

# BRIDGE

## THE #1 MIND SPORT



## BASIC COURSE

Minibridge

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# 1. Introduction to Bridge

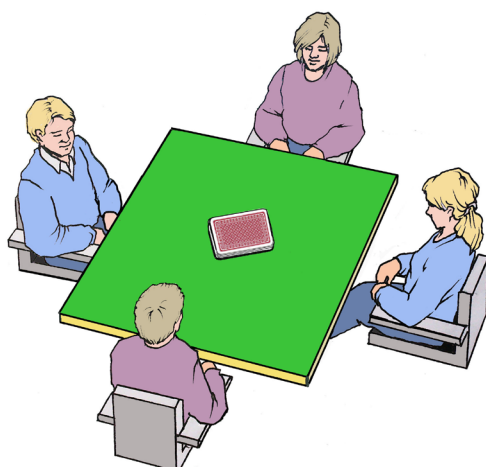
## About Bridge

There are more than a million people in the world that play duplicate bridge. Everyone plays according to the same rules. Here are ten lessons in a game, which provides both entertainment and challenges.

Bridge is a card game with the goal of winning as many points as possible. Most card players believe that bridge, like other card games, is about being lucky with the cards. In duplicate bridge, there is no such luck factor. Later in this course, we will see how this can be.

## Basics

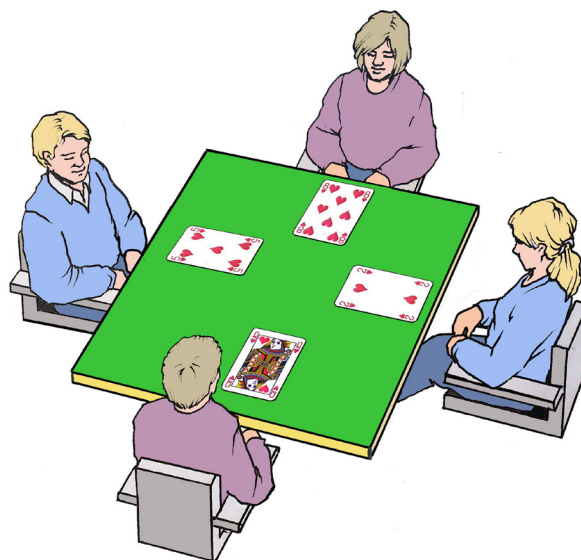
Bridge is a card game for four people. The players sit opposite each other in two pairs. The pairs play against each other. Bridge is played with an ordinary deck of cards, without jokers.



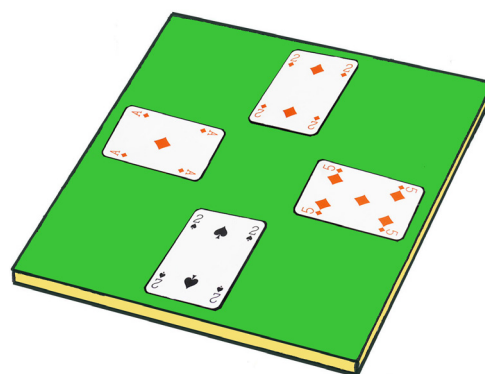
A deck has 52 cards and consists of four suits: spades (♠), hearts (♥), diamonds (♦), and clubs (♣). First, deal all the 52 cards. When the cards have been dealt, each player should have 13 cards. Sort the cards in suits and according to their rank so it is easier to overview them and plan the play. Each suit has an ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace is the highest card and the two (deuce) is the lowest. The players North and South play together against the players East and West.

## The Play Starts

The goal of bridge is to win points. When all cards are dealt, the player to the left of the one that dealt the cards (the dealer) *leads* a card. Each player, in turn, clockwise, plays one card in the same suit. When all four players have played one card each, one trick has been played.



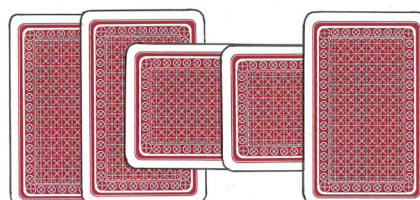
Points are gained by winning tricks together with partner. The one who played the highest card in a trick wins the trick (together with partner) and *leads* to the next one. A player must *follow suit* if he can. If he is out of cards in the suit lead, he may play any other card he likes. This is called *discarding*.



Since each player has 13 cards, there are 13 tricks to compete for. One pair will always win, and the lowest win margin is by one trick (when one pair takes seven and the other pair six tricks).

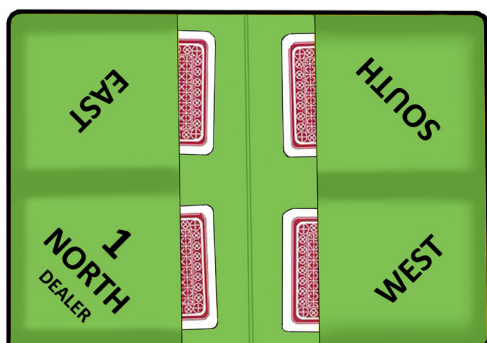
## Marking Won and Lost Tricks

In other cards games, where the players compete for tricks, the usual thing is to collect the tricks you win in front of yourself. This is not done in bridge. Instead each player holds on to his own cards and places them face down on the table. The cards are placed like a “one” when the trick was won, and like a “minus sign” when the trick was lost.



When all tricks have been played, each player has a row of 13 cards in front of him. Everyone can now count how many tricks they have won and lost. The reason why we do this is that, in duplicate, several tables play the exact same deal as we do. Thus, we can compare the results. This means that our real opponents are the players that play the same cards as we have, at other tables. If we managed to make eight tricks with our partner, and those who play the deal at the next table only make seven tricks, we have done better than them! In duplicate bridge, there may be any number of tables.

This is one of the reasons why the cards may already be dealt when they come to our table. The cards are kept in a so-called “board.”



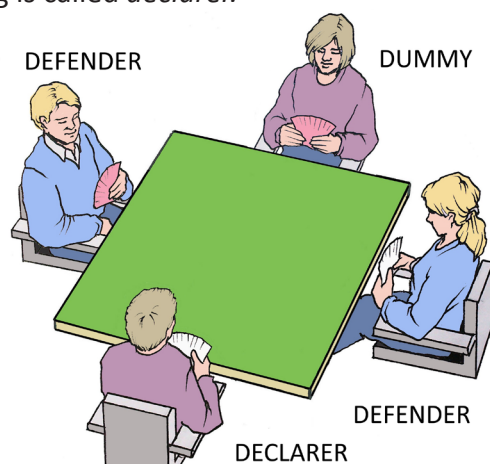
## Score Sheet

When the players have played all their 13 cards, the results are written down in a score sheet, which is available at each table. Since all players have their cards in front of them, if they do not agree on the result, they can check which tricks they marked differently, and can find any mistakes. We can also check if someone discarded when they should have followed suit. Once we agree on the result, we put the cards back into the board. Then we take the next board, take out the new cards, sort them, and start playing, to see who will win the new deal. In a “real” competition, we usually play 24 to 28 boards, with new opponents every second or third deal.

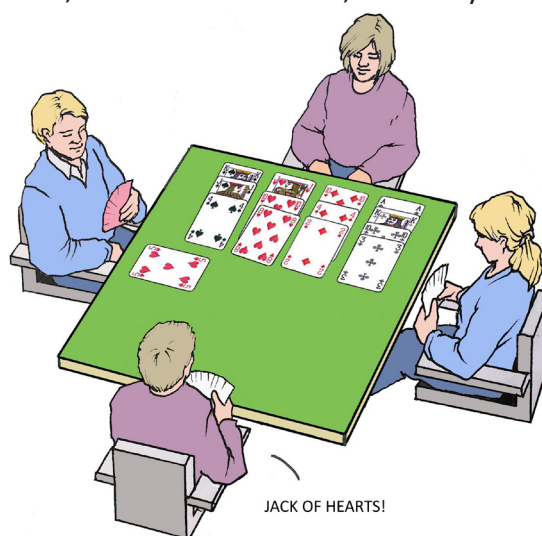
| Minibridge Score Sheet  |          |          |             |           |  |
|---|----------|----------|-------------|-----------|--|
| North   |          |          |             |           |  |
| South   |          |          |             |           |  |
| East  |          |          |             |           |  |
| West  |          |          |             |           |  |
| <small>(Fill out the names of the players at the table)</small> |          |          |             |           |  |
| Dealer  | Declarer | Trump    | Tricks Won  |           |  |
|   |          |          | North-South | East-West |  |
| Example 1   | North    | ♠        | 10          | 3         |  |
| Example 2   | West     | No Trump | 6           | 7         |  |
| 1.  |          |          |             |           |  |
| 2.  |          |          |             |           |  |
| 3.  |          |          |             |           |  |
| 4.  |          |          |             |           |  |
| 5.  |          |          |             |           |  |
| 6.  |          |          |             |           |  |
| 7.  |          |          |             |           |  |
| 8.  |          |          |             |           |  |
| Total:  |          |          |             |           |  |

## More Dimensions

The game of bridge has two phases. First, there is a *bidding* phase, where it is decided what contract will be played. Then there is the *playing* phase, which decides how well we manage. In this first lesson, we will skip the bidding and simply decide that the dealer has won the bidding. The player who won the bidding is called *declarer*.



The player to the left of the declarer plays the first card and is the *opening leader*. The partner of the dealer is the *dummy*, and as soon as the opening lead has been made, he places his cards face up on the table, in four nice columns, sorted by rank.



From now on, the declarer plays both his own and dummy's cards (by naming them), when it is their turn to play. The fourth player is called a *defender*, and so is the opening leader, once the opening lead has been made.

## Tip for Improving

As declarer, we always count how many certain tricks we can win, before we start to play. We should also try to plan in which order to win our tricks, in order to make as many tricks as possible.

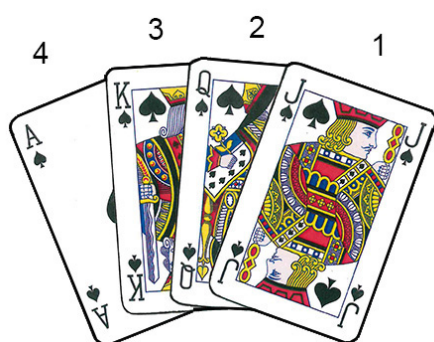


## 2. High-Card Points and Trumps

Bridge is a game in two phases. First, there is the bidding phase, to decide who plays and what is to be played. Then there is the playing phase, where we try to win as many tricks as possible. Let us first investigate how the bidding works.

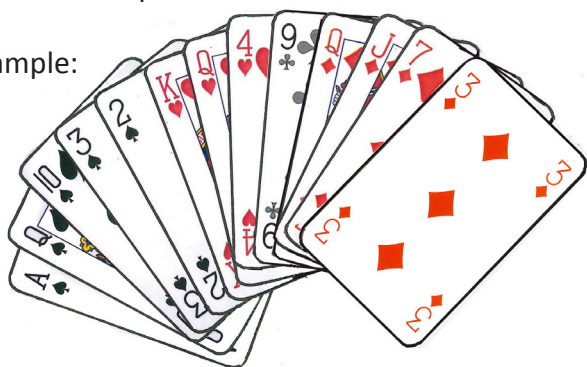
### High-Card Points

As an aid in the bidding there is a way of evaluating the cards. This is done by counting points for the high cards. The ace (A), king (K), queen (Q), and jack (J) are called honors, and they all have a value in the high-card points (hcp) scale.



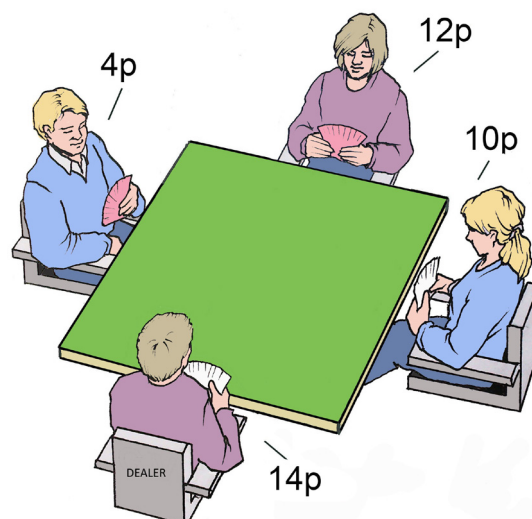
The ace is the highest and the jack is the lowest of the honors, so they have received the values four, three, two, and one hcp. All the other cards are worth zero hcp.

Example:



If we hold the 13 cards above in our hand, we have six hcp in spades (4+2), five hcp in hearts (3+2), three hcp in diamonds (2+1), and no hcp at all in clubs. Thus, the total value of the hand is 14 hcp, which means a better hand than average. The entire deck contains 40 hcp, and if we distribute them evenly to all players, it gives an average of ten hcp for each player.

The bidding in Minibridge begins with each player, in turn, clockwise from the dealer, telling how many hcp he holds. The pair that has more hcp together become declarer and dummy, and the other pair be-

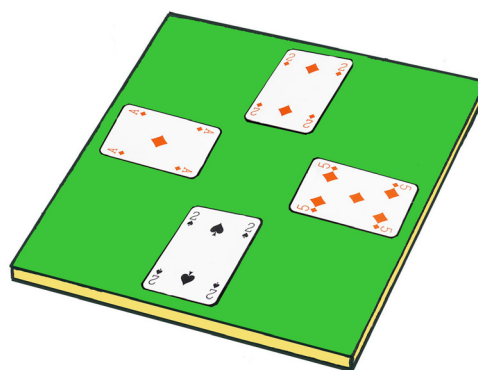


come defenders. In the example above, the players say 14, 4, 12, and 10 points. The total should always add up to 40 hcp.

North-South with 26 points win the bidding. South, with more points in the pair, is the declarer. North becomes dummy, and West makes the opening lead.

