbalanced hand with spades as longest suit. South has trump support but nothing else and jumps to game, to show a minimum. Assume that East leads the king of hearts. Declarer drives out the ace of spades and then draw trumps as soon as he can. Declarer wins the ace of diamonds, ruffs the low club and ends with finessing for the queen of diamonds. When everything goes well, he can write down twelve tricks in the score sheet.

6. East/EW

♠K 9 4 2
 ♥T 2
 ♦9 7 3
 ♣K J 4 2

♠Q 7 5
 ♥Q 9 6 4
 ♦J 8
 ♣A 9 7 3

♠A J T
 ♥A K J 7 5
 ♦A K Q 4
 ♣6

♠8 6 3
 ♥8 3
 ♦T 6 5 2
 ♣Q T 8 5

West	North	East	South
		2♣	Pass
2♦	Pass	2♥	Pass
3♥	Pass	4♥	Pass
6♥	Pass	Pass	Pass

It is East's turn to force to game, and then to show a heart suit after West's relay 2♦. Here, West has extra values, such as the queen of spades, queen-fourth in trumps, and the ace of clubs, so he bids 3♥. This denies a minimum and shows trump support. East has not got any extras and is happy to raise to game. But West continues to slam, since he has 9 hcp, and partner has at least 22 hcp. After a club lead from South and drawing trumps, it is a question about twelve or thirteen tricks. Trumps are 2-2, and declarer cashes his diamonds, discarding spades and ending with a crossruff in spades and clubs. The result is 13 tricks.

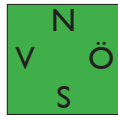
7. South/All

♠K J T 9 8 6
 ♥6
 ♦T 7 4
 ♣K Q 6

♠3 2
 ♥J 8 4
 ♦K J 8 5 3 2
 ♣J 4

♠7
 ♥T 7 3 2
 ♦Q 6
 ♣T 8 7 5 3 2

♠A Q 5 4
 ♥A K Q 9 5
 ♦A 9
 ♣A 9



West	North	East	South
			2♣
Pass	2♠	Pass	3♠
Pass	6♠	Pass	7♠
Pass	Pass	Pass	

clubs, three diamonds, four hearts, and maybe one spade trick. Declarer should cash the ace, king, and queen in diamonds to see whether the jack drops. When this does not happen, he plays a club to the ace and a club to the king. When the queen of clubs does not drop, declarer cashes all his hearts, ending in dummy, to finally play spades towards the king. When North has the ace, EW makes ten tricks.

South forces to game with a very nice hand. North has a strong hand and a good spade suit and bids 2♠. South, who has extra strength, moves slowly with 3♠ (the same principle as for responder, where 4♠ would show a minimum), and then North bids a slam. South raises to a grand slam, 7♠, knowing that there must be a couple of extra tricks in hearts. No matter what the lead is, declarer wins and draws trumps, and can easily take thirteen tricks.

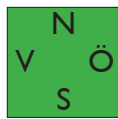
8. West/None

♠A Q 7 2
 ♥7 3 2
 ♦6 2
 ♣Q 9 3 2

♠K 6
 ♥K Q J T
 ♦A K Q
 ♣K J T 6

♠T 9 5
 ♥A 9 8
 ♦T 9 8 7
 ♣A 8 7

♠J 8 4 3
 ♥6 5 4
 ♦J 5 4 3
 ♣5 4



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


With 22-24 hcp and a balanced hand, West goes via 2♣ to tell. East has 8 hcp and knows that the combined values are not enough for a slam, since both hands are balanced, and satisfies himself with game, 3NT. After a probable club lead, declarer plays low from dummy, and then he can count three

Deals - Lesson 9

1. North/None

♠K 3
♥A 5 4
♦A J 5 2
♣K J 6 5

♠Q 9 8 7 6 5
♥6
♦Q 7 3
♣A Q 4



♠J T
♥9 8 7
♦K T 9 8 4
♣T 7 2

♠A 4 2
♥K Q J T 3 2
♦6
♣9 8 3


West	North	East	South
	INT	Pass	2♦
Pass	2♥	Pass	4♥
Pass	Pass	Pass	

South transfers to 2♥, which shows 0+ hcp and at least five-card hearts. North accepts the transfer, and then South with 10 hcp knows that the pair has both points and trumps to go for a game, and bids 4♥. East probably leads the four of diamonds. If declarer wins the lead, draws trumps, and plays clubs to the jack, the result is twelve tricks.

