

## Hand Summary BFP B1 L01 Intro and Card Play

1	<p>"Contract" is 7 tricks in Clubs by North</p> <p>Should make one overtrick</p> <ul style="list-style-type: none"> <li>Opening Lead = QJ - Top of sequence of at least two, informative and constructive; Club or Heart liable to do damage; if Spade then "second" 7 is discouraging</li> <li>Encourage clear trumps first; try finesse QC but 3:1 split - likely and Q wrong side</li> </ul>
2	<p>"Contract" is 13 tricks with No Trumps by East</p> <p>Shouldn't be possible to avoid making it;</p> <ul style="list-style-type: none"> <li>If you have the cards, you can make the tricks</li> </ul>
3	<p>"Contract" is 10 tricks with Hearts as Trumps by South</p> <p>It should only be possible for declarer to win 9 tricks</p> <ul style="list-style-type: none"> <li>Contracts don't always succeed, get used to undertricks</li> </ul>
4	<p>"Contract" is 9 tricks with No Trumps by East</p> <p>Should be makeable</p> <ul style="list-style-type: none"> <li>Each side needs to exploit their long suit and get losers out of the way</li> <li>Each side avoids opening up their short suits</li> <li>Idea of "controls"</li> </ul>

### BFP B1 L01

**1**

♠ K Q      Dealer N  
♥ 8 4 3      Love All  
♦ A 2  
♣ AKJ1073

♠ A J 10      ♠ 9 7 5 3  
♥ K J      ♥ A 9 6 2  
♦ 10987654      ♦ Q J  
♣ 4      ♣ Q 6 5

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

### Intro and Card Play

N E S W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

Contract is 7 tricks in Clubs by North

Should make one overtrick

- Opening Lead = QJ - Top of sequence of at least two, informative and constructive; Club or Heart liable to do damage; if Spade then "second" 7 is discouraging
- Encourage clear trumps first; try finesse QC but 3:1 split - likely and Q wrong side

### BFP B1 L01

**2**

♠ 9 7 5 4      Dealer E  
♥ J 10 7 6      North/South  
♦ 2  
♣ 10 8 6 2

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

♠ 8 6 2  
♥ 9 8 5 2  
♦ 5 4 3  
♣ 9 7 5

### Intro and Card Play

N E S W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

"Contract" is 13 tricks with No Trumps by East

Shouldn't be possible to avoid making it;

- If you have the cards, you can make the tricks

## BFP B1 L01

3

♠ K Q 6 4

Dealer S

♥ 8 4 3 2

East/West

♦ 4 2

♣ K J 7

♠ J 10 2

♠ 9 7 5 3

♥ J

♥ A 9 6

♦ A 10 9 8 5

♦ K 3

♣ 10 9 8 4

♣ A 6 5 3

♠ A 8

♥ K Q 10 7 5

♦ Q J 7 6

♣ Q 2

## Intro and Card Play



N E S W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

"Contract" is 10 tricks with Hearts as Trumps by South

It should only be possible for declarer to win 8 tricks

- Contracts don't always succeed, get used to undertricks
- High Cards from short suit first (in Spades)

## BFP B1 L01

4

♠ K 9 7 5

Dealer W

♥ K 10 7 6

Game All

♦ A 2

♣ 10 8 6

♠ A J 10

♠ Q 4 3

♥ Q 3 2

♥ A J 5

♦ K 10 9 8 7

♦ Q J 6

♣ A J

♣ 9 7 4 3

♠ 8 6 2

♥ 9 8 4

♦ 5 4 3

♣ K Q 5 2

## Intro and Card Play



N E S W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

"Contract" is 9 tricks with No Trumps by West

Should be makeable

- Each side needs to exploit their long suit and get losers out of the way
- Each side avoids opening up their short suits
- Idea of "controls"