### Playing with or without a Trump Suit

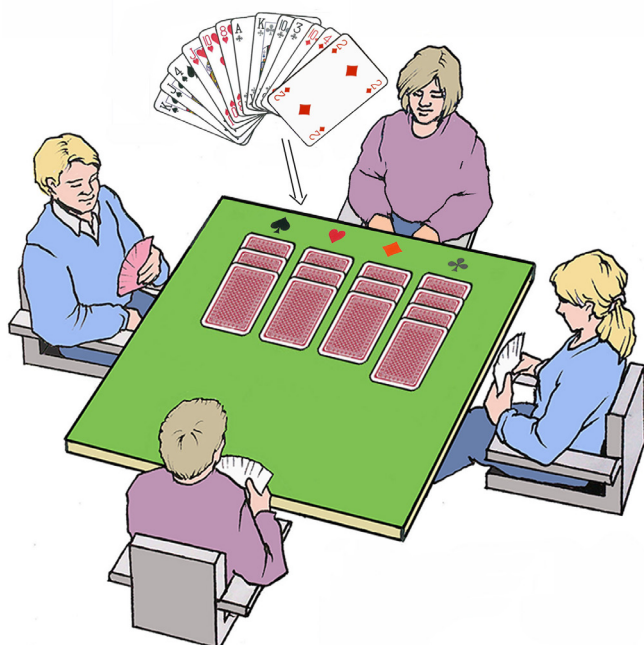
So far, we have only played without a trump suit (notrump, NT). We can also play with trumps. To play with trumps means that we can win a trick even when we cannot follow suit. If we have (at least) one trump card in our hand, and the lead is in a suit where we have no cards, we can play our trump card and win the trick, as long as the others play cards in the suit that was lead. Note that we can only play a trump when we cannot follow suit. For example, a two of trump is higher than the ace in the suit that was lead.



### Further Steps in the Bidding

So far, we have bid and found out who will become declarer, dummy, and defenders. The side that "won" the bidding will now continue with the next

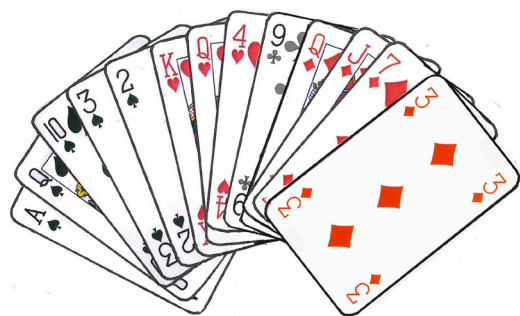
step. Dummy places his cards face down on the table, ordered by suit, with spades to the left.



In the example above, dummy has three spades, three hearts, three diamonds, and four clubs.

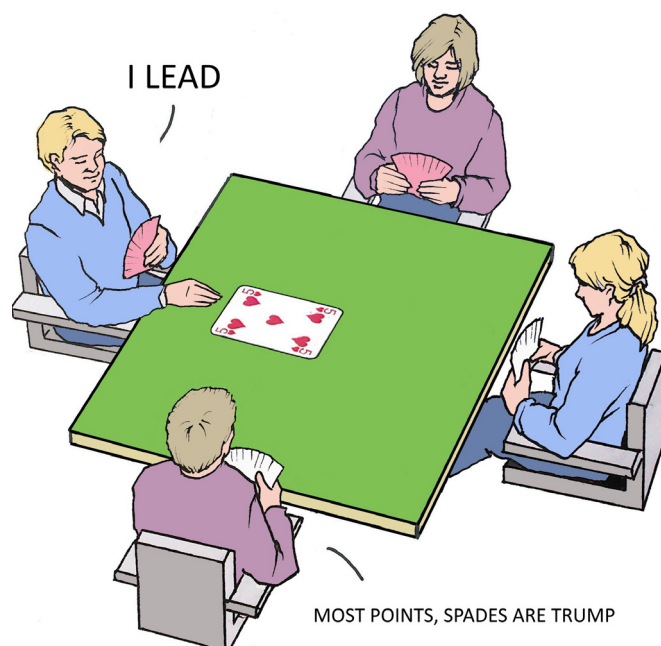
Declarer looks at his hand and checks how many cards the pair holds *together* in each suit. To play with a trump suit, the pair needs to hold at least eight cards together.

Example:



Here we see that partner has three spades, three hearts, three diamonds, and four clubs, and we would choose to play with spades as trump suit. Together our side has eight cards in spades.

Declarer announces that spades are trump. Then the play continues as before.



However, the difference is that, if we cannot follow suit, we can play a trump and win the trick. This is called *ruffing*. We do not have to ruff. Instead we can discard any card we want.

### Tip!

The declarer usually wants to remove the defenders' trump cards ("draw trumps") as soon as possible. This is because he does not want to give the defenders the chance of ruffing declarers certain tricks.

### Observe

In case each side has received exactly 20 hcp together, the deck is re-shuffled and we deal the cards again.



### 3. A Pairs Competition

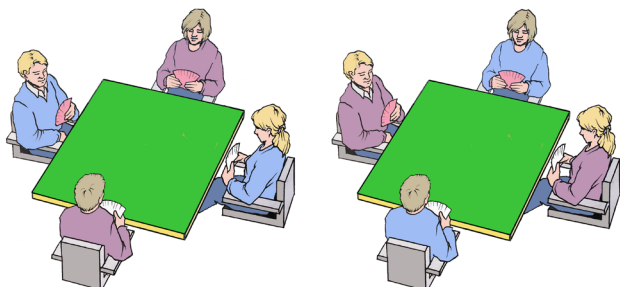
In the two previous lessons, we have learned the basics of playing bridge. The bidding is based on a simplified version of the real game, Minibridge.

We have now come far enough to explain what duplicate bridge is. People often wonder how it is possible to compete fairly in a card game. The answer is that our opponents will play exactly the same cards as we will. Then it is possible to compare the results, that is, how many tricks we have won, and to award points.

#### Pairs or Teams

There are two different ways to compete. Either we play in a team against another team. If so, we are four people who play together. Or we can play in pairs. Then any number of pairs can participate. National competitions are usually for teams, while most club-level games are pair games.

#### Teams Example



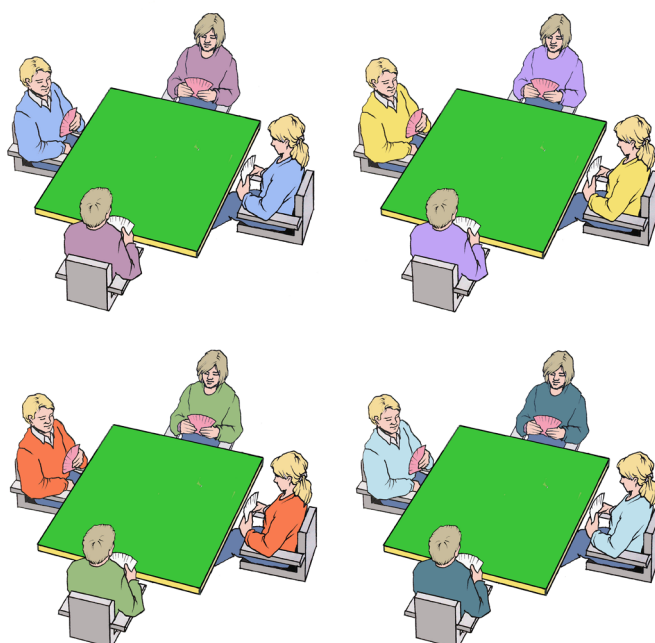
North-South at Table 1 play together with East-West at Table 2 as one team. We play two sets of deals consisting of around 10-14 deals each.

The teams' results are awarded according to special tables, where 20-0 is the largest possible win. When all boards have been played, the points are computed, and the team with more points wins.

#### Pairs Example

North-South at one table play together as a pair. They will meet the other pairs in the competition over two or three boards. Each result is compared with the other pairs that played the same boards.

North-South's "real" opponents are not the pairs that sit at the same table, but the other North-South pairs that play the same boards.



#### Time to Play a Competition

Now it is time for our first competition. We will play two boards against every other pair. Then we change to new opponents. In total, we will play 12 boards in the competition. This means that we will play against six other pairs. Just as before, we compete in winning as many tricks as possible.

Good luck!



## 4. Leads and Plays

In today's lesson we will learn several methods and techniques that will make us better bridge players. One of the most important things in bridge is co-operating with partner in the play of the cards. To do this, we need methods, so that we can give our partner information by the cards we lead and play.

### The Opening Lead

Let us start with the opening lead. When playing notrump (NT), it is usually a good idea to lead our *longest suit*. With many cards in the chosen suit, the odds are that declarer and dummy have only a few. If this is true, we may be able to win many tricks in our long suit.

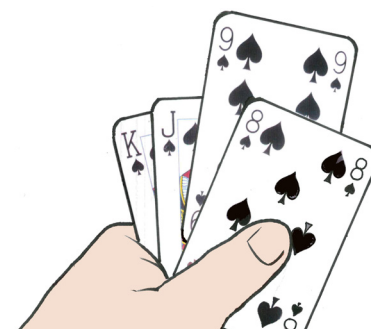
If our partner leads, we cannot be sure what cards he has in his suit, but if he leads a low card, it is quite likely that it is from at least five cards. By looking at the cards that appear in dummy and the cards that we hold in our own hand, we can often figure out quite a lot about where the other cards are.

The second basic rule is that we lead our first, third, or fifth card in the suit we choose, depending on how long it is. This is called using 1-3-5 leads.



*With five cards in the suit, we again lead the fifth card from the top, that is, the five.*

*With four cards, we lead the third card from the top, which is the nine.*



*With three cards in the suit, we lead the third card from the top, the nine.*

### An Exception – from a Sequence

If we have at least three adjacent cards in the top of the suit, we do not lead a low card. Instead we lead the top card from the so-called *sequence*.

*With three adjacent cards we choose the highest card instead. In this case we lead the king.*



Our partner still knows that we lead from our longest suit, but he also knows that we have (at least) the queen and jack in that suit.

Three adjacent cards in the top of a suit is called a *sequence* and from a sequence we lead the highest card. This is the third rule for leading.



*If our opponents have chosen to play in notrump, it is reasonable to lead spades with this hand.*

*With six or more cards in the suit, we lead the fifth card from the top, in this case the five.*

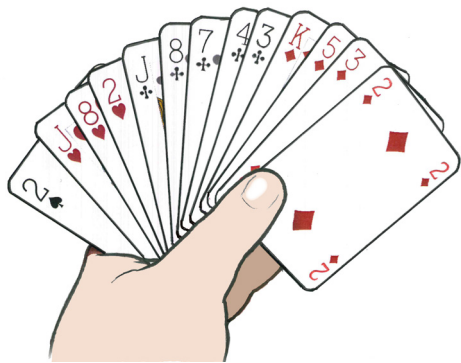




## Leading versus Trump

If declarer chooses to play with a trump suit, it is often good to lead from a short suit instead (but not from the trump suit). For example, if we have a singleton spade, and hearts are trump, we can lead our

*Hearts are trumps and we must lead. We choose the spade, hoping for a ruff when spades are played next time.*

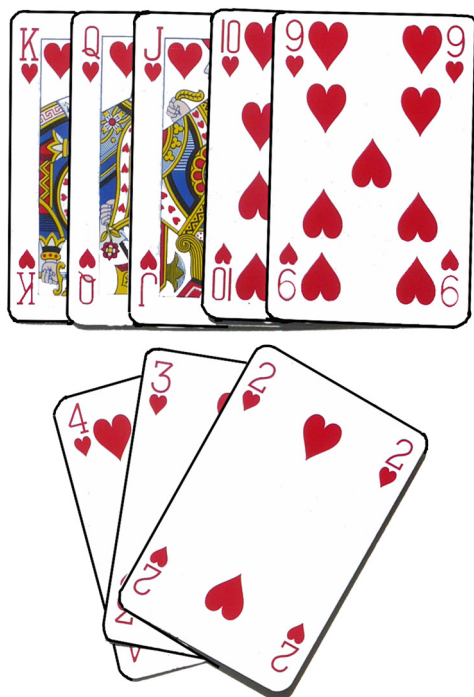


spade with the hope of ruffing the next time spades are played. It may happen immediately (if partner wins the ace of spades and continues the suit) or later in the play.

Our fourth and last rule for the opening lead will be to lead a *singleton* when the opponents have chosen to play trumps.

## Declarer's Strategy in Notrump

To win as many tricks as possible as declarer, we should try to produce extra tricks as quickly as possible. A declarer should try to achieve the same as the defenders when they, for example, lead a king from a sequence.



If we have K-Q-J-T-9 in a suit in dummy and 4-3-2 in our hand, we have no certain winners yet. But if we make the defenders win their ace, we have created four tricks in the suit. This is called *establishing* the suit.

As a declarer, we first count how many certain tricks we have. The second task is to figure out how we can create more winners. It is important to remember that we should create our extra tricks first, before we cash our certain winners.

## Declarer's Strategy in Trump

If we are declaring trumps, it is often a good first step to play trumps until the defenders are out of trump cards. In this way, we avoid having our winners ruffed by the defenders. In order not to play unnecessarily many rounds of trumps, we should count the defenders' trumps and stop when they have no more. Thus, before we do anything else, we should *draw trumps* (sometimes also called to *pull trumps*).

## Tip!

Both as declarer and defender, it is good to create extra tricks. If we hold K-Q-J-T in a suit, we want the other side to win their ace, so that the rest of our cards become winners. This is called *establishing* the suit. When we plan the play, this is one of the first things we should think about.

## 5. Bridge Scoring

So far we have competed for tricks, and whoever took more tricks won the deal. We will now see how tricks can be translated into points. The number of points depends on how many tricks our pair commits to taking in the bidding, and how many we actually win during the play. If we promise to take enough tricks and manage to do it, we get a bonus. If the pair that won the bidding does not take enough tricks, the defenders get points instead.

If East-West wins 120 points, it means that North-South receives -120 points.

As can be remembered, we are not compared with the other pairs at our table, but with all other pairs that held the same cards as we did.

Playing notrump gives most points per trick. After this comes spades and hearts. The least number of points per trick are awarded in diamonds and clubs.