2. East/NS

♠8
♥J T 7 5 4 2
♦K 8 6
♣K 4 2

♠A Q T 9
♥8 6 3
♦A Q 2
♣J 5 3



♠K J 5 4 2
♥K Q
♦J 5 4
♣A Q 6

♠7 6 3
♥A 9
♦T 9 7 3
♣T 9 8 7

West	North	East	South
		INT	Pass
2♣	Pass	2♠	Pass
4♠	Pass	Pass	Pass

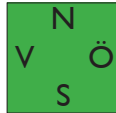
2♣ asks for East's distribution in the majors. 2♠ shows four or five spades and denies hearts. When responder also has spades and 13 hcp, the game is easy to bid. There is a loser in each side suit. After a heart lead, declarer has to settle for ten tricks. Even with the club and diamond finesses on, declarer

still has his losers, and none of the finesses can be repeated.

3. South/EW

♠A J 9 7 5 4
♥7 6
♦8 5
♣Q 9 3

♠6
♥Q 8 5 4
♦K Q T 6 4
♣K 8 7



♠Q T 8 3
♥J T 9 3
♦J 9
♣A 6 4

♠K 2
♥A K 2
♦A 7 3 2
♣J T 5 2


West	North	East	South
			INT
Pass	2♥	Pass	2♠
Pass	Pass	Pass	

Here, North has a problem. How much is this hand worth? Strictly counting, it is only seven 7 hcp. North elects to pass 2♠, but it is a close decision. North's hand is stronger than 7 hcp, but the unlucky trump distribution, and a maximal misfit, means that eight tricks is the maximum. There are two club, one diamond, and two trump losers.

4. West/All

♠K Q T 3 2
♥K 6
♦9 8
♣J T 8 4

♠A 7 6
♥J 7 4 2
♦A Q 7 2
♣A 6



♠9 8 5 4
♥A Q 9 3
♦6 4
♣K 7 5

♠J
♥T 8 5
♦K J T 5 3
♣Q 9 3 2

West	North	East	South
INT	Pass	2♣	Pass
2♥	Pass	3♥	Pass
Pass	Pass		

East asks for majors and locates the hearts. West should decline the invitation, with a minimum opening bid. On the lead of the king of spades, South plays the jack. Declarer has some work to do. West does best to win the ace of spades and try a trump finesse. This works and the king drops under the ace. Declarer can draw trumps, enter dummy with the king of clubs and finesse in diamonds. A successful diamond finesse and king-second in hearts with North means that declarer only loses two spades and one diamond trick for a total of ten tricks.

5. North/NS

<p>♠A 6 4 ♥7 5 3 ♦Q J T 9 5 ♣A 6</p>	<p>♠T 5 ♥A K 8 6 ♦K 7 3 ♣K Q J 7</p>	<p>♠9 8 3 ♥T 2 ♦A 8 6 ♣T 9 8 4 2</p>	<p>♠K Q J 7 2 ♥Q J 9 4 ♦4 2 ♣5 3</p>
--	--	--	--

West	North	East	South
Pass	INT	Pass	2♣
Pass	2♥	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

South has both majors and should use Stayman rather than a transfer. South finds hearts and invites to game, an invitation that North accepts. When East leads the ten of clubs, West should win the ace and immediately play the queen of diamonds. Declarer is helpless, since there are two diamonds, one club, and the ace of spades as losing tricks. Other defenses will let declarer win ten tricks.

