

Practice very simple auctions of an opening bid of 1 NT passed out, "announcing" the agreed strength of the bid, the other routines of the auction, transition to play, play and scoring, using paper travelers to compare results, opening leads and defence in no trumps and no trumps declarer play.

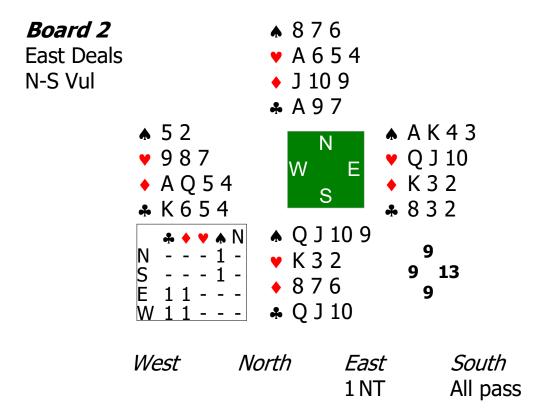
This 1 NT by North should make.

Lead Q* top of sequence of 3 honours;

Diamonds four tricks, note the 3:3 split, a lucky distribution; Spades has two controls but the minority of cards, best left to opponents to open, six tricks;

Hearts top two cards must be forced out to give a seventh trick, BUT not enough tempo (ability to lose the lead);

Queen of Clubs is the lead, will partner rise with the Ace and return them to help set up the leader's holding? There will be a Club trick.



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This 1 NT by East shouldn't make.

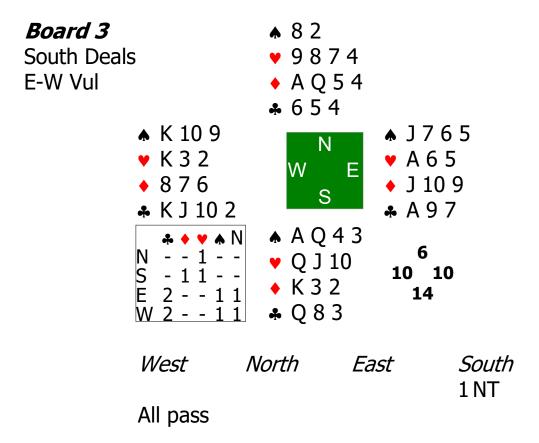
Lead Q♠ top of sequence of 3 honours;

Diamonds four tricks, note the 3:3 split, a lucky distribution;

Spades has two controls but the minority of cards, best left to opponents, plus two = six tricks;

Hearts top two cards in must be forced out to give a seventh trick, not enough tempo (ability to lose the lead) but best hope;

Queen of Spades lead eventually brings the contract down.



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This 1 NT by South shouldn't make.

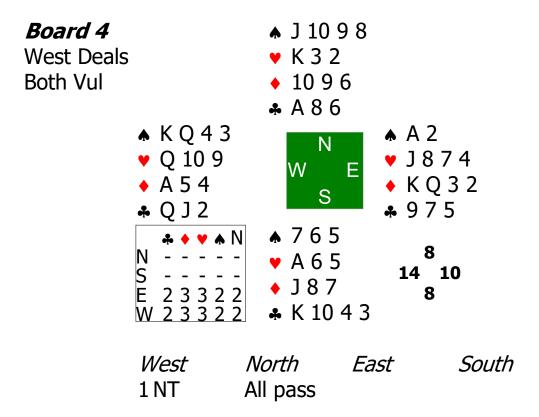
Lead 2 & fourth highest (J & for more experienced players);

Diamonds four tricks, note the 3:3 split, a lucky distribution;

Spades has one Ace, plus one = five tricks;

Hearts top two must be forced out to give a seventh trick, not enough tempo, but best hope;

- 2 * is the lead, partner plays the A* and returns 9* setting up four tricks, eventually brings the contract down.
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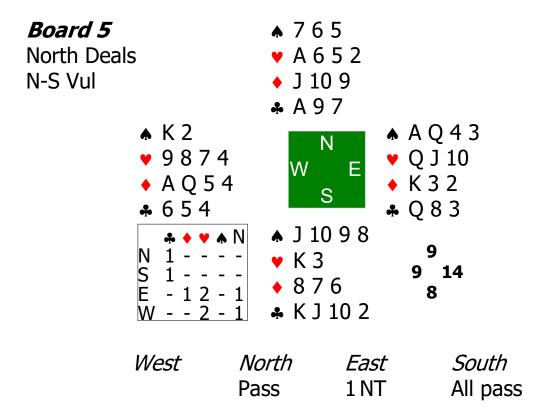
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This 1 NT by West should make 8 tricks. This would be expected from the 24 HCPs between the two balanced hands.