An example:

|                     |                   |      |
|---------------------|-------------------|------|
| We win seven tricks | playing notrump   | 90 p |
|                     | with ♥/♠ as trump | 80 p |
|                     | with ♣/♦ as trump | 70 p |

Every extra trick we win gives 30 points when playing notrump and with spades or hearts as trump. If we play with diamonds or clubs as trump, the extra tricks give 20 points each.

An example:

We play notrump and win nine tricks:  
90+30+30                      150p

We play with ♠ as trump and win nine tricks:  
80+30+30                      140p

We play with ♦ as trump and win nine tricks:  
70+20+20                      110p

### Bonus for Game and Slam

To encourage the competing pairs to bid as high as they think they can, bridge scoring gives bonuses if we bid to the level of what is called a *game*. The game bonus is awarded when we bid and play home the following number of tricks:

|                   |               |
|-------------------|---------------|
| In notrump (NT)   | Nine tricks   |
| With ♥/♠ as trump | Ten tricks    |
| With ♣/♦ as trump | Eleven tricks |

We will also get an extra bonus for bidding and making 12 tricks. This is called a *small slam*. We receive another bonus for bidding and making all 13 tricks. This is called a *grand slam*. The scoring table shows how many points we receive for bidding and making different numbers of tricks.

### Vulnerability

To give yet another dimension to the game, bridge has the concept of *vulnerability*. Each board tells whether we are vulnerable or not. We must think about the vulnerability when writing the scoring sheet. Bidding and making a game gives 200 points more when vulnerable, than when not. The slam bonus also increases when we are vulnerable.

The scoring table shows how the bonus changes when we are vulnerable or not.

| SCORING TABLE          | NT     |      | ♥/♠    |      | ♣/♦    |      |
|------------------------|--------|------|--------|------|--------|------|
|                        | Nonvul | Vul  | Nonvul | Vul  | Nonvul | Vul  |
| <b>7</b><br>Grand Slam | 1520   | 2220 | 1510   | 2210 | 1440   | 2140 |
| <b>6</b><br>Small Slam | 990    | 1440 | 980    | 1430 | 920    | 1370 |
| <b>5</b><br>Game ♣/♦   | 460    | 660  | 450    | 650  | 400    | 600  |
| <b>4</b><br>Game ♥/♠   | 430    | 630  | 420    | 620  | 130    | 130  |
| <b>3</b><br>Game NT    | 400    | 600  | 140    | 140  | 110    | 110  |
| <b>2</b><br>Part Score | 120    | 120  | 110    | 110  | 90     | 90   |
| <b>1</b><br>Part Score | 90     | 90   | 80     | 80   | 70     | 70   |

Additional tricks above the bid level gives, per trick, when playing notrump and ♥/♠ 30 points. With ♣/♦ as trump, 20 points.

Failed contracts per trick: -50 points non vulnerable and -100 points vulnerable.

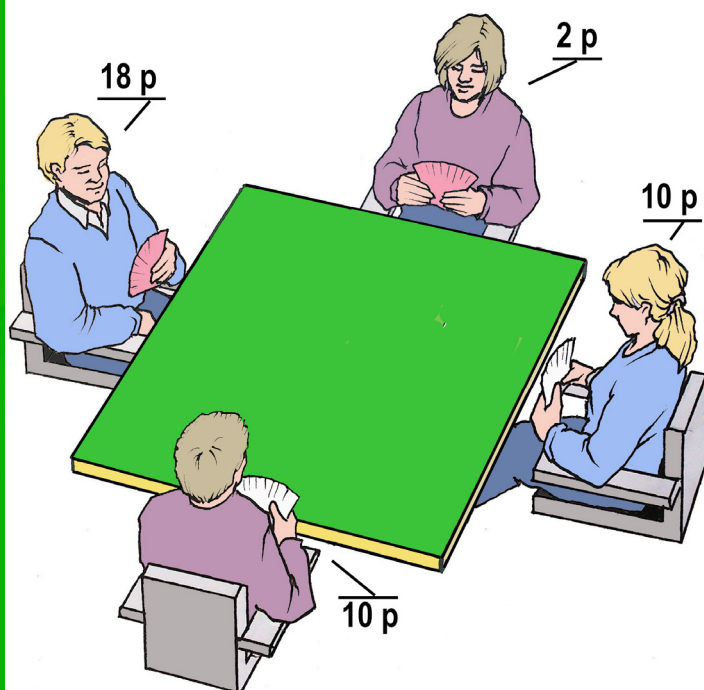


## Failed Contracts

If we do not manage to win (at least) as many tricks as we promised in the bidding, the defenders get points instead. This is called *undertricks* or penalties. If declarer is non-vulnerable, we receive 50 points for each undertrick, while if he is vulnerable, we receive 100 points.

## Extending the Bidding

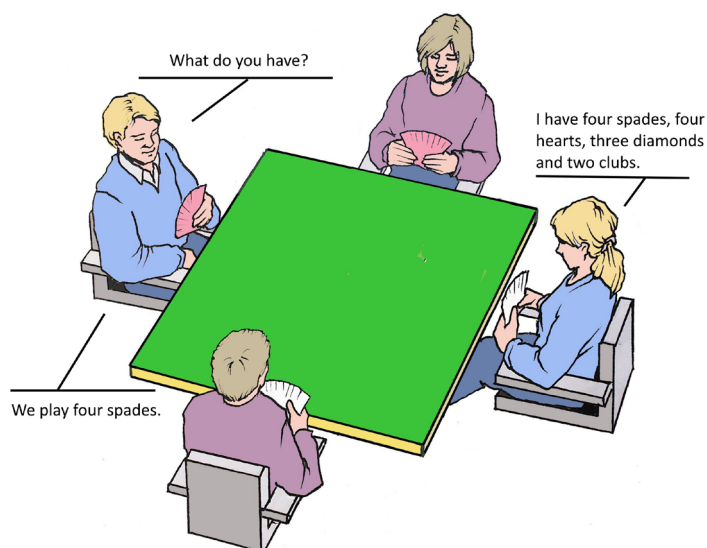
From this chapter onwards, we will add one thing in the bidding, namely that we also bid games and slams. We will stop using tricks won as the result. Instead we will use the points that either side receives for bidding and making or failing to make a contract. If we have 26 or more hcp together, we will bid a



game in notrump or in hearts or spades. To bid a game in clubs or diamonds we should have at least 29 hcp (since we need to take 11 tricks). For a small slam (12 tricks) we need 33 hcp and for a grand slam (13 tricks) we need 37 hcp.

## Aids

As a help for us at the table, we have created a "stair" where it is easy to see how high we can bid, and a scoring table to help us to see how many points we receive for bidding and making a contract.



## The Bidding Step by Step

1. Check which side wins the bidding and how many hcp they have together.
2. Declarer (the stronger hand in the winning pair) investigates whether the pair should play with a trump suit or notrump.
3. Declarer states what will be played at what level (the contract). The "stair" will help.

## Tip!

Bid games and slams to win bonus points. This is the way to win competitions!

## How Many Tricks? Check the Stair!

If we bid one, we must win at least seven tricks. Two means eight tricks, and seven means that we promise to win all 13 tricks.

## STAIR

|              |   |    |   |
|--------------|---|----|---|
| Grand Slam   | → | 37 | 7 |
| Small Slam   | → | 33 | 6 |
| Game ♣ and ♦ | → | 29 | 5 |
| Game ♥ and ♠ | → | 26 | 4 |
| Game NT      | → | 26 | 3 |
|              |   | 23 | 2 |
|              |   | 20 | 1 |

### High Card Points

|       |          |
|-------|----------|
| Ace   | 4 points |
| King  | 3 points |
| Queen | 2 points |
| Jack  | 1 point  |

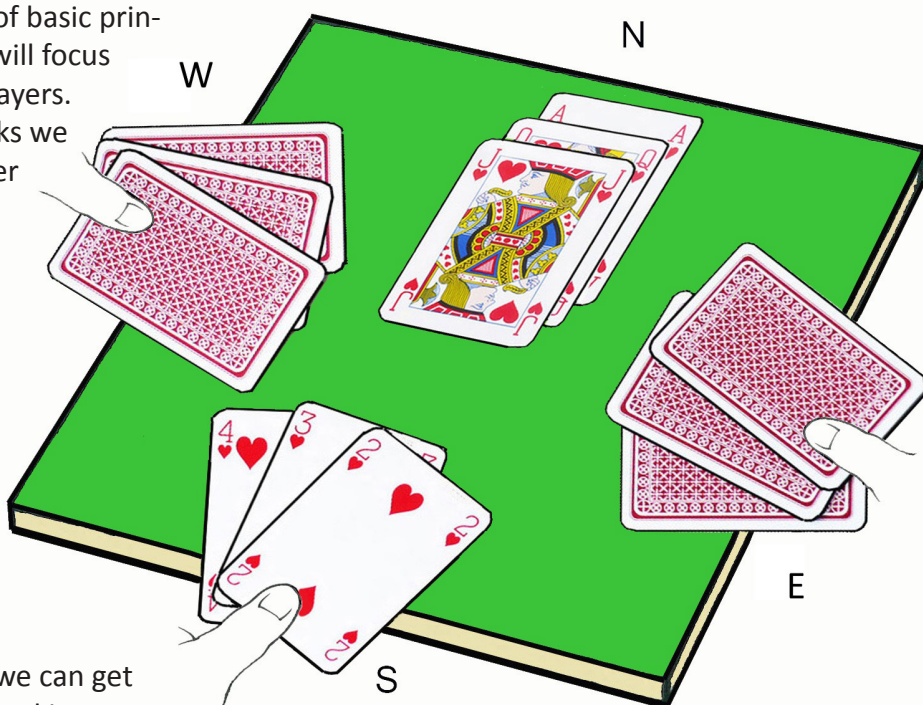
## 6. Playing Low or High, and Finessing

So far, we have learned a number of basic principles. In the next five lessons, we will focus on how to become better bridge players. There are a number of tips and tricks we should know about, both as declarer and as defenders.

### Finessing

The first "trick" is called the *finesse*. Let's assume that we hold the cards shown to the right.

We have one certain winner only, the ace. After we let the defenders win the king, we have one more trick. However, we can get *three* tricks in the suit if West has the king. Play a low heart (for example, the two) from South, towards North. If West does not put in the king, we play the jack (or the queen), which will win the trick (we already assumed that West had the king). We have made a successful finesse! We can repeat the finesse by entering our hand in another suit and then playing the three to dummy's queen (unless West plays the king, when we take the



ace). This means that we have a 50 % chance of getting three tricks in hearts.

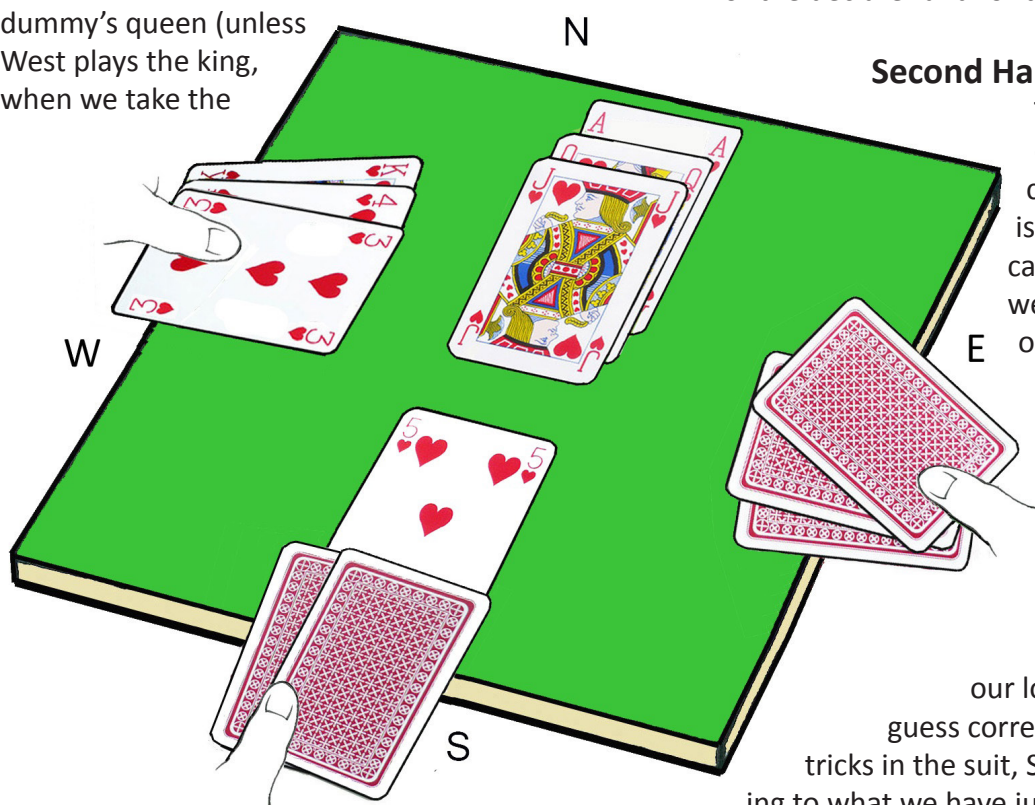
If East has the king, and wins it when we play the jack, we still have created an extra trick in the suit, since the queen is now the highest card. Finessing is the most common way of creating extra tricks, both for the declarer and for the defenders.

### Second Hand Low in Defense

The next tip is that it is often good to play a low card in second hand, that is, when we play the second card in a trick. Assume that we are West and have K-4-3 on our hand. Declarer leads the five towards the A-Q-J on the table and now it is up to us to decide.

See the example to the left.

We should play one of our low cards, to make declarer guess correctly. In order to get three tricks in the suit, South must finesse according to what we have just learned. Maybe he will not.





If we play the king, declarer can win with the ace and he no longer has any problems. Therefore, the main rule is to play *second hand low*.

### Third Hand High in Defense

Always assume that partner knows what he is doing and is trying to help us to play correctly.