6. East/EW

<p>♠K J T 7 6 ♥K 2 ♦A 4 3 ♣9 8 7</p>	<p>♠A 9 2 ♥T 5 4 3 ♦7 6 5 ♣Q T 3</p>	<p>♠Q 4 3 ♥Q J 8 ♦K 9 8 ♣A K J 2</p>	<p>♠8 5 ♥A 9 7 6 ♦Q J T 2 ♣6 5 4</p>
--	--	--	--

West	North	East	South
		INT	Pass
2♥	Pass	2♠	Pass
3NT	Pass	4♠	Pass
Pass	Pass		

West holding five-card spades and 11 hcp knows that game is to be played. The question is spades or notrump. West transfers to spades and jumps to game in notrump, and East gets to choose. With three-card spades the choice is to play a trump contract. South probably leads the queen of diamonds. Declarer wins the lead, drives out the ace of hearts, wins the diamond continuation, and cashes his two established hearts, discarding diamonds. Then he attacks trumps and a successful club finesse results in eleven tricks.

7. South/All

<p>♠J 7 5 ♥Q 5 2 ♦A 9 ♣J 9 6 5 2</p>	<p>♠Q 9 8 6 ♥K 8 ♦K J 4 ♣T 8 7 4</p>	<p>♠A 3 2 ♥9 7 6 4 ♦T 6 5 3 ♣Q 3</p>	<p>♠K T 4 ♥A J T 3 ♦Q 8 7 2 ♣A K</p>
--	--	--	--

West	North	East	South
Pass	2♣	Pass	INT
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

North uses Stayman and hopes to find spades. South has hearts, and North invites game in notrump. All players around the table know that North has shown a four-card spade and 9-10 hcp. South has a maximum and raises to game. West probably leads the two of clubs, which is won by declarer's king. Declarer has no easy task. He has a lot of work to do to make the contract. The first decision is whether to drive out the ace of diamonds or spades. Since declarer has better diamonds than spades, the choice should be diamonds. Declarer must hope that the player with the ace of diamonds also has the length in clubs. If declarer drives out the ace of diamonds, West continues with clubs. Declarer wins and attacks the spade suit. Here South must hope that West has the jack of spades, so he plays a spade to the eight!

Deals - Lesson 10


East can do whatever he wants when he gains the lead with the ace of spades. In fact, he may have held the jack of spades to, because as long as South wins two spade tricks, he has enough with two hearts, two clubs, two spades, and three diamonds. Why will South always win three diamonds? The answer is that he plays diamonds towards dummy's king-jack. If West plays low and the jack wins, declarer enters the hand and plays another round of diamonds towards dummy. West must win the ace and declarer has three tricks in the suit. He must enter the hand with the ace of hearts and not with a spade. The latter would let East win the ace and switch to his second club, and West still has the ace of diamonds as an entry to his established clubs.

Now you will play your first real competition. The deal collection will be provided by the tournament director after the competition. Good luck!

Isn't bridge unbelievably fascinating and difficult?

8. West/None

♠A Q J	♠9 8 7	♠K T 3
♥J T 9	♥K 5 2	♥A 8 7 4 3
♦J 6 4	♦K Q T 9 8	♦7 5
♣A K J 9	♣7 5	♣Q T 3



♠6 5 4 2	♠6 5 4 2	
♥Q 6	♥Q 6	
♦A 3 2	♦A 3 2	
♣8 6 4 2	♣8 6 4 2	

West	North	East	South
1NT	Pass	2♦	Pass
2♥	Pass	2NT	Pass
4♥	Pass	Pass	Pass

East transfers to hearts and invites to game in hearts or notrump. West should accept the invitation and jump to game in hearts with a maximum hand and three-card hearts. A repeated finesse in trumps leads to ten tricks. Note that if EW try to play notrump, the defenders will win the five first tricks in diamonds for one down.