



## B1 L01 Introduction and Card Play COMMENTARY

### 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; a Club or Heart lead may give declarer help; 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 the “contract”;</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 West</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 their short suits</li><li>• Idea of “controls”</li></ul>