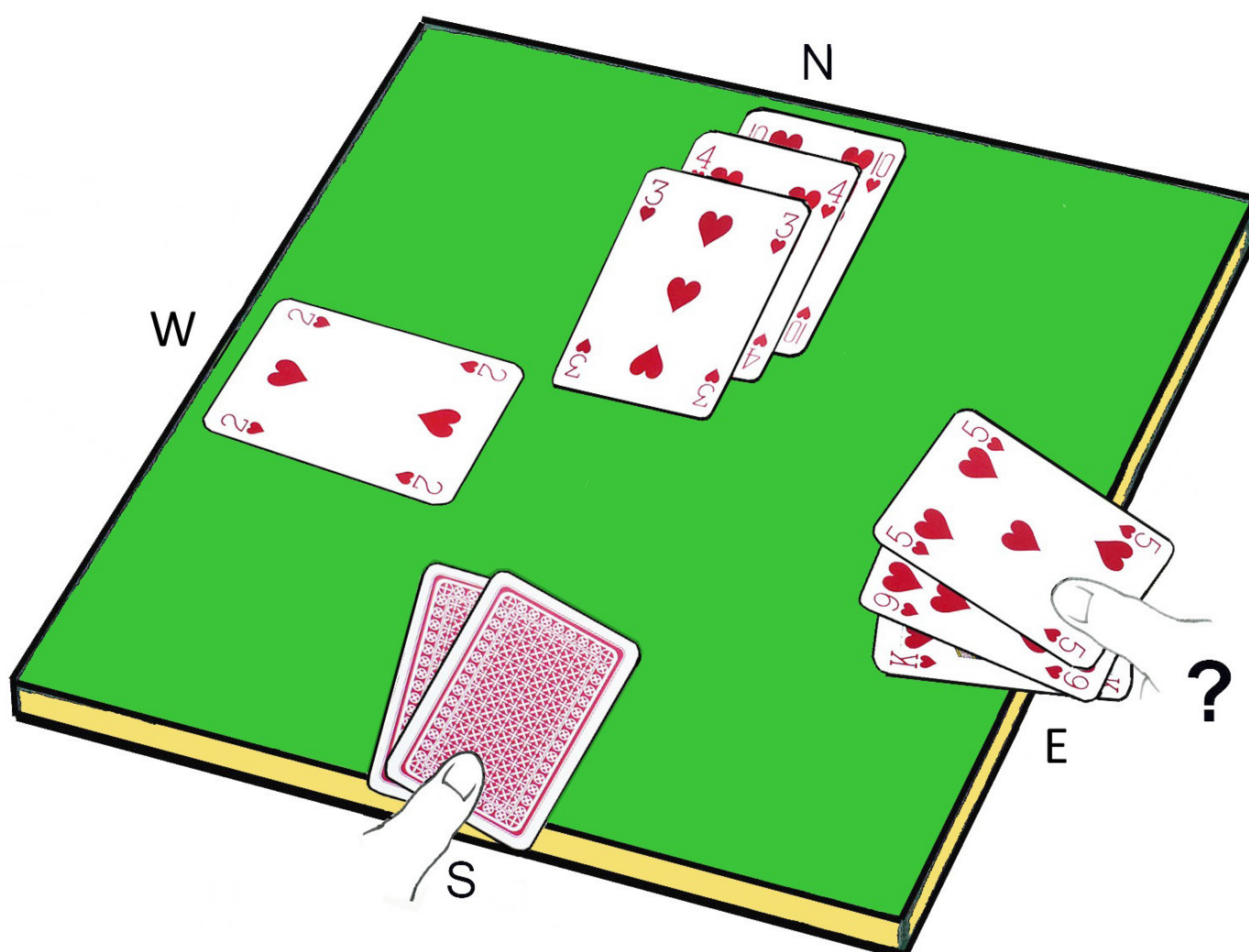
If partner lead the two of hearts, as in the picture below, we know that he probably has lead from his longest suit. As East, we should *not* play low. The main rule is to play a high card in third hand, to help partner to establish tricks in his suit.

For example, if declarer has Q-6 in the suit, our king will win the trick. We can return the suit, and partner will win four more tricks in hearts. If we play a low card instead, declarer will win with the queen, which is a trick that South should not win. If declarer has the ace in hearts and partner has, say, Q-J-8-7-2, our king will force out the ace, and we have established four tricks in partner's hand.

Deal the suit combination and check how important it is to play the king in the first trick (give the shown cards to East and North, give South two cards, and give the rest of the cards to West).

### Tip!

We usually play second hand low and third hand high, but we never play higher than needed, given what we know from the visible cards.



## 7. Signals and Declarer Strategy

When we are defending, it is difficult to know what cards partner holds. As in other team games, we have to learn to cooperate. Bridge allows us to send signals by what cards we play. We should always try to look at our partner's signals and to send our own. Two are smarter than one. If we remember that partner is trying to help us in the play, we will receive, and can deduce, a lot of useful information.

### Return Partner's Suit

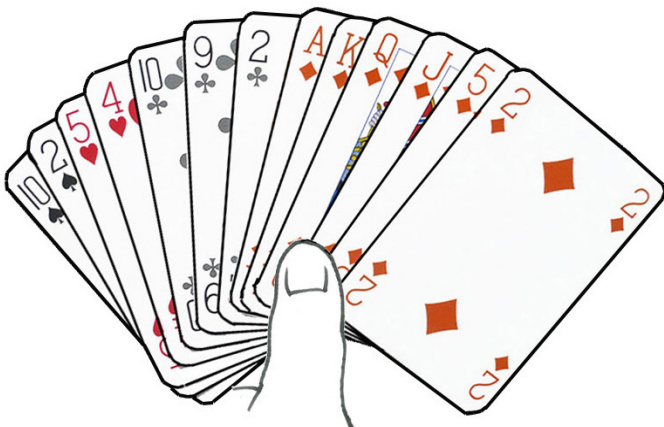
Previously, we said that it is often correct to play a high card in third hand. Let us say that partner leads a suit, declarer wins that trick, and switches to another suit. Now we win the trick and must decide what to lead in the next one. What should we do? Quite often, the best alternative is to return (play back) partner's suit. The opening lead told us that it is partner's longest suit (when we are playing no-trump) or that partner hopes to ruff the suit (when we are playing trumps).

If partner leads a king, we know that partner has at least queen and jack in the suit. If partner leads a low card against notrump, we know that it is from a long suit, and that there is no sequence in the top of the suit.

### Attitude Signals

Even though we are not allowed to speak or use secret signs with partner, there are permitted ways to communicate. Assume that partner leads against a notrump contract. Partner leads the two of hearts. Declarer wins the trick and plays ace, king, and queen in spades.

This is what our hand looks like:



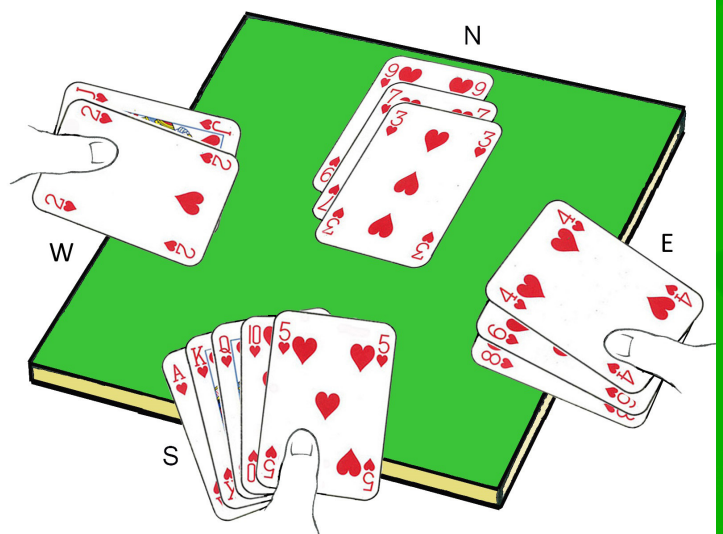
When declarer plays the third spade, we have to discard. What card should we play? In bridge, we can use attitude signals. The idea is that if we discard a *low* card, we *like* the suit we discarded in. Instead, if we discard a *high* card, we show that we do *not like* the suit of the discard. Looking at the example hand, we obviously want partner to play diamonds, if he gains the lead. Because of this, we discard a low diamond to show that we like diamonds. So we discard the two of diamonds, to tell partner to play diamonds as soon as he can. Similarly, we could discard the ten of clubs to tell him that we have no interest in clubs.

### Tip!

Be observant as to which cards are played. Assume that partner does not just play any card at random, but that he has a reason for his choice. In this way, we can communicate with each other and win more tricks. And more tricks means more points, and that is how we win in bridge.

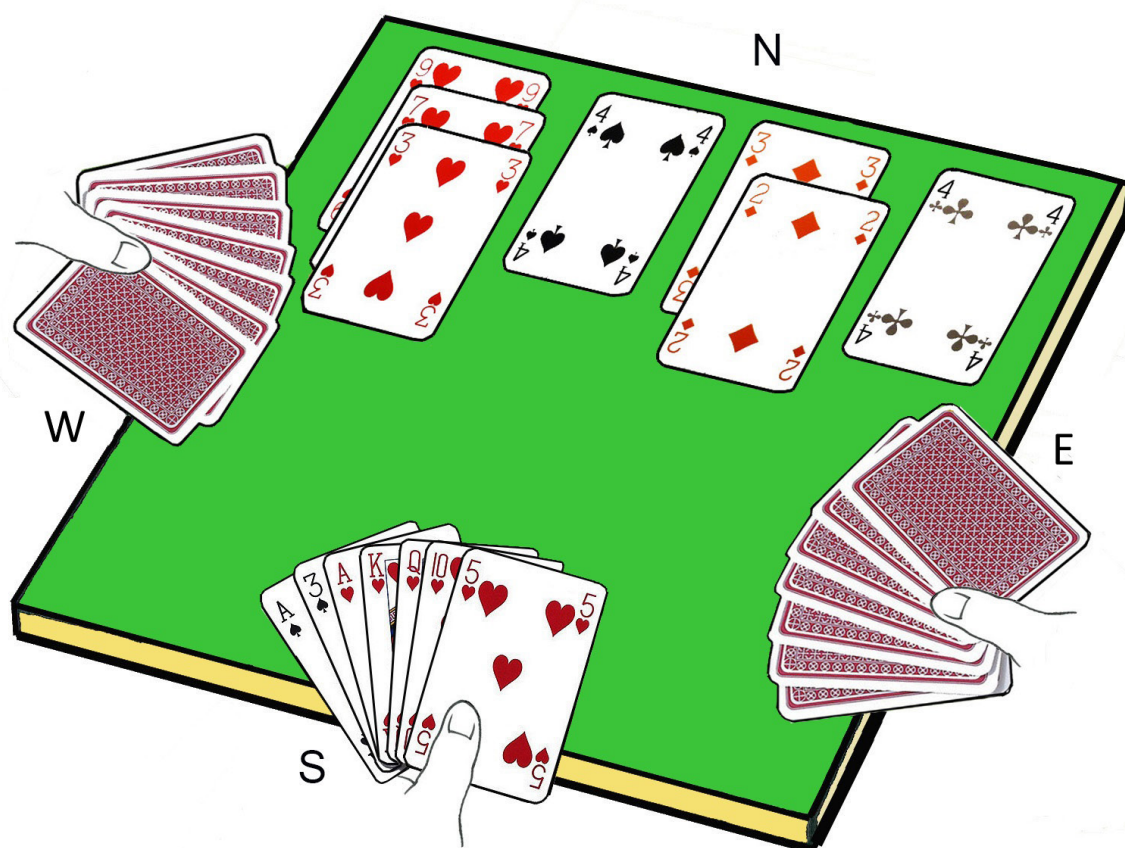
### Ruffing in the Short Hand

To play in a trump suit is a way to stop the defenders from winning a lot of tricks in a suit where we have no honors. With a trump suit, when our cards are exhausted in a short suit, we can ruff and still win the trick. Assume that we have the following suit:



We have five certain winners in the suit. Assume that this is our trump suit, and that together with spades, the situation is as follows:





So far we have lost the first five tricks, but have won the next one. We are in hand (South) and hearts are trumps. We have learned to draw trumps as soon as possible, to prevent the defenders from ruffing our high cards in other suits, but here is an exception. We can actually win six trump tricks instead of five. We do this by cashing the ace of spades and continuing with the three. We ruff (or "trump") the three of spades in dummy, and then we cash our five trump winners in hand. Note that if we start by

cashing the ace, king, and queen of hearts, we will not win the trick where we play the three of spades, since dummy is already out of trump cards. It is by ruffing the three of spades first that we get six trump tricks.

This is called "ruffing in the short hand." Again, this is something we must think of as declarer, already when we are planning the play. In this case, we must remember to do the ruffing first, before we draw the trumps.

### Declarer's ABC

It is important for declarer to plan the play. After the opening lead, he should:

- 1) Recall – how many tricks he has to win.
- 2) Count – how many certain winners he has.
- 3) Analyze – where he can create extra tricks.
- 4) Do it – according to the plan he has made.

