



St Annes Bridge Club

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Revision

- Trumps, length not strength, magic 8
- HCP's
- Tricks, scoring, mini-bridge

Theme today is declarer play and counting winners

Defenders next week

1



A 2



K J 10 9 6 3







K J 7







A 5





2

	K 4
	K 7 6
	A K Q
	A 5 4 3 2

3

	K 5 3
	Q 8 2
	K 4
	K Q 8 5 2

4

	Q J 10 9
	A 9 2
	5 4 3
	8 7 6

5. Which are the major suits?

6. Which are the minor suits?





7. How many tricks for game in spades?

8. How many tricks for game in No Trumps?

9. How many tricks are needed for a Grand Slam?





10. What are undertricks?

1

	A 2
	K J 10 9 6 3
	K J 7
	A 5




16 points

2

	K 4
	K 7 6
	A K Q
	A 5 4 3 2


19 points

3

	K 5 3
	Q 8 2
	K 4
	K Q 8 5 2

13 points

4

	Q J 10 9
	A 9 2
	5 4 3
	8 7 6

7 points

5. Which are the major suits? Hearts and Spades
6. Which are the minor suits? Clubs and Diamonds
7. How many tricks for game in spades? 10
8. How many tricks for game in No Trumps? 9
9. How many tricks are needed for a Grand Slam? 13
10. What are undertricks? The number of tricks achieved less than the Part score/game /slam predicted by declarer

Top Winners

Dummy
AK32

Declarer
QJ54

4 tricks

Dummy
AQJ4

Declarer
K3

4 tricks

Communication between hands!

Top Winners

Dummy
AK

Declarer
QJ

2 tricks

Dummy
QJ3

Declarer
AK6542

6 tricks

True for no trumps/ true if trumps
However, if another suit is trumps?

	Declarer	Dummy	No. Tricks
1	A 4 2	7 6 3	1
2	A K 5	7 3 2	2
3	A 3 2	K 7 5	2
4	A K Q	J 6 3	3
5	A K Q J	6 3	4
6	A	K	1
7	A Q 5 4	K J 3 2	4
8	Q J	A K	2
9	K Q 2	J 9 7	2
10	Q 10 9 4	J 7 3 2	2
11(cards)	A 10 7 5 4 3	9 8 6	3/4/5
12(cards)	9 8 7 6 5	4 3 2	0/1/2

Hand 1

North

♠ A 6 5
♥ A 5 3 2
♦ 9 6 2
♣ 8 6 2

South is declarer, game in NT
West leads Jack of spades

West

♠ J 10 9 8
♥ K J
♦ J 8 7 5
♣ Q 7 5

East

♠ 7 4 2
♥ Q 10 9 8 4
♦ 10 4
♣ J 10 9

South

♠ K Q 3
♥ 7 6
♦ A K Q 3
♣ A K 4 3

An extra trick can be made in clubs
Score 400 or 430 to N/S in no trumps

Hand 2

West

♠ 5 2
♥ A Q
♦ J 6 5 2
♣ A K J 10 8

Declarer needs to draw trumps
11 tricks in clubs score 400

North

♠ K Q J
♥ J 9 7 5 2
♦ 10 9 7
♣ Q 4

West is declarer, game in clubs.
North leads King of Spades

East

♠ 7 6 3
♥ K 10
♦ A K Q 8
♣ 9 6 5 3

South

♠ A 10 9 8 4
♥ 8 6 4 3
♦ 4 3
♣ 7 2

Counting winners = top tricks+ 'developed' tricks

Rules for Mini Bridge Lesson 3

- Place board correct orientation (NSEW)
- Count cards (face down)
- Sort hand
- Count points
- Dealer to announce point count
- Clockwise announcement of points (total 40!)
- PARTNERSHIP with most points plays hand
- Declarer is the player with highest points within partnership
- Declarer's partner lays down hand face up and becomes DUMMY
- Declarer says 'thank you partner'
- Declarer chooses trumps/no trumps (remember magic 8) and **counts winners and predicts outcome (part score/game/slam) based on winners not just HCP's** (go for game if possible)
- Opening lead made by player to left of declarer
- Must follow suit if you can, discard another card if not (or trump)
- Highest card wins trick (or trump)
- Winner leads next card
- Place played cards in front of you (not in middle) (dead/upright soldiers)
- At end of play count and agree tricks
- Gather your hand, recount cards shuffle and replace in correct position in board

Hand 3

West

♠ K 5
♥ A K 8 6
♦ A 8 6 5
♣ A K 7

West makes 9 tricks,
Careful play of Spades!

North

♠ 10 8 7 3
♥ Q J 10 4
♦ J 4 2
♣ 8 4

West is declarer, game in NT.
North leads Queen of Hearts

East

♠ A Q J 4
♥ 5 3 2
♦ 7 3
♣ 6 5 3 2

South

♠ 9 6 2
♥ 9 7
♦ K Q 10 9
♣ Q J 10 9

Hand 4

North

♠ J 10 9 8 4
♥ 6 4 3
♦ A 6
♣ A K J

North is declarer, part score Spades.
East leads Jack of Heart

West

♠ 5
♥ A 8 7
♦ Q 10 5 2
♣ 9 7 6 5 4

East

♠ A K Q
♥ J 10 9
♦ K 8 4 3
♣ 10 8 3

South

♠ 7 6 3 2
♥ K Q 5 2
♦ J 9 7
♣ Q 2

Declarer needs to draw trumps

Hand 5

North

♠ K 9 3 2
♥ 8
♦ J 9 7 6
♣ 9 8 6 2

East is declarer, game in NT.
South leads King of Hearts

West

♠ J 10 6 5
♥ 7 5 4 2
♦ K Q 3
♣ Q 4

East

♠ A Q
♥ A 9 3
♦ A 10 2
♣ K J 10 7 5

South

♠ 8 7 4
♥ K Q J 10 6
♦ 8 5 4
♣ A 3

North/South can defeat the contract

Recap

- Count winners
- Make a plan
- Usually a good idea to draw trumps
- Top of a sequence is a good lead

Homework

- Recap today's lesson Page 6
- Prepare for next week Page 7-9
(Defender play)
- Quiz Page 15
- Plan the play - often useful
to deal the cards