

Beginner 1: Lesson 5

Board 1

North Deals
None Vul
♠ A K J 3 2
♥ A 9 4 3
♦ A 3
♣ 10 5

♠ 10 5 4
♥ K J 10
♦ Q J 6 2
♣ K 7 2

	N	
W		E
	S	

♠ 9 6
♥ Q 8 7 6
♦ K 10 5
♣ Q J 9 6

♠ Q 8 7
♥ 5 2
♦ 9 8 7 4
♣ A 8 4 3

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

All pass

♣ Q lead. West should signal with ♣ 7.
Declarer should plan on trumping her two losing hearts. Win the opening lead and start voiding the dummy. Give the opponents that first heart! Seeing declarer's plan, defenders should switch to trumps themselves!

Board 3

South Deals
E-W Vul
♠ 5 4
♥ J 8 7 5
♦ A Q 10 9
♣ A 8 7

♠ 10 9 7 6
♥ Q 4
♦ K J 7
♣ Q J 10 9

	N	
W		E
	S	

♠ A Q J 8
♥ 9 3
♦ 6 5 4
♣ 6 5 4 3

♠ K 3 2
♥ A K 10 6 2
♦ 8 3 2
♣ K 2

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

All pass

♣ Q lead. Missing both the ♦ K and ♦ J means we should try to find at least one of them with West. Plan on drawing trumps then finessing first the ♦ 9 or ♦ 10. When this wins! Go back and do it again!

Bidding Major Suits

Board 2

East Deals
N-S Vul
♠ J 10 6
♥ A 8
♦ 10 8 3 2
♣ A J 10 4

♠ A 8 2
♥ J 7 4 3
♦ 9 5
♣ K Q 9 5

	N	
W		E
	S	

♠ 7 5 3
♥ K Q 10 6 5
♦ A K Q
♣ 8 7

♠ K Q 9 4
♥ 9 2
♦ J 7 6 4
♣ 6 3 2

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

On the ♠ K lead, North should play the ♠ J!
"I have the ♠ 10."

Declarer should draw trumps as soon as she could, but not necessarily right away. She must get rid of one of those nasty spade losers first.

Declarer plays AKQ of diamonds discarding a spade. Only then does she draw trumps.

Board 4

West Deals
Both Vul
♠ Q 10 5 4
♥ 9 8
♦ Q J 10 4
♣ A 7 6

♠ A 7 6
♥ K Q 10 6 4
♦ A K 3
♣ Q 2

	N	
W		E
	S	

♠ 9 8 2
♥ A J 3
♦ 9 8 6
♣ K J 4 3

♠ K J 3
♥ 7 5 2
♦ 7 5 2
♣ 10 9 8 5

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

♦ Q is led. Winners: 5 ♥ 1 ♠ 2 ♦ & 2 ♣ = 10.
Only the clubs need developing and that's what you should do at trick 2. Win the diamond lead and unblock the queen of clubs. Use the ♥ A or ♥ J to reach those established clubs should you need to.