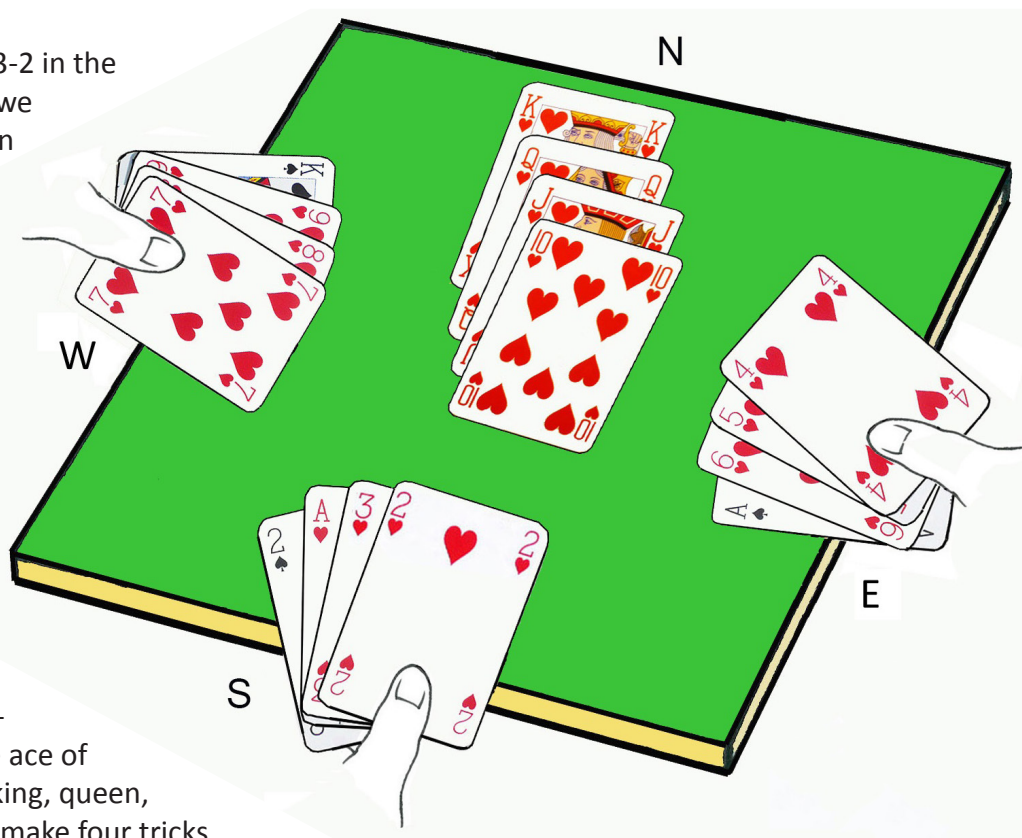


## 8. Short-Hand Honors and the Holdup

### Short-Hand Honors First

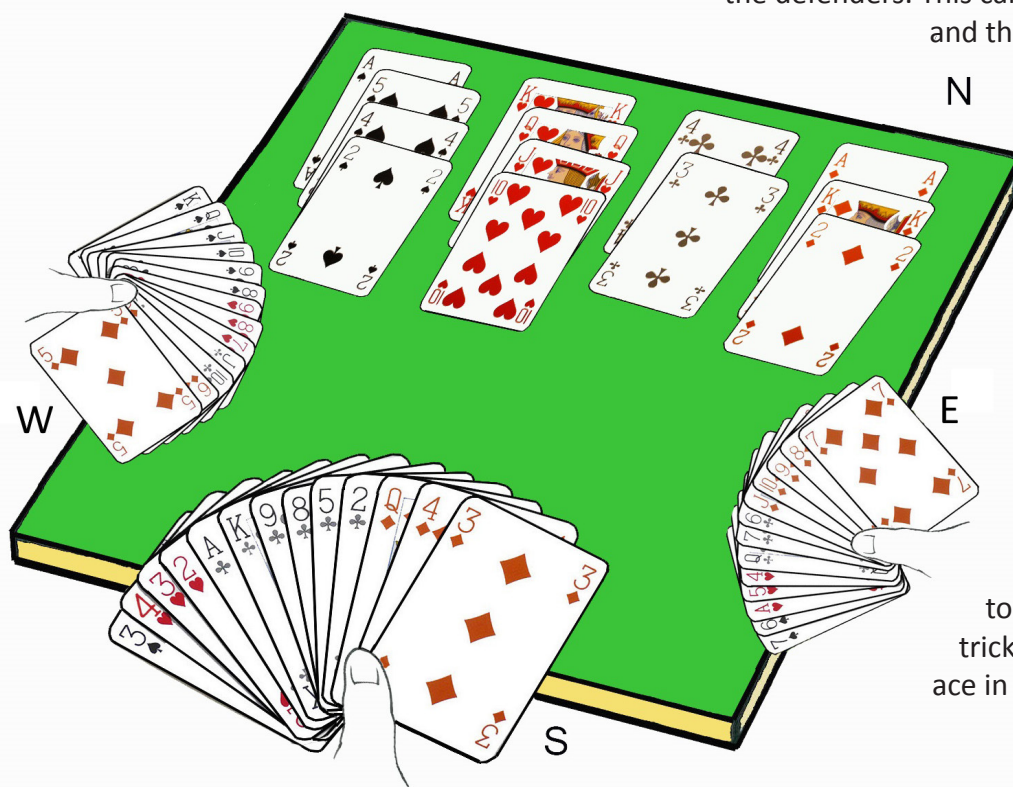
When we have a suit with A-3-2 in the hand and K-Q-J-T in dummy, we must learn to play the cards in the right order, to make four tricks in the suit. This means that we must start with the honors in the *short hand*.

In the example to the right we have four more tricks to play. If we start with the king, followed by the queen and the jack, the ace will win, and we are stuck in the wrong hand. Now we are forced to play the two of spades and the defenders will win the ace of spades. Instead, we must start with the ace of hearts, and then play to the king, queen, jack, and ten. In this way, we make four tricks and the defenders never make the ace of spades. This is called winning with the honors in the short hand first.



### Blocking a Suit - the Holdup

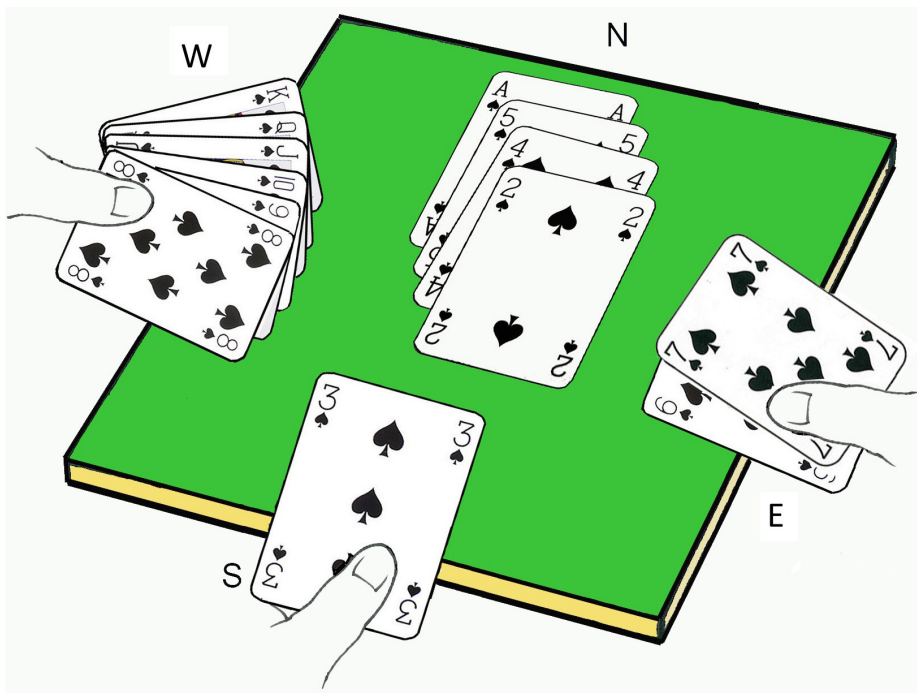
Another useful technique to increase our chances of making a contract, is to *block* the suit or suits of the defenders. This can be used both by declarer and the defenders. For example,



we are playing three no-trump, which means that we must win nine tricks without a trump suit. West leads the king of spades. First we count our certain tricks. One spade, three diamonds, and two clubs equals six winners. We need to produce three more in some way. However, we have not considered hearts yet, and if we look closer, it is possible to establish the missing three tricks in hearts, by driving out the ace in the suit.

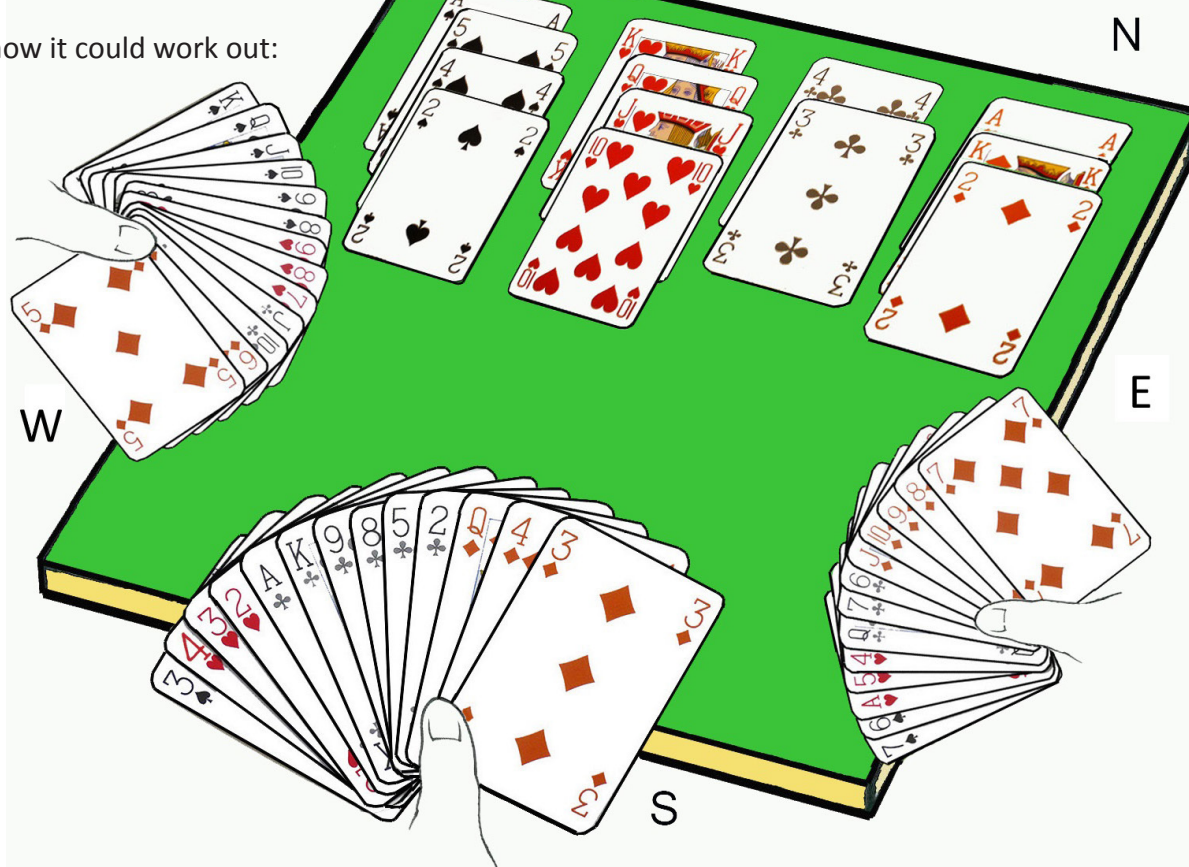


There is a danger, though. The defenders may win several tricks in spades *before* we can use our established heart winners. If both defenders held four spades, it is fine, because then they can only win three spade tricks. If one of them held five and the other three, or one held six and the other two (as in the example to the right), we can take a precaution. We let West win the king and the queen, and the third time West leads spades, we win the ace, and hope that East holds the ace of hearts. If so, East wins the ace, but has no more spades to play! West cannot use his winners, and we will be first to take our nine tricks.



This is called *blocking* the suit or a *holdup*. It means that we wait with our high card until one of the defenders is out of cards in the suit.

This is how it could work out:



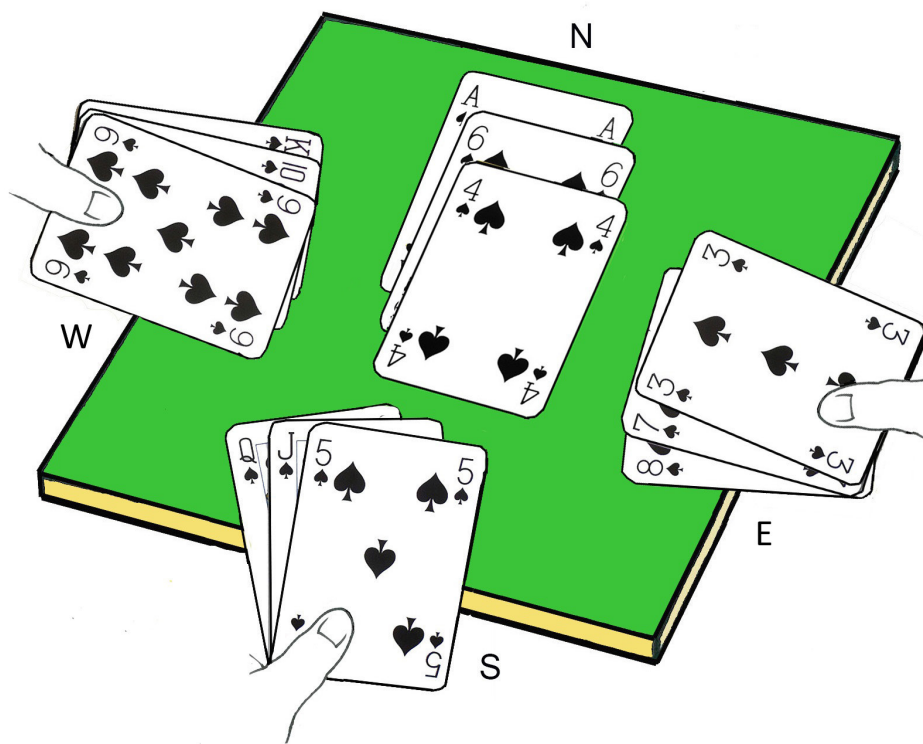
We let West win the first two tricks with the king and queen of spades. Then we win the third trick with the ace of spades, and play hearts, forcing East to win his ace. We get three hearts and six tricks in the other suits, making nine in total. If we had won

the first spade trick, East can play spades when he wins the ace of hearts, and the defenders will take one heart and five spade tricks. Then we will win the rest, but it is already too late to make three no-trump. Two down!