Lead J top of sequence of at least three, actually four, honours;

Hearts top two cards should be forced out early to give eighth trick:

Diamonds four tricks, note the 3:3 split, a lucky distribution; Spades has top three honours, plus three = seven tricks; Clubs belongs to the defence, they can take two tricks, but leave at least one winner.



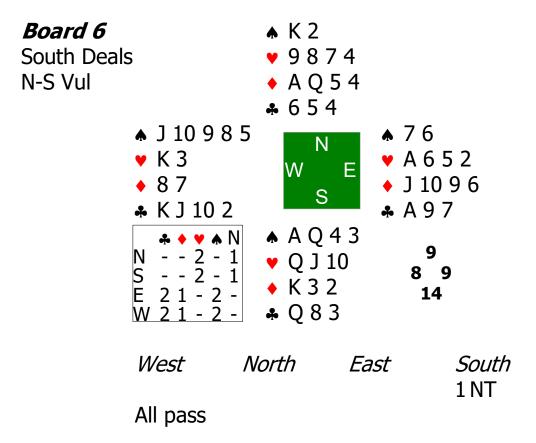
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This 1 NT by East should make 7 tricks. This would be expected from the 23 HCPs between the two balanced hands.

Lead J top of sequence of at least three, actually four, honours OR J top of an internal sequence;

Hearts top two cards must win for the defence, probably should be left to later/defence;

Diamonds four tricks, note the 3:3 split, a lucky distribution; Spades has top three honours, plus three = seven tricks; Clubs belongs to the defence, they can take four tricks,.



Practice very simple auctions of an opening bid of 1 NT passed out, "announcing" the agreed strength of the bid, the other routines of the auction, transition to play, play and scoring, using paper travelers to compare results, opening leads and defence in no trumps and no trumps declarer play.

This 1 NT by South should make 7 tricks. This would be expected from the 23 HCPs between the two balanced hands.

Lead J♠ top of sequence of at least three honours;

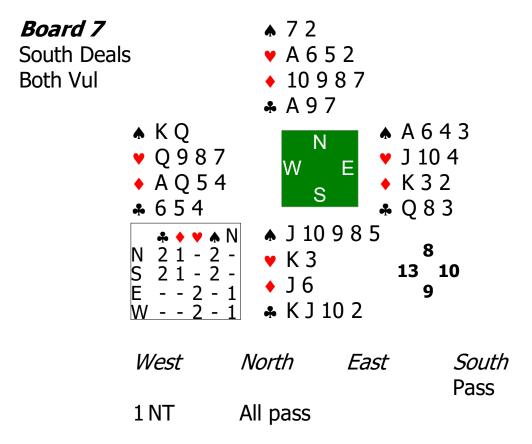
Be careful to play high cards from short suit first ("unblock")

Spades has top three honours, = three tricks, but only six cards, so save for later;

Diamonds four tricks, play them first, find 4:2 split, (most likely) so switch to Hearts;

Hearts top two cards must win for the defence, but leave two winners for declarer;

Clubs belongs to the defence, they take four tricks.



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This 1 NT by South should make 7 tricks. This would be expected from the 23 HCPs between the two balanced hands.

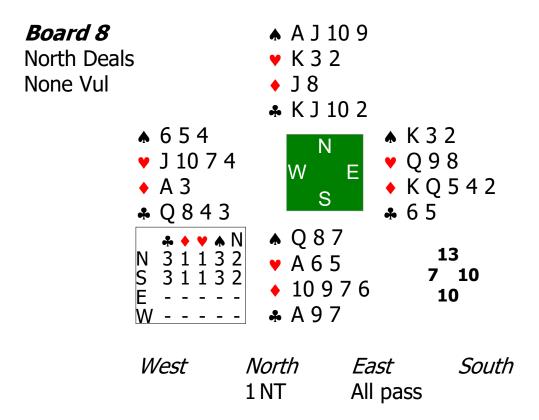
Lead 10 ◆ top of sequence of at least three honours;

Be careful to play high cards from short suit first ("unblock"); Spades has top three honours, =3 tricks, but only 6 cards, save for later;

Diamonds has three tricks, but fourth looks unlikely from the lead, so switch to Hearts;

Hearts top two cards must win for the defence, but leave two winners for declarer;

Clubs belongs to the defence, they take four tricks.



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This 1 NT by North should make 7 or 8 tricks. This would be expected from the 23 HCPs between the two balanced hands.

Lead 4 ◆ fourth highest;

Diamonds gives three tricks to defence, they probably play a fourth to be taken by dummy;

Clubs: Cash A. in dummy, finesse the Q, take four tricks,

Return to dummy, take Spade finesse, fails, but regains the leas to take more spade tricks and the K.