

## 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	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

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# 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	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

## Intro and Card Play

# 3

♠ K Q 6 4      Dealer S  
 ♥ 8 4 3 2      East/West  
 ♦ 4 2  
 ♣ K J 7

N      E      S      W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

♠ 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

"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)

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## Intro and Card Play

# 4

♠ K 9 7 5      Dealer W  
 ♥ K 10 7 6      Game All  
 ♦ A 2  
 ♣ 10 8 6

N      E      S      W

	N	S	E	W
NT				
♠				
♥				
♦				
♣				

♠ 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

"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"