## Cover an Honor

Finessing is a technique to win extra tricks. In order to prevent giving declarer unnecessary tricks we

should “cover an honor with an honor.” This is in spite of the main rule, which is to play second hand low. Let us look at an example.



South plays the queen, planning to finesse over West's king. If we are West and play low, declarer will play low from dummy and the queen wins. Declarer plays the jack, and we again play low. The jack wins and declarer will then win the ace and make three tricks in the suit.

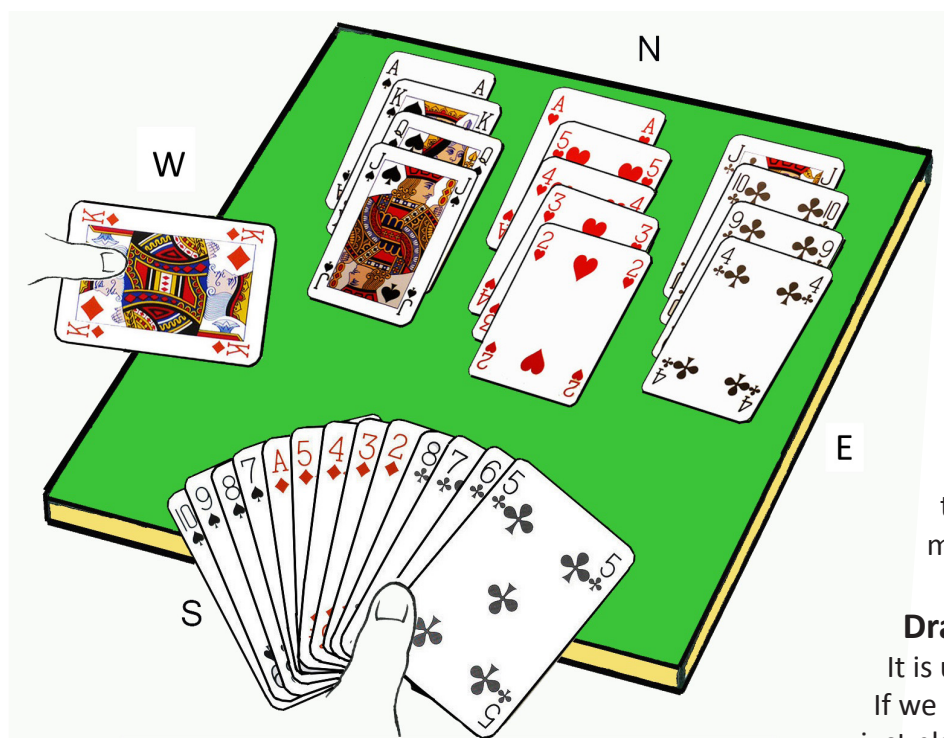
If declarer plays the queen, we should play the king! This means that queen, king, and ace are used in the first trick. When declarer plays the jack, our ten becomes the highest card. This means that declarer can only win two tricks in the suit, not three.

### Our new rule for defensive play is:

*We play second hand low, but cover an honor with an honor if possible. In this way, we prevent declarer from getting unnecessary extra tricks.*



## 9. Crossruff, Drop, or Finesse?



How many tricks can I win with spades as trump?

Observe that if West leads a trump, we can no longer make the contract. Similarly, if we draw trumps ourselves, we will also fail to make ten tricks.

### Drawing Trumps

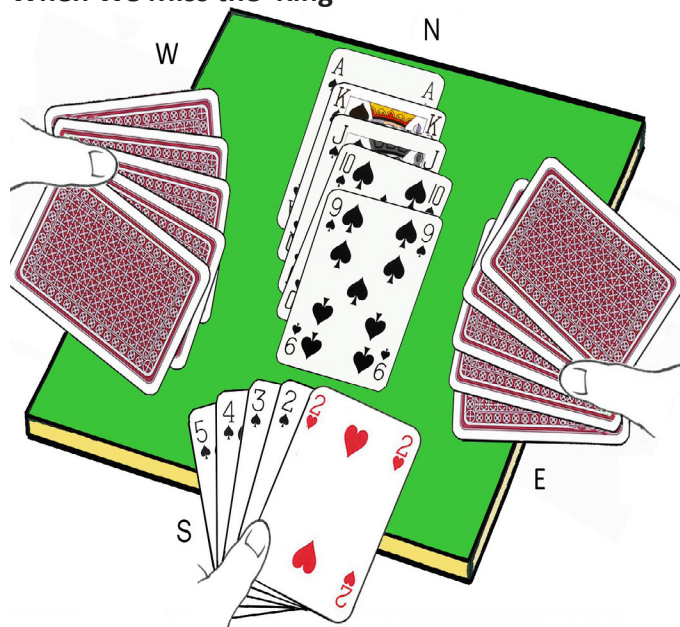
It is usually correct to draw the trumps. If we have ace, king, and queen, we can just play them. But more often, we miss an honor, and then it is good to know which play gives the best odds.

We have learned that when playing a trump contract, we should draw trumps early, to prevent the defenders from ruffing our winners. An exception is when we can gain tricks by ruffing in the short hand, which often must be done *before* drawing trumps. Here is another exception. Spades are trump and we need ten tricks. West leads the king of diamonds.

We do as we have learned and begin by counting certain winners. Four in spades, one in hearts, and one in diamonds equals six tricks. The problem is, we need ten tricks, not six. There is no finesse and we cannot establish any tricks. However, there is another technique that may help us.

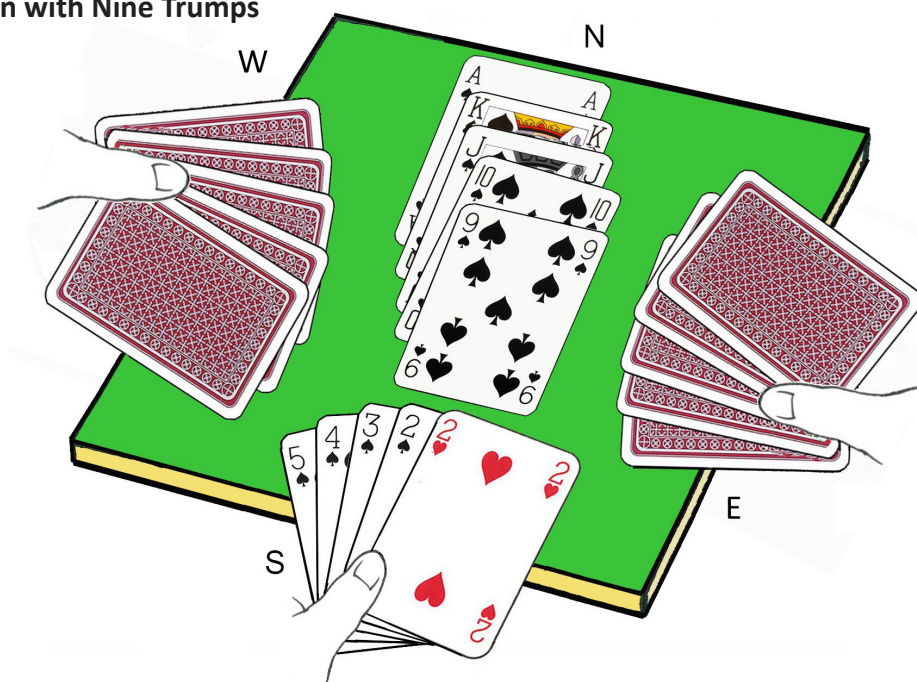
Instead of drawing trumps, we win the ace of diamonds and ruff one diamond in dummy. Then we play the ace of hearts and ruff one heart in hand. Then we continue to ruff diamonds and hearts back and forth until all our trumps are used. This will give ten tricks: the two red aces and four ruffs in each hand, for a total of total ten. This technique is called a *crossruff*.

### When We Miss the King



When we miss the king, we could play the ace and hope that the king will drop. This play is correct in one case only, when East has a singleton king. If East has the king and one or two low cards, there is nothing we can do. We should play a low card towards dummy's honors, and if West follows suit, we finesse. This play succeeds when West has the king, that is, in approximately 50 % of the cases.

### Missing the Queen with Nine Trumps

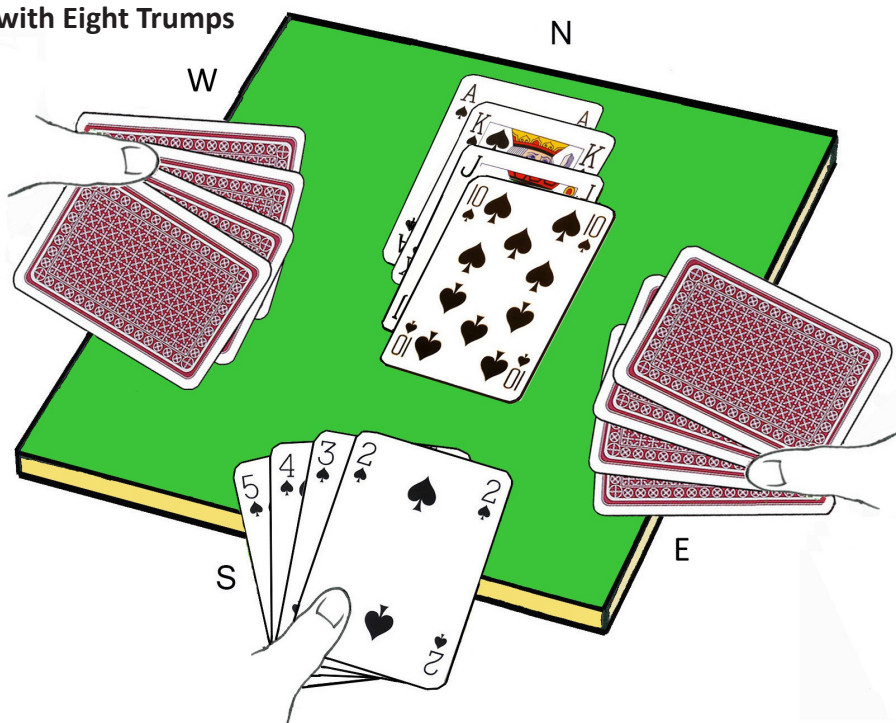


When we miss the queen and have nine trumps, the conditions are different. When the suit is distributed two-two we should play ace and king. When East has queen-third, there is nothing we can do. Finessing is only correct when West has the queen third or fourth. The best play is to win the ace to see if both defenders follow suit. The queen may drop. If

East discards, we enter the hand in another suit and finesse over West's queen. Then we enter the hand again and finesse once more.

If East follows suit, statistics tells us that we should play the king and hope for the queen to drop.

### Missing the Queen with Eight Trumps



Again the situation is different. In this case it is correct to play the ace and then go for the finesse, rather than going for the drop, which we would do with nine cards in the suit.

#### Tip!

Missing the queen – finesse with eight cards and go for the drop with nine. A rule of memory goes like this: “eight ever, nine never.”



## 10. Final Competition

In bridge, you are a junior until and including the year you become 25. There is no lower age limit, except that you must be able to hold and see 13 cards in your hand. As a junior, you can compete in National, European, and World Junior championships.

As a junior you can also play all other competitions arranged at local clubs, regional competitions, and in the rest of your country.

You can also play bridge on the Internet, and meet players from all over the world. The largest bridge site on the web is Bridge-Base On-Line (BBO). You find it at [www.bridgebase.com](http://www.bridgebase.com).

**The World Bridge Federation (WBF)** was founded in 1958. It is the international governing body of Contract bridge. It is responsible for world championship competitions and has its headquarters in Lausanne, Switzerland. The web address is:

[www.worldbridge.org](http://www.worldbridge.org)

## World Championships

There have been world championships for junior teams since 1987. Nowadays, there are four team categories, U26, U26 Girls, U21, and U16. Below is a list of all U26 results since the start in 1987.

1987 Amsterdam, Netherlands - **Netherlands**  
 1989 Nottingham, England - **Great Britain**  
 1991 Ann Arbor Michigan - **USA 2**  
 1993 Aarhus, Denmark - **Germany**  
 1995 Bali, Indonesia - **Great Britain**  
 1997 Hamilton, Ontario - **Denmark**  
 1999 Fort Lauderdale, Florida - **Italy**  
 2001 Mangaratiba, Brazil - **USA 1**  
 2003 Paris, France - **Italy**  
 2005 Sydney, Australia - **USA 1**  
 2006 Bangkok, Thailand - **USA 1**  
 2008 Beijing, China - **Denmark**  
 2010 Philadelphia, Pennsylvania - **Israel**  
 2012 Taicang, China - **Netherlands**  
 2014 Istanbul, Turkey - **Norway**  
 2016 Salsomaggiore, Italy - **Poland**  
 2018 Wujiang, China - **Sweden**

*Welcome to the world of bridge, and to a mind sport that you can enjoy for the rest of your life!*



