

Beginner 1 Playing Session 2

Board 1

North Deals
None Vul
♠ 7 5 3
♥ K Q 10 6 5
♦ A Q 5
♣ K 7

♠ J 9 6
♥ A 8
♦ 10 8 2
♣ A J 10 4 3

♠ K Q 10 4
♥ 9 2
♦ J 7 6 4 3
♣ 6 2

♠ A 8 2
♥ J 7 4 3
♦ K 9
♣ Q 9 8 5

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

On the lead of the ♠ K, West should signal equal honor approval by playing the ♠ 9. Declare needs to recognize that if she loses two spades, she goes down. Delay drawing trump. You need an immediate discard. Look to your diamonds. Unblock (play) the ♦ K before crossing over to the ♦ AQ.

Board 3

South Deals
E-W Vul
♠ 9 8 2
♥ A J 3
♦ 9 8 6
♣ Q J 4 3

♠ Q 10 4
♥ 9 8
♦ Q J 10 4
♣ A 9 8 7

♠ K J 5 3
♥ 7 5 2
♦ 7 5
♣ 10 6 5 2

♠ A 7 6
♥ K Q 10 6 4
♦ A K 3 2
♣ K

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

♦ Q lead. Count your winners. Not enough. You need two clubs tricks. Remember to play (unblock) that ♣ K before playing trumps. You need them as entries to the two established clubs in dummy.

Board 2

East Deals
E-W Vul
♠ Q 10 6 3
♥ 6 4
♦ A 8 3
♣ K 10 8 6

♠ A 9 2
♥ Q 10 5 3
♦ K 7 4
♣ 7 4 2

♠ 8 7 4
♥ A K J 7 2
♦ 5 2
♣ A Q 3

♠ K J 5
♥ 9 8
♦ Q J 10 9 6
♣ J 9 5

West	North	East	South
		1 ♥	Pass
2 ♥	All pass		

♦ Q lead. Declarer loses two diamond tricks and trumps the third.

In general there are three reasons not to draw trump right away: You need to trump something, discard something, or you need trumps for transportation purposes. None of these apply. Declare should draw trumps immediately. Then take the club finesse (success!) for that crucial eighth trick.

Board 4

West Deals
None Vul
♠ Q J 10 8
♥ 10 7
♦ K 10 5 4 2
♣ Q 5

♠ A 7 2
♥ A K Q J 8
♦ J 3
♣ K 4 2

♠ K 5 4
♥ 6 5 2
♦ 8 7
♣ A 9 7 6 3

♠ 9 6 3
♥ 9 4 3
♦ A Q 9 6
♣ J 10 8

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

♠ Q lead. An extra trick can come from clubs. Hope the clubs are 5-3-3-2 around the table. Draw trumps. Now play clubs, taking care to give the opponents the first one..... What's theirs is theirs. When you have to lose a trick in a suit, lose it right away.

Board 5

North Deals
N-S Vul

♠ Q J 9 7 5

♥ A J 3 2

♦ J 5

♣ A 8

♠ A 3
♥ Q 8 4
♦ K Q 9 6 3
♣ 7 4 2



♠ K 4 2
♥ K 10 7 6
♦ 10 8
♣ Q J 10 9

♠ 10 8 6

♥ 9 5

♦ A 7 4 2

♣ K 6 5 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♠	Pass	2 ♠

All pass

♣ Q lead. Delay drawing trumps. You have only seven tricks off the top. Two more can come from ruffing hearts in the dummy. Of course the defenders should play trumps themselves once they see what your plan is. Should they switch to the ♠ A, then the ♠ K and then a third trump, they will actually beat the hand!! Declarer will lose a diamond and THREE hearts.

Board 6

East Deals
N-S Vul

♠ 4

♥ J 9 8 3

♦ Q 10 7 5 4 2

♣ K 3

♠ A Q 6 2
♥ 7 5 2
♦ A 9
♣ Q 9 4 2



♠ J 10 9 8 7
♥ A 4
♦ K 6 3
♣ A J 5

♠ K 5 3

♥ K Q 10 6

♦ J 8

♣ 10 8 7 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	Pass

4 ♠

All pass

♥ K lead. Signal with the ♥ 9. This is a fun hand if you are declarer. Draw trumps by finessing for the ♠ K. Then try finessing for the ♣ K by leading the ♣ 2, planning to finesse the ♣ J. When it wins, cash your ♣ A and note the fall of the ♣ K. Eureka! Run your ♣ 5 through South's 108 into West's Q9. You've got all 13 tricks!