

Beginner 1: Lesson 3

Board 1

North Deals	♠ 6 5 4		
None Vul	♥ A K 6		
	♦ K 6 5		
	♣ A K 6 2		
♠ A 8 2		♠ K Q J 9	
♥ J 10 3 2		♥ Q 8 7	
♦ Q 4		♦ J 10 7	
♣ J 10 4 3		♣ Q 9 5	
	♠ 10 7 3		
	♥ 9 5 4		
	♦ A 9 8 3 2		
	♣ 8 7		
West	North	East	South
	1 NT	All pass	

The ♠ K is led. West should play her ♠ 8, a high card, which lets her partner know that she likes the lead, that she has an equal honor, the ♠ A. Please continue this suit. Declarer has six quick tricks. The only potential for more come from diamonds. When you have to lose a trick in a suit lose it right away. Give the opponents that first diamond trick right away.

Board 3

South Deals	♠ 8 5		
None Vul	♥ A K 5 3		
	♦ A 6 4 2		
	♣ 7 5 4		
♠ K 9 7 6 2		♠ Q J 3	
♥ J 9 2		♥ Q 10 8 4	
♦ 9 7 3		♦ 10 5	
♣ 9 8		♣ A 6 3 2	
	♠ A 10 4		
	♥ 7 6		
	♦ K Q J 8		
	♣ K Q J 10		
West	North	East	South
Pass	3 NT	All pass	1 NT

The opening trick should include the ♠ 6 and the ♠ J. The opponents are attacking your weakest suit. Do not take your stopper, that ♠ A until the 3rd round. What's the rush? When you then play on clubs, East can take her ace, but has no spades left to bridge across to West.

Board 2

East Deals	♠ Q J 10 9		
N-S Vul	♥ A 10 8		
	♦ 8 5		
	♣ J 9 8 7		
♠ A 7 6 2		♠ K 5	
♥ 7 5 4		♥ Q J 2	
♦ A 6 3		♦ K 4 2	
♣ K 4 3		♣ A Q 10 5 2	
	♠ 8 4 3		
	♥ K 9 6 3		
	♦ Q J 10 9 7		
	♣ 6		
West	North	East	South
3 NT	All pass	1 NT	Pass

♦ Q is led. Try to keep the ♣ Q 10 tenace in place as long as possible. Cash the ♣ A, then bridge across to the ♣ K. Notice that South shows out on that second club. Now use your remaining club to finesse through North's ♣ J9 doubleton to capture the ten and score five club tricks without losing one!

Board 4

West Deals	♠ Q J 10 6		
None Vul	♥ K 9 7 5		
	♦ K 8 2		
	♣ 4 3		
♠ A 9 8		♠ K 5 4	
♥ A Q 6 4		♥ 8 3	
♦ Q J		♦ 10 9 6 3	
♣ A 7 6 5		♣ K Q J 2	
	♠ 7 3 2		
	♥ J 10 2		
	♦ A 7 5 4		
	♣ 10 9 8		
West	North	East	South
1 NT	Pass	2 NT	Pass
3 NT	All pass		

♠ Q is led. You have seven sure tricks. Two more can come from diamonds. Play diamonds. Do not play any other suit. Care must be taken to unblock the ♦ Q and ♦ J before crossing over to dummy.

Board 5

North Deals

N-S Vul

♠ A 6 2
♥ K J 8 4
♦ 9 5 4 3
♣ 10 5

♠ K 7 5 4

♥ A 10 2

♦ A K Q

♣ 9 4 3

W N
S E

♠ J 10 9 8
♥ Q 9 6 3
♦ J 10
♣ A 8 2

♠ Q 3

♥ 7 5

♦ 8 7 6 2

♣ K Q J 7 6

West

North

East

South

1 NT

Pass

2 NT

All pass

The lead is the jack of spades.

This is a defensive problem. When declarer plays on clubs East should hold up until the third round (clubs are 5-3-3-2) denying declarer the ability to reach those last two established clubs. North will be held to seven tricks.

Board 6

East Deals

E-W Vul

♠ 7 2
♥ 6 4
♦ Q 7 5
♣ A K 7 6 5 4

♠ 10 8 3

♥ J 10 7 5

♦ K J 10 9

♣ J 9

W N
S E

♠ A K 5
♥ A Q 3 2
♦ A 8 6 2
♣ 3 2

♠ Q J 9 6 4

♥ K 9 8

♦ 4 3

♣ Q 10 8

West

North

East

South

3 NT

All pass

1 NT

Pass

Queen of spades lead. North should signal approval by playing the 8.

Say the shape of West's hand, 6-3-2-2. That must also be the shape of the clubs around the table in order for declarer to make five club tricks. The opponents' outstanding clubs must break 3-2. Even if they do, declarer must lose a club trick. In order to preserve an entry to the dummy, lose the