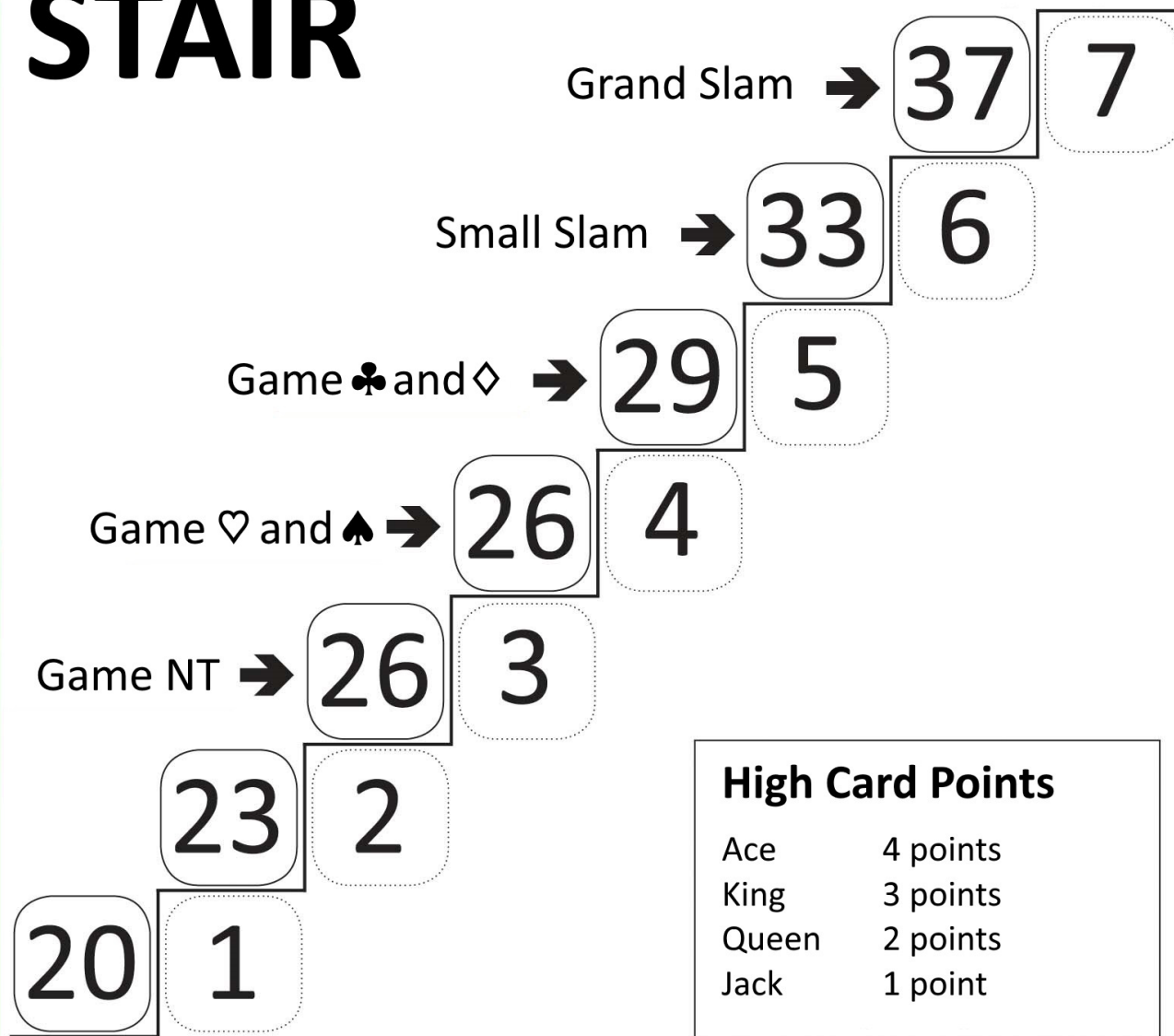
| SCORING<br>TABLE       | NT     |      | ♥/♠    |      | ♣/♦    |      |
|------------------------|--------|------|--------|------|--------|------|
|                        | Nonvul | Vul  | Nonvul | Vul  | Nonvul | Vul  |
| <b>7</b><br>Grand Slam | 1520   | 2220 | 1510   | 2210 | 1440   | 2140 |
| <b>6</b><br>Small Slam | 990    | 1440 | 980    | 1430 | 920    | 1370 |
| <b>5</b><br>Game ♣/♦   | 460    | 660  | 450    | 650  | 400    | 600  |
| <b>4</b><br>Game ♥/♠   | 430    | 630  | 420    | 620  | 130    | 130  |
| <b>3</b><br>Game NT    | 400    | 600  | 140    | 140  | 110    | 110  |
| <b>2</b><br>Part Score | 120    | 120  | 110    | 110  | 90     | 90   |
| <b>1</b><br>Part Score | 90     | 90   | 80     | 80   | 70     | 70   |

Additional tricks above the bid level gives, per trick, when playing notrump and ♥/♠ 30 points. With ♣/♦ as trump, 20 points.

Failed contracts per trick: -50 points non vulnerable and -100 points vulnerable.



# STAIR



## Leads



## Play

Notrump: establish tricks

Trump: draw trumps

# Glossary

## A

**Ace** One of the cards in the deck. The highest ranked card. Also "A."

**Attitude Signal** Playing a low or high card shows strength or weakness in the suit.

## B

**Bid** What players say in the bidding.  
**Bidding** Starts every deal and decides what contract should be played.

**Block** To delay winning with a high card, so that the defenders can no longer play the suit to each other. Also called a "hold up."

**Board** Placed on the table and contains the cards and information on dealer and vulnerability.

**Bonus** Extra points awarded for bidding and making game or slam.

**Bridgemate** A small device to collect scores. Looks like a pocket calculator

## C

**Card** One of the 52 cards in the deck.  
**Certain Tricks** Tricks that no one else can win; already established tricks. For example, ace, king, and queen in a suit are certain tricks in a notrump contract.

**Clubs (♣)** One of the four suits in the deck.

**Contract** When the bidding is over, the final bid, except for the three passes, decides the contract to be played.

**Cover** A higher card, played after another card, to produce tricks for oneself or partner.

**Crossruff** Ruffing back and forth between two hands.

## D

**Deal** One game with bidding and play.

**Deck** Consists of 52 cards.

**Declarer** The player that "won" the bidding is the declarer.

**Defender** There are four players at each table. When the bidding ends, one becomes opening leader, the next one dummy, and dummy's partner declarer. After the opening lead, the leader and his partner become defenders.

**Diamonds (♦)** One of the four suits in the deck.  
**Direction** North, East, South, or West. North and

**Discard**

**Drop**

**Dummy**

**Duplicate**

## E

**East**

**Eliminate**

**Establish**

## F

**Finesse**

**Follow Suit**

## G

**Game**

**Grand Slam**

## H

**hcp**

**Hearts (♥)**

**Hold Up**

**Honor**

## J

**Jack**

South play against East and West.

If you do not have any card in the suit lead, you may play any other card.

To play the cards from the top, hoping that a missing honor will fall.

Declarer's partner. Puts all cards face up on the table. Declarer plays both his own and dummy's cards.

Bridge with at least two tables, which makes it possible to compare results between the tables in a fair way.

One of the four directions and one of the four players.

To play so that the defenders' cards in one or several suits are all gone.

To force out the opponents' high cards in a suit, so that your own cards become winners.

A technique which lets you win a lower honor in a suit, even though the opponents hold a higher honor.

You must play cards in the suit that was lead, as long as you have a card in that suit.

3NT, 4♠, 4♥, 5♣ or 5♦. Gives a bonus – if you make the contract.

A bid on the seven level.

Point count based on honors, which helps the players to evaluate their hands.

One of the four suits in the deck.

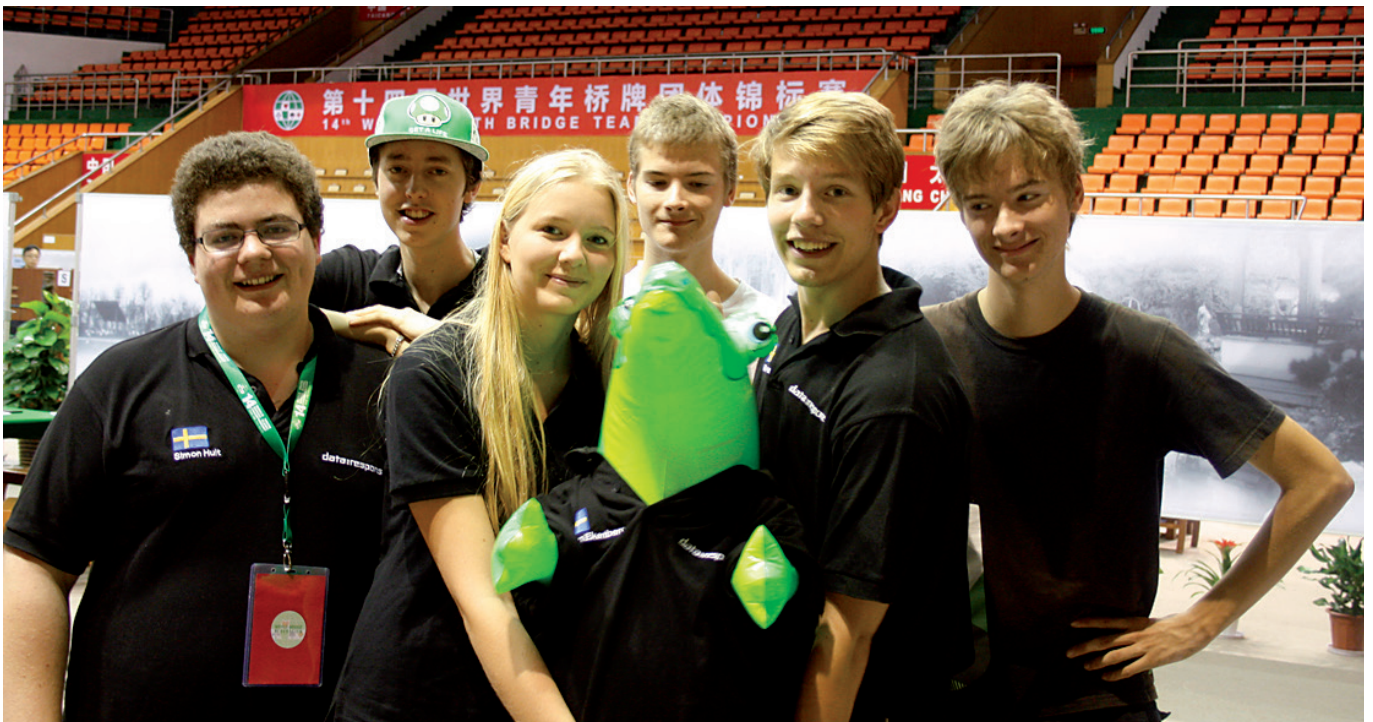
To delay winning with a high card, so that the defenders can no longer play the suit to each other. Also called to "block" a suit.

Ace, king, queen, or jack.

One of the cards in the deck. The fourth highest ranked card. Then follows all numbered cards from ten to two. Also "J."



|  |   |  |  |
|--|---|--|--|
| <b>Junior</b>                              | Up to and including 25 years of age, you can play in the junior class.  |  |  |
| <b>K</b><br>King                           | One of the cards in the deck. The second highest ranked card. Also "K."   | <b>Ruff</b>  | highest, followed by the king (K), the queen (Q), the jack (J), and then from the ten down to the two.<br>When you cannot follow suit, you can play a trump and win the trick.                 |
| <b>L</b><br>Lead                           | The first card played in a trick. Decides which suit the others must follow.  | <b>S</b><br>Score Sheet                                | Results are written down with the following information: deal number, contract, declarer, won tricks, and points awarded to each pair.   |
| <b>Leader</b>                              | The player that plays the first card in each trick. The player that wins a trick leads to the next.   | <b>Scoring table</b>                                   | A table showing the points earned for different contracts and outcomes.  |
| <b>Long hand</b>                           | The hand (declarer or dummy), which has more cards in a particular suit.  | <b>Sequence</b><br><b>Short Hand</b>                   | Three adjacent cards in a suit.<br>The hand (declarer or dummy), which has fewer cards in a particular suit.   |
| <b>M</b><br>Minibridge                     | A simplified version of bridge, with a different kind of bidding.   | <b>Small Slam</b><br><b>Spades (♠)</b><br><b>South</b> | A contract at the six level.<br>One of the four suits in the deck.<br>One of the four directions and one of the four players.  |
| <b>N</b><br>Non-Vulnerable                 | In this mode, you win and lose less points in a contract.   | <b>Suit</b>  | The deck consists of four suits: spades (♠), hearts (♥), diamonds (♦) and clubs (♣).   |
| <b>North</b>                               | One of the four directions and one of the four players.   | <b>T</b><br>Team<br>Trick<br>Trump                     | Four players playing together.<br>One card from each of the four players.<br>The bidding decides whether you play with or without a trump suit. The trump suit is higher than all other suits. |
| <b>NT (notrump)</b><br><b>Notrump (NT)</b> | A play without a trump suit.<br>A play without a trump suit.  | <b>V</b><br>Vulnerable                                 | In this mode, you win and lose less points in a contract.  |
| <b>O</b><br>Opening Lead<br>Opening Leader | The first card played in the first trick.<br>The player to the left of declarer plays the first card in the first trick.  | <b>W</b><br>West                                       | One of the four directions and one of the four players.  |
| <b>P</b><br>Pair<br>Part Score<br>Points   | Two players playing together.<br>A contract less than game.<br>Points awarded for each deal. The result in tricks is converted to points based on the contract and outcome. | <b>OTHER</b><br>1-3-5                                  | An opening lead convention. You lead the highest card from a sequence. Otherwise you lead the first, third, or fifth card from the top of the suit.  |
| <b>Q</b><br>Queen                          | One of the cards in the deck. The third highest ranked card. Also "Q."  |  |  |
| <b>R</b><br>Rank                           | All cards have a rank. The ace (A) is   |  |  |

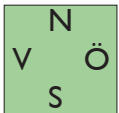




# Lesson 1

1. North ♠ AT3  
None ♥ AK52  
♦ KQ87  
♣ T2

♠ 96 ♠ KQJ52  
♥ Q94 ♥ J73  
♦ AT3 ♦ 642  
♣ 98743 ♣ K6

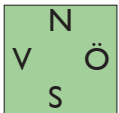


♠ 874  
♥ T86  
♦ J95  
♣ AQJ5

East leads and North-South win between four and nine tricks.

2. East ♠ A87  
NS ♥ JT983  
♦ 82  
♣ QJ7

♠ K65 ♠ 94  
♥ AQ6 ♥ K54  
♦ QT6 ♦ AKJ54  
♣ T965 ♣ A84




♠ QJT32  
♥ 72  
♦ 973  
♣ K32

South leads and East-West should win eight or nine tricks.

3. South ♠ K754  
EW ♥ 76  
♦ QJ953  
♣ 82

♠ T3 ♠ QJ86  
♥ QT852 ♥ K94  
♦ A2 ♦ K84  
♣ QJ94 ♣ T65




♠ A92  
♥ AJ3  
♦ T76  
♣ AK73

South is declarer. West should lead the two of hearts. With good defense, declarer should win seven tricks.

