

### JULY 12<sup>th</sup> PLAY OF THE HAND

When the opponent's bids show strength, options to consume spade with pre-emptive actions are desirable.

When the opponent's bids show weakness, we should be more concerned with the ability to show strength.

Basic premise – can never be pre-emptive actions by members of opposing sides on the same deal.

	A83	2 CLUBS		
	QJ8	4 HEARTS		
	J4			
	A9732			
KQJ				10654
762	PASS			94
Q973	PASS			1082
J106				KQ84

972	DEALER- 1 HEART
AK1053	2 DIAMONDS
AK65	
5	

K of spades lead, win the Ace. Plan your play.

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	10943	PASS		
	96	PASS		
	QJ97			
	KQJ			
AKQJ5				6
A543	DEALER – 1 SPADE			1 NT
6	2 HEARTS			K82
943				PASS
				A10542
				10762

872	
QJ107	PASS
K83	PASS
A85	

K of clubs lead. Defenders take 3 club tricks and shift to a spade. You win. Plan your play?

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		A943	3 HEARTS		
		K75			
		72			
		QJ64			
KQJ2				1075	
J4	PASS			932	PASS
A96				J1085	
9875				K103	

86  
AQ1086 DEALER – 1 HEART  
KQ43 4 HEARTS  
A2

K of spades lead. Dummy wins the Ace, plan the play???

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		KQ109	DEALER – 1 CLUB		
		A1043	YOUR BID???		
		5			
		A875			
76				543	
QJ865	PASS			K72	PASS
KJ74				Q103	
94				KQJ2	

AJ82  
9 1 SPADE  
A9862  
1063

HAND EVALUATION!

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Jumps to game by the describer are NOT shut out bids, they convey points.

Jump to game by the decider ARE shut out bids.

1 club – pass – 1 heart – pass - 2 hearts, 3 hearts, 4 hearts describes

1 club – pass – 1 heart – pass – 2 hearts – pass – 4 hearts decides