

Deal 1

North Deals
None Vul

♠ 5 3
♥ 6 5 2
♦ Q 10 5 2
♣ K Q 9 3

¹⁷
7 8
8

N
W E
S

♠ A 10
♥ A K Q J 9
♦ K 4 3
♣ 7 5 2

♠ K Q J 7 4
♥ 10 3
♦ J 8 7
♣ J 10 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	2 ♥
Pass	3 ♣	Pass	4 ♥
Pass	Pass	Pass	

4 ♥ by North

Lead: ♠ K

North plays 4 ♥. East leads the ♠ K.

Losers: ♠ 1 : ♥ 0 : ♦ 1 : ♣ 2 : Total = 4

You win the ♠ A and pull trumps in three rounds. You need to manufacture one winner and you can see right off the bat that it cannot be manufactured in ♦s or ♣s. However, you CAN set up the ♠ 8.

Lead the ♠ T. East must win with his ♠ J. Let's say he plays a ♠. Win with dummy's ♠ A and play the ♠ 9, discarding a small ♠. East will take his ♠ Q and cash a ♠ trick, but then must let you back in. You enter dummy with the ♦ A and discard your ♦ loser on the good ♠ 8.

You cannot make T tricks unless East's opening lead is a ♠.

You are North and it is your bid. Decide what you would say, then on BID.

Your first bid is easy, you say 1 ♥. But what do you say after partner's 2 ♥ response?

You have 18 points and partner has 6-T. Doing the math, you total 24-28.

You want to make a bid that will tell partner to bid game if he has 9-T, but will stop at 3 ♥ if he only has 6-7. Lots of players will bid 3 ♥ with this hand to make just that invitation. There's nothing wrong with that bid.

But there is an improvement. Bid 3 ♣ instead. Partner knows you aren't showing him a ♣ suit, why would you do that after agreeing on ♥s? What it means is "Partner I'm inviting you to bid the game if you have maximum, but if your decision is close decide based on ♣s, the suit I could use help in." It is called a HELP SUIT GAME TRY. Partner has 8 points and the ♠ A and decides that is enough to bid game.

Deal 2

North Deals	♠ A J 6 4
None Vul	♥ 7 5
	♦ A K 7 4 2
	♣ 6 2

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

N
W E S

12	♠ K Q 9 8 7 5 2
7 8	♥ A 4
13	♦ 6 3
	♣ A 8

West	North	East	South
	1 ♦	Pass	1 ♠
Pass	2 ♠	Pass	3 ♣
Pass	3 ♦	Pass	4 NT
Pass	5 ♥	Pass	6 ♠
Pass	Pass	Pass	

6 ♠ by South
Lead: ♠ A

♣ A.

Partner bids 3 ♦. What do you bid next?

Partner's 3 ♦ is a control bid showing the ♦ A. Do not even consider that he is trying to get back to ♦s, you both know that your suit is ♠s.

NOW you use Blackwood, knowing you are not in danger of losing two quick ♦s.

Partner replies 5 ♥, showing two Aces. What do you bid?

Your side has all the Aces but don't get greedy. Remember that partner made a minimum bid at his second turn. He couldn't have two Aces and three Kings.

So you bid the small slam.

South plays 6 ♠. West leads the ♥ Q.

Losers: ♠ 0 : ♥ 1 : ♦ 0 : ♣ 1 : Total = 2

Too bad partner didn't have either ♥ K or ♣ K. But since he didn't you will just have to establish the ♦ suit.

You pull trumps in one round with your ♠ K. Play ♦ A K, then ruff a ♦. if both defenders follow then both dummy's ♦s are good and you will make 7. However, it is more likely that ♦s will split 4-2, in which case you return to dummy with the ♠ J and ruff the fourth ♦. Back to dummy with the ♠ A and play the now-established ♦ 7, discarding either your ♥ or ♣ loser.

In this hand you could not be defeated unless the ♦s split 5-1.

You are South and it is your bid. Decide what you would say, then on BID.

You don't quite have the strength for a jump-shift, and in any case sometimes it is better to proceed slowly. So you respond 1 ♠, knowing partner must bid again.

He does bid again, surprising you when he says 2 ♠. What do you bid?

All of a sudden your hand has become gigantic. Never mind points, you have only 5 possible losers in your hand and partner has opened the bidding. Surely he can take care of a few of them.

You want to try for slam. DO NOT BID BLACKWOOD! With two quick losers in ♦s you would not know what to do if Partner showed only one Ace. You wouldn't know whether the defense could take the first two ♦ tricks or not. A better approach is to use a control bid.