4. West ♠ Q98  
All ♥ JT96  
♦ A97  
♣ 742

♠ AT ♠ 7432  
♥ A43 ♥ K75  
♦ KQJT8 ♦ 53  
♣ QJ5 ♣ AT96




♠ KJ65  
♥ Q82  
♦ 642  
♣ K83

West is declarer and North leads the jack of hearts. Declarer should win ten tricks.

5. North ♠ Q42  
NS ♥ A5  
♦ AQT4  
♣ K954

♠ AJ863 ♠ K95  
♥ KJ6 ♥ QT742  
♦ J72 ♦ 963  
♣ 86 ♣ Q2




♠ T7  
♥ 983  
♦ K85  
♣ AJT73

North is declarer. East leads the two of hearts. Declarer should win ten tricks.

6. East ♠ 9742  
EW ♥ JT98  
♦ 743  
♣ 93

♠ K863 ♠ QJT  
♥ A74 ♥ KQ32  
♦ AK ♦ Q5  
♣ QJT4 ♣ AK76




♠ A5  
♥ 65  
♦ JT9862  
♣ 852

East is declarer. South leads the jack of diamonds and declarer should win twelve tricks.

7. South ♠ KQJ4  
All ♥ QT32  
♦ K52  
♣ K9

♠ 972 ♠ T6  
♥ A95 ♥ 87  
♦ 76 ♦ QJT93  
♣ QJT64 ♣ 8752

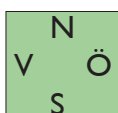


♠ A853  
♥ KJ64  
♦ A84  
♣ A3

South is declarer. West leads the queen of clubs and declarer wins eleven tricks.

8. West ♠ A42  
None ♥ QJT84  
♦ 876  
♣ T5

♠ KQJ ♠ T863  
♥ K53 ♥ 76  
♦ KJ942 ♦ AQ5  
♣ K4 ♣ AQJ7



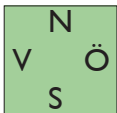
♠ 975  
♥ A92  
♦ T3  
♣ 98632

West is declarer. North leads the queen of hearts. If South wins the ace and continues with hearts, declarer wins ten tricks.

# Lesson 2

1. North ♠ T6532  
None ♥ AKQ2  
♦ AQ9  
♣ 9

♠ J8  
♥ JT53  
♦ JT75  
♣ 654



♠ A4  
♥ 764  
♦ K84  
♣ KQJT2

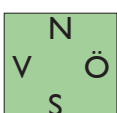
♠ KQ97  
♥ 98  
♦ 632  
♣ A873

| West | North | East | South |
|------|-------|------|-------|
| 3p   | 15p   | 13p  | 9p    |

North-South win the bidding and North becomes declarer. North decides that spades are trump. East should lead the king of clubs. The expected result is eleven tricks to North-South.

2. East ♠ T7  
NS ♥ Q53  
♦ J973  
♣ Q973

♠ 853  
♥ AT86  
♦ A65  
♣ J42



♠ A92  
♥ KJ974  
♦ Q84  
♣ A6


♠ KQJ64  
♥ 2  
♦ KT2  
♣ KT85

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 5p    | 14p  | 12p   |

East-West win the bidding and East becomes declarer. East decides that hearts are trump and South leads the king of spades. The expected result is seven or eight tricks to East-West.

3. South ♠ 862  
EW ♥ JT3  
♦ K94  
♣ AQT3

♠ Q  
♥ 62  
♦ QJT86  
♣ J8742



♠ JT9  
♥ Q8754  
♦ A732  
♣ K

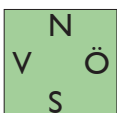
♠ AK7543  
♥ AK9  
♦ 5  
♣ 965

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 10p   | 10p  | 14p   |

North-South win the bidding and South becomes declarer. Spades is trump and West leads the queen of diamonds. North-South wins nine to eleven tricks.

4. West ♠ 942  
All ♥ 85  
♦ AKT7  
♣ A943

♠ K6  
♥ AQJ96  
♦ J963  
♣ K6



♠ JT87  
♥ KT43  
♦ Q82  
♣ Q8

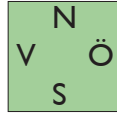
♠ AQ53  
♥ 72  
♦ 54  
♣ JT752

| West | North | East | South |
|------|-------|------|-------|
| 14p  | 11p   | 8p   | 7p    |

East-West win the bidding and West becomes declarer with hearts as trump. East leads the ace of diamonds and East-West wins eight or nine tricks.

5. North ♠ KJ4  
NS ♥ KJT5  
♦ 432  
♣ 986

♠ T975  
♥ Q42  
♦ T7  
♣ KJ52



♠ AQ863  
♥ A8  
♦ A985  
♣ Q7

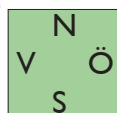
♠ 2  
♥ 9763  
♦ KQJ6  
♣ AT43

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 8p    | 16p  | 10p   |

East-West win the bidding and East becomes declarer with spades as trump. South leads the king of diamonds and East-West wins eight to ten tricks.

6. East ♠ AT32  
EW ♥ 987  
♦ 9  
♣ AK532

♠ KQ986  
♥ 3  
♦ AKT54  
♣ J4



♠ J  
♥ AKJT4  
♦ Q863  
♣ T97

♠ 754  
♥ Q652  
♦ J72  
♣ Q86

| West | North | East | South |
|------|-------|------|-------|
| 13p  | 11p   | 11p  | 5p    |

East-West win the bidding and West becomes declarer with diamonds as trump. North leads the ace of clubs and East-West win ten tricks.



7. South ♠ A6  
 All ♥ AT85  
 ♦ J3  
 ♣ A9832

♠ T85 ♠ KQJ743  
 ♥ J7632 ♥ K9  
 ♦ 642 ♦ 875  
 ♣ KQ ♣ J4

♠ 92  
 ♥ Q4  
 ♦ AKQT9  
 ♣ T765

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 13p   | 10p  | 11p   |

North-South win the bidding and North becomes declarer with clubs as trump. East leads the king of spades and North-South win eleven tricks.

8. West ♠ ---  
 None ♥ Q65  
 ♦ Q9852  
 ♣ AJT76

♠ QJ974 ♠ AT8532  
 ♥ A987 ♥ 32  
 ♦ --- ♦ J74  
 ♣ 9853 ♣ 42

♠ K6  
 ♥ KJT4  
 ♦ AKT63  
 ♣ KQ

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 9p    | 5p   | 19p   |

North-South win the bidding and South becomes declarer with diamonds as trump. West leads the queen of spades and North-South win twelve tricks.

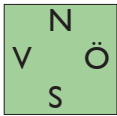


# Lesson 3

1. North ♠ K86542

None ♥ A  
♦ KT73  
♣ 94

♠ AQ9  
♥ J7652  
♦ 5  
♣ K865



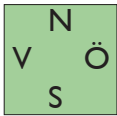
♠ JT73  
♥ KT3  
♦ QJ6  
♣ AQT

| West | North | East | South |
|------|-------|------|-------|
| 10p  | 10p   | 7p   | 13p   |

North-South win the bidding and South chooses spades as trump. North-South probably win ten tricks when West leads hearts.

2. East ♠ Q65  
NS ♥ QJT62  
♦ 84  
♣ 832

♠ A74  
♥ K95  
♦ AQT32  
♣ K5



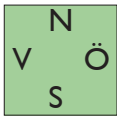
♠ J832  
♥ 43  
♦ K65  
♣ QJ64

| West | North | East | South |
|------|-------|------|-------|
| 16p  | 5p    | 12p  | 7p    |

East-West win the bidding and West chooses diamonds as trump. Twelve tricks after a heart lead.

3. South ♠ A94  
EW ♥ KJ3  
♦ AQ8543  
♣ J

♠ Q32  
♥ A9  
♦ JT62  
♣ Q976



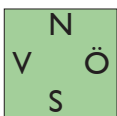
♠ KJ65  
♥ QT854  
♦ 9  
♣ T42

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 15p   | 10p  | 6p    |

North-South win the bidding and choose hearts as trump. East cashes the ace of clubs and continues. Eight tricks to North-South is a reasonable result.

4. West ♠ KT754  
All ♥ T5  
♦ K5  
♣ AT86

♠ 9  
♥ QJ32  
♦ A7432  
♣ Q52



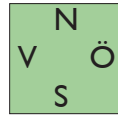
♠ Q8  
♥ 864  
♦ JT98  
♣ KJ74

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 10p   | 14p  | 7p    |

East-West win the bidding and choose hearts as trump. East becomes declarer and South leads a diamond. East-West win eight or nine tricks.

5. North ♠ A954  
NS ♥ QT63  
♦ J432  
♣ Q

♠ 87  
♥ AJ7  
♦ K6  
♣ J96432



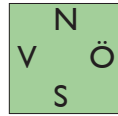
♠ KQT2  
♥ 852  
♦ Q975  
♣ 75

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 9p    | 15p  | 7p    |

East-West win the bidding and choose clubs as trump. East is declarer and South leads spades. Ten tricks to East-West.

6. East ♠ A83  
EW ♥ AQ82  
♦ AK4  
♣ 864

♠ J2  
♥ JT53  
♦ 7632  
♣ T52



♠ K97654  
♥ 964  
♦ 85  
♣ K3

| West | North | East | South |
|------|-------|------|-------|
| 2p   | 17p   | 15p  | 6p    |

North-South win the bidding and North chooses spades as trump. East leads diamonds and declarer takes ten tricks.



7. South ♠ Q96  
 All ♥ QT42  
 ♦ AJ53  
 ♣ T3

♠ J8742  
 ♥ J97  
 ♦ 984  
 ♣ 87

♠ T3  
 ♥ K653  
 ♦ Q76  
 ♣ K542

♠ AK5  
 ♥ A8  
 ♦ KT2  
 ♣ AQJ96

| West | North | East | South |
|------|-------|------|-------|
| 2p   | 9p    | 8p   | 21p   |

North-South win the bidding. South chooses notrump. West leads spades and declarer can now win twelve tricks, but probably makes eleven tricks only.

8. West ♠ 873  
 None ♥ T9862  
 ♦ 654  
 ♣ 42

♠ AKQJT  
 ♥ J43  
 ♦ AK  
 ♣ QJ8

♠ 954  
 ♥ KQ7  
 ♦ T83  
 ♣ AT96

♠ 62  
 ♥ A5  
 ♦ QJ972  
 ♣ K753

| West | North | East | South |
|------|-------|------|-------|
| 21p  | 0p    | 9p   | 10p   |

East-West win the bidding, West chooses spades as trump and should win eleven tricks after a club or heart lead.

9. North ♠ K9873  
 EW ♥ JT3  
 ♦ A6  
 ♣ AJ4

♠ AT5  
 ♥ 987  
 ♦ QJT2  
 ♣ T92

♠ QJ4  
 ♥ Q652  
 ♦ 873  
 ♣ K87

♠ 62  
 ♥ AK4  
 ♦ K954  
 ♣ Q653

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 13p   | 8p   | 12p   |

North-South win the bidding and North chooses notrump. West leads a diamond and declarer should win eight or nine tricks.

10. East ♠ QT9  
 All ♥ QJT95  
 ♦ Q2  
 ♣ T86

♠ A86543  
 ♥ K  
 ♦ AJ9  
 ♣ A43

♠ J7  
 ♥ 732  
 ♦ KT643  
 ♣ K75

♠ KZ  
 ♥ A864  
 ♦ 875  
 ♣ QJ92

| West | North | East | South |
|------|-------|------|-------|
| 16p  | 7p    | 7p   | 10p   |

East-West win the bidding. West should choose spades as trump and can make nine tricks after a spade lead.

11. South ♠ Q92  
 None ♥ AJ  
 ♦ K52  
 ♣ Q9432

♠ JT5  
 ♥ 854  
 ♦ AQJ3  
 ♣ A65

♠ 87643  
 ♥ Q97632  
 ♦ 4  
 ♣ 7

♠ AK  
 ♥ KT  
 ♦ T9876  
 ♣ KJT8

| West | North | East | South |
|------|-------|------|-------|
| 12p  | 12p   | 2p   | 14p   |

North-South win the bidding and South chooses clubs as trump. West leads the jack of spades. East-West win one club and two diamond tricks. Ten tricks to declarer.

12. West ♠ T83  
 NS ♥ 95  
 ♦ KQ  
 ♣ KJ9764

♠ KQ54  
 ♥ KJT74  
 ♦ A75  
 ♣ 3

♠ AJ7  
 ♥ AQ6  
 ♦ 863  
 ♣ AQ52

♠ 962  
 ♥ 832  
 ♦ JT942  
 ♣ T8

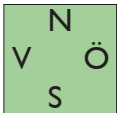
| West | North | East | South |
|------|-------|------|-------|
| 13p  | 9p    | 17p  | 1p    |

East-West win the bidding and East chooses hearts as trump. South leads a diamond and declarer should win eleven tricks.

# Lesson 4

1. North ♠ KQJ43  
None ♥ QT32  
♦ K5  
♣ 98

♠ 972 ♠ T6  
♥ A95 ♥ K7  
♦ 76 ♦ QJT93  
♣ QJT64 ♣ K752



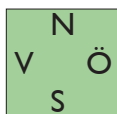
♠ A85  
♥ J864  
♦ A842  
♣ A3

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 11p   | 9p   | 13p   |

North-South win the bidding and South should choose hearts as trump. Theoretically, he could also choose spades, but 4-4 in trumps is better than 5-3. West leads the queen of clubs (top of sequence). Ten tricks to NS.

2. East ♠ A5  
NS ♥ J5  
♦ JT986  
♣ Q852

♠ KJ83 ♠ QT6  
♥ A74 ♥ Q932  
♦ AK2 ♦ Q5  
♣ JT4 ♣ K976




♠ 9742  
♥ KT86  
♦ 743  
♣ A3

| West | North | East | South |
|------|-------|------|-------|
| 16p  | 8p    | 9p   | 7p    |

East-West win the bidding and West chooses notrump. After the