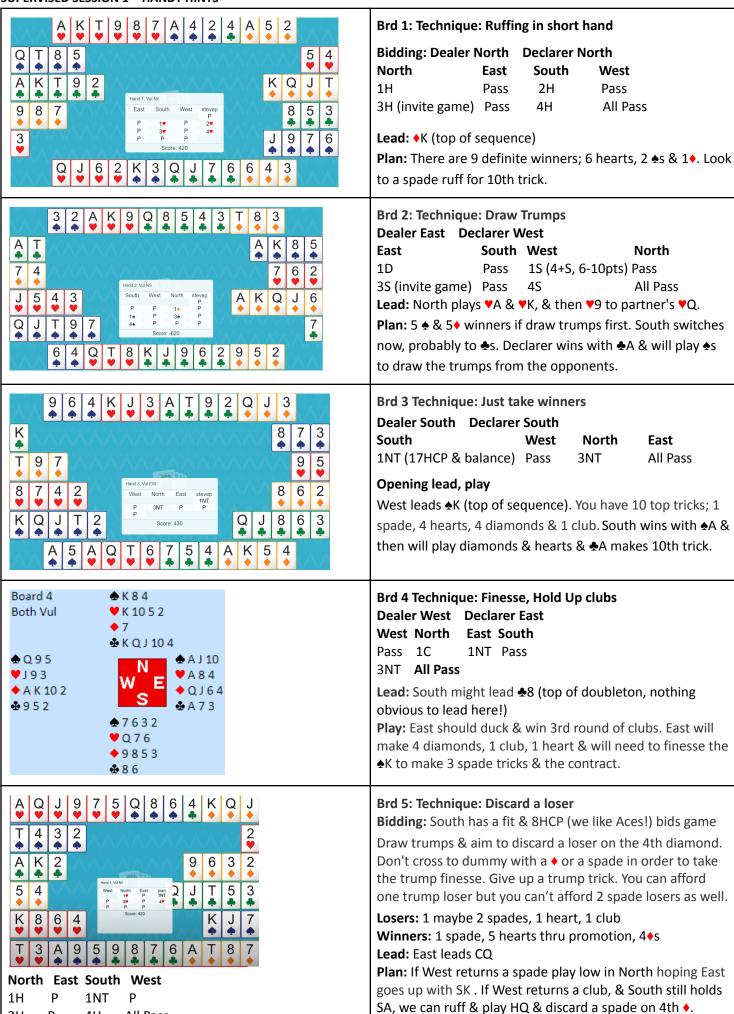
#### **SUPERVISED SESSION 1 - HANDY HINTS**

Р

4H

All Pass

3H







# **Brd 6 Technique: Defence Attitude.**

N E S W 1D 1H (11HCP & 5 good ♥s) 2D

2H All Pass

**Lead:** West leads ◆5 (4th highest in partner's suit).

**Play:** Try putting up ◆10 to see if East needs a big card to

win (Yes ♦ A). Likely to lose 2D & 3S.

(Adv: East should play ♠A after ♠A, & watch West's attitude

as can make 3S tricks)

## Brd 7: Technique: Takeout X. Discard a Loser

S W N E

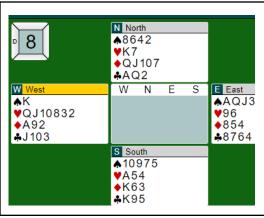
1H X P 2S (9+pts jump)

P 3S P 4S (top of range) All Pass

East jumps to 2♠ (9-11pts). When partner invites game East bids 4♠ as has max. 11pts (9HCP +1lp + 1sp). (Some may just Pass 2S)

**Lead:** South leads ♥K (top of sequence).

Play: There are 2 ♠s, 1 ♥ & 1♦ losers, so before drawing trumps, you need to try to reduce a loser. Win ♥A & play 3 rounds of ♣s discarding ♥T from South on the last one



#### **Board 8: Entries, Discard Losers**

Bidding: West North East South

1H X (takeout) 1S (4+♠K, 6+pts) Pass (maybe 1NT)

2H (6+♥s, 12-15pts) All Pass

North's X shows shortage in ♥s, support for other suits & 12+pts.

South could consider NT but spades a little weak

**Lead:** North leads ♦Q (top of sequence). South encourages

Play: 4 winners 3S (no other entry to Dummy), 1D. Losers 7 (2H, 2D, 3C)

- Must discard 2 losers on Dummy's ♠s immediately before we can draw trumps

- Only entry to Dummy is ♠K to Dummy's ♠A. Win first trick with ♠A, play ♠K & overtake. Throw 2 losers on ♠Q J then draw trumps

| Board 5:<br>(AGpg67)<br>Vul: N/S<br>Dealer: North | <b>•</b> Q762<br>♥KJ5<br>•QJT8<br>•A6  | Leads against Suits<br>Partner's Suit                   |
|---|--|---|
| ◆93<br>♥962<br>◆432<br>◆QJT93                     | N<br>W E<br>S                          | <b>•</b> T<br><b>•</b> A Q T 8 4<br>•A K 7 5<br>••8 5 2 |
|   | ◆A K J 8 5 4<br>♥7 3<br>◆9 6<br>◆K 7 4 |   |

### Brd 9 - Defence lead Partner's Suit

 West
 North
 East
 South

 1D
 1H
 1S

 Pass
 2S (min hand, 4♠)
 Pass
 4S - All Pass

Lead: West should lead ♥2 - low from partner's suit.

Typically shows 3+ as with a doubleton would lead high

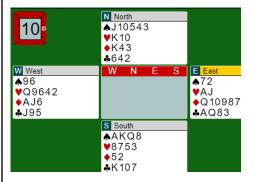
low. East can work out West has no honours in ♥2s as can

Play: 8 sure winners (6S, 2C), 5 losers (2H?, 2D, 1C). Extras:

Try ♥ finesse &/or try to promote ♦ winner in Dummy on which to discard a ♥ loser. The ♠ loser can be trumped in Dummy.

The heart lead finesses Dummy's K & defence has 2 hearts

& 2 diamond tricks to get contract 1 down



# Board 10: (Vul: All, Dir E Decl N) Competing, ruff & finesse

E S W N

1D X 1H 1S (showing 6+pts & 4+ spades)

2C P 2D (false preference) All Pass or

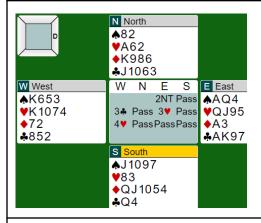
2S (great spades) All Pass

Although vulnerable N/S should really compete to 2S.

Here EW make 9D tricks & NS likely 8S tricks.

Lead: Against 2S West leads DA partner's suit

Play: Must ruff 3rd D in South & low to CK finesse





Lead: DQ (top of sequence) Losers: 0S, 1H, 1D & 2C

**Plan:** If spades split 3:3 can discard a club loser in East. If trumps split 3:2 will have a trump in each hand

to ruff 4th spade in East & 4th club in West.

Win DA & play trumps but lose to North's HA. North plays D6 to South's D10. South could lead last trump or SJ. Makes 11 tricks



#### Brd 12 - (Vul: NS, Dir W Decl W) ♠♥♦♣

**Techniques:** Discarding losers **before** drawing trumps; Direct finesse against the King

West North East South
1NT P 2C P
2S P 4S All Pass

**Lead:** North leads ◆8 (top of doubleton) **Losers:** 1S, 1H, 2Ds (but discard on clubs)

**Play:** After being forced to play ◆A at trick, before drawing trumps, play ♣A, ♣K & ♣Q & discard 2◆s in Dummy.

Later lead ♥J & run the finesse



Brd 13 (Vul: All, Dir N Decl N) Weak 2/Takeout X/preemptive raise.

- Spade & Diamond finesses

North East South West

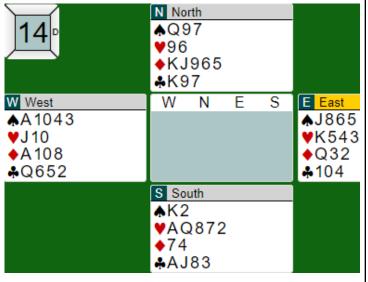
2S X 3S All Pass

3♠ Raise partner's weak two-bid. This is a preemptive bid not an invitation to 4♠.

**Lead:** East leads HA - do not underlead an Ace & likely plays H5 next

**Losers:** 5 losers 1S 1H 2C 1 (maybe 2) D. Try spade & ◆Q finesses

**Play:** Rough second round of hearts in North. We expect East, who doubled, to be short in ♠s so play for the ♠O to be in West.



Brd 14: (Vul: None, Dir E Deci S) False Preference. Want West to lead. Finesses & potentially setting up a side suit.

East Passes then bidding continues

SOUTH

NORTH

1H

1NT (6-11pts, less than 3 hearts & less than 4 spades)

2C (2nd suit likely, 4+ ♣s)

All Pass

West Passes (but consider takeout X)

NORTH

1NT (6-11pts, less than 3 hearts & less than 4 spades)

2H ("false preference", 2 hearts & weak 6-9pts)

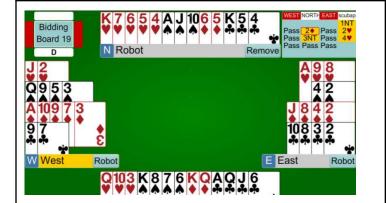
**Lead:** Maybe ◆A or ◆A - best not to lead suit bid by opponents

Losers: Likely 2 ♥ losers, 1 ♠, 1 or 2♦s, & 1 ♣ loser.

Winners 1S (promotion), 2C (try finesse / 3:3 split),

1+H (try finesse), ?D if 3:3 split (length)

Play: HARD! If West leads ◆A & then a ♠ look to win the trick in South as may be able to set up ◆ tricks but will need entries in dummy (eg ♠Q). Play to ◆K & then run ♥6 - want West on lead.



#### BOARD 15: (Vul: NS, Dir S Deci S) Transfer, 2nd hand low **Bidding: West North** South

1NT Р 2D (transfer) Р 2H

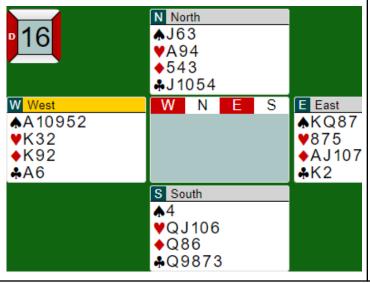
3NT (10+pts) 4H (3 hearts) All Pass

North's 3NT shows 10+ but South, with 3 ♥s (a fit), prefers 4H.

Lead: West likely leads S3 (4th highest).

Losers: 1 maybe 2 heart losers, 1S (but kind lead!) & 1 ◆

Play: N/S will likely make 11 tricks regardless of how ♥s are played but poor defence will guarantee it. If low ♥ led from North, East must not play ♥A as promotes ♥K & Q - keep Declarer guessing



Brd 16: (Vul: EW, Dir W Decl W) - Danger Hand **Bidding: West North East** South

> **1**S 4S (some Jacoby 2NT) All Pass

Note: playing 2/1 & not using Jacoby 2NT: East bids 2D, West goes 2NT (no 2nd suit) & East bids 4S

Lead: North leads CJ

Losers: 4 - possibly 3H, 1D

What could go wrong! If South leads ♥Q thru West's ♥K Play: Win first round, draw trumps & play Ds so that South is finessed - so even if North won could not lead a heart through West. So lead DJ from Dummy & let it run & repeat - good technique.