So you bid 3 ♣. Partner will absolutely know that you aren't bidding a ♣ suit, he knows you have already agreed on ♠s. He will take you to be showing first round control in ♣s, probably the

Deal 3
 North Deals
 None Vul

♠ 8 7 5 ♥ 9 7 4 ♦ Q 10 5 ♣ A Q 7 3	♠ A K 4 3 ♥ A 5 2 ♦ A 7 6 2 ♣ K 4
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18

W	N	E	S
8		8	
6		K J 9 4	
		J 10 8 5	

♠ 9 2
♥ K Q J 10 6 3
♦ 8 3
♣ 9 6 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 ♥	Pass	4 ♥

4 ♥ by North

Lead: ♠ Q

♣ and play dummy's ♣ K. East takes the ♣ A and plays another trump which you win in your hand. You play another ♣ but East wins this one also and leads another trump, removing dummy's last hope of ruffing a ♣. Down 1.

Instead you could give up on the idea of leading toward the ♣ K and just lead a ♣ from dummy at trick 2. The defenders can win and lead a trump, but you play a second ♣. They win this also but even if they lead a trump you can still ruff your third ♣ in dummy and make the game.

You can also see that leading a ♥ back to your hand at trick 2 is a bad idea.

But did you see there is another way to reach your hand? You could play ♠ A then ruff a ♣. This runs the small risk that East started with a singleton ♠.

You are South and it is your bid. Decide what you would say, then on BID.

Wow! Partner opens with a 2-bid and you have all of this?

Don't get carried away, it was a WEAK 2-bid. So even though you have 19 points partner has only 6-11. But even though it is possible that the total only comes to 25 you bid the game anyway, figuring that it will probably be at least 26.

North would play 4 ♥.

South plays 4 ♥. West leads the ♠ Q.

Losers: ♠ 0 : ♥ 0 : ♦ 1 : ♣ 3 : Total = 4

There are two ways to get rid of one of those ♣ losers. You can lead up to the ♣ K, hoping that West holds ♣ A, or you can ruff it in dummy.

Suppose you try to combine both chances. Win the ♣ K, then play a small ♥ to your hand. Lead a

Deal 4
 South Deals
 None Vul

♠ 7 5 3 ♥ Q 10 7 6 ♦ K Q J ♣ Q 10 8 15 10 9 6	♠ K J 10 8 4 ♥ A K 3 2 ♦ 9 5 ♣ A 6 ♠ A 6 ♥ J 9 ♦ 10 8 7 4 2 ♣ K J 9 3 ♠ Q 9 2 ♥ 8 5 4 ♦ A 6 3 ♣ 7 5 4 2
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♠	Pass	3 ♦
Pass	3 ♠	Pass	Pass
Pass			

3 ♠ by South
Lead: ♦ K

cannot afford to play a single trump.

Win the ♦ A and play ♥ A, ♥ K, ♥ 2. The defenders will win this. If your ♥ 3 happened to set up then you won't have to ruff it, but more likely the ♥s split 4-2. The defenders may now take a ♦ winner, or they may lead ♣ A and another ♣. But they cannot stop you from ruffing your fourth ♥ with dummy's ♣ Q or ♣ 9.

In that case you must be sure to ruff the fourth ♥ with the ♣ Q or the ♣ 9. If West wants to over-ruff it will be with the ♣ A which you must lose anyway.

Look at what would have happened if you had led a trump at trick 2. West could have won the ♠ A and played another ♠. Then, when East took the third ♥ he could lead his last ♠ and dummy would have no trump to ruff the final ♥ with.

You are North and it is your bid. Decide what you would say, then on BID.

With 6 points you must respond. And with 3 ♠s you can support partner's suit.

You respond 2 ♠ and partner bids 3 ♦. What do you bid?

Partner's 3 ♦ bid is a Help Suit Game Try. He is inviting you to bid game if you have a good 2 ♠ response, particularly if you can help him in ♦s.

Although have the ♦ help you have a bare minimum response. So you return to 3 ♠ which partner passes.

South would play 3 ♠.

North plays 3 ♠. East leads the ♦ K.

Losers: ♠ 1 : ♥ 2 : ♦ 1 : ♣ 1 : Total = 5

The ♦ loser, the ♣ loser and the Ace of trumps are unavoidable. One ♥ loser is also unavoidable, but the second one can be ruffed in dummy. You