

1 Dlr N Decl N LOTT 1H 4H

Bidding: N E S W

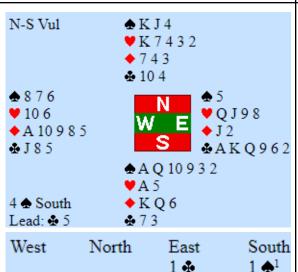
1H P 4H All Pass

Losers: 4, potentially 1 in each suit

Winners: 7 (assuming promote 4 heart winners). Try finesses hearts & clubs

Play: Win first trick with SA & lead low to Dummy's HA intending to take a finesse. Fortunately HK drops, draw remaining trump & then take club finesse. Makes 10 or 11 tricks.

- With 10+ trumps often easy to find oppo's high honour
- Typically cross ruff opportunities (here in ♠s & ♠s)



3 ±

Pass

4 🌨

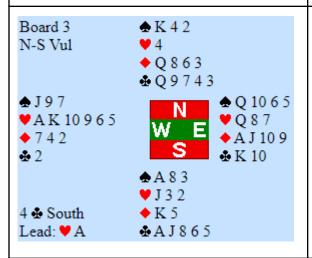
2 Dlr E Decl S Hand Evaluation. Technique: Set up side suit

Bidding: Now that partner raised spades, & you are "behind the only bidder" your hand has improved. You are worth this jump to game; any finesses rate to be onside.

Lead: West leads ♣5-low from an honour in partner's suit **Play:** If ♦A is onside 10 tricks is easy. Now the only chance to get rid of the ♦ loser was on dummy's long ♥s.

One round of trumps (the $\triangle A$) was fine, but then declarer had to stop drawing trumps. They were needed for entries to set up the fifth \checkmark & use it.

So the play must proceed ♥A, ♥K, ruff a ♥ (high), trump to dummy & ruff a ♥(high). Now ♥7 is a winner & ♠K remains in dummy, both to draw last trump & to reach the last ♥.



2 🏚

Pass

Pass

Pass

3 Dlr S Decl S LOTT

South West North East

1C 2H 3C 3H

4C All Pass

Bidding: West's weak overcall shows 6♥s. North, with a singleton shows 5 clubs & 10-12pts. South bids 4C as knows have 10 clubs in partnership

Lead: West leads ♥A (adv: chance for West to give suit preference)

Play: Losers: 1S 1H 1D 1C but try finesse. If West leads a ◆ East should play ◆9 keeping South's ◆Q covered (if go up with Ace N/S get extra trick). Declarer should play a low spade to Dummy & then play ♣3 & finesse ♣J - works this time!

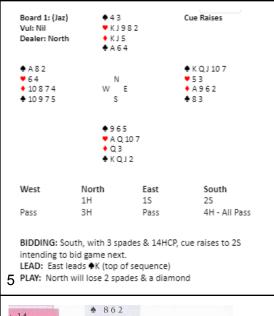


4 DIr W Decl W Rotated to West Hand Eval: Bid NT rather than minor Now West opens 1NT

Bidding: With 10HCP & length in ◆s just bid 3NT rather than show ◆s - easier to make 3NT than 5D

Lead: ▼2 (4th highest) to ▼3 to ▼Q to ▼A (▼J is a stopper if ▼s are led by Eat). Best to lead a major if bidding goes 1NT 3NT

Play: 5 winners. Here West is a danger hand as, once ♥A has gone, a heart lead traps the ♥J. So play ♦K first as can finesse West if West has 3Ds. Can now make 6♦s, 2 spades & a ♥ & likely a club.



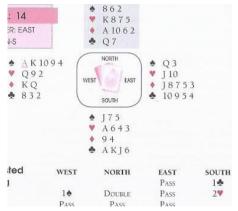
Brd 5 Dlr N Decl N Cue Raise by Responder

Lead: SK top of sequence **Losers:** 2 spades, 1 diamond

Winners: 5H, 0D (but look to promote 2 tricks), 3 clubs

Play: Rough 3rd spade if played, draw trumps & lead a diamond

to draw Ace



Brd 6 DIr E Decl S Negative Double

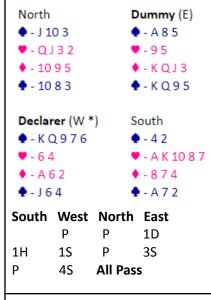
Lead: SA

Losers: 5/6 (3S, 1/2H, 1D) Winners: 7 (2H, 1D, 4C)

Play: E/W win first 3 tricks (SA & K & then East spade ruff)

Need to make 3 tricks in hearts. Luckily here they split 3:2

7 ASK SOUTH TO PASS & EAST TO BID 1D



7 Dlr S Decl W Negative Double 1S = 5 spades.

Bidding: By bidding 1S instead of a Double West shows a 5 card suit, which East jump raises (now having 16 pts). West with 11 pts accepts invitation & bids 4S

Opening Lead: HQ (N) = top of touching Honours of Partner's suit Declarer (W) counts 4 possible losers: A K of Hearts, the A of Clubs, plus a trump loser if the enemy Spades split 4-1. But if the Spade Jack (or 10) falls on the first trump trick he can finesse the 10 (or Jack).

Declarer Play: North wins first trick & continues with ♥J which wins the second trick. Seeing Dummy is now void in ♥s he switches to a small Club, won by Partner's Ace. At trick 4 South leads a small ♦d, won by Declarer with the Ace.

Declarer now leads his ♠K. If either the 10 or Jack falls on this first ♠ trick

Declarer can finesse the other card of this duo in either direction. He holds Q &

9 in own hand & A & 8 in Dummy. If instead he had played Dummy's ♠A on first
trick he could only have finessed on the 2nd trick in one direction.

The enemy trumps break 3-2 however & finesse option is not required. Declarer wins all remaining tricks without any problem, making 10 tricks in total.

- Responder shows a 5 card suit
- Safety play



8 Dlr W Decl N Cue Raise

The cue raise of 2♦ show 10+pts & a trump fit in ♠s. If you bid 2♠, you show only 6-10pts. If you bid 3♠, you go down.

The cue raise is a good strategy because you don't know how strong partner is for their 14 overcall. Partner may have a weak or strong hand for an overcall.

If the partner has a weak overcall (8-11pts), partner rebids their suit at lowest level. If partner has 12+pts, she makes a higher bid/bid a new suit. On this hand partner rebids 2♠. Partner has 10pts so 2♠ is your best contract as good defenders will limit you to 8 tricks.

http://tinyurl.com/yvfzzcf4 goes thru bidding & play. Best play is to not draw trumps but rather set up the dummy's *s while the dummy has *J as an entry card. A declarer play tip is to often draw trumps with weak trumps but consider delaying drawing trumps with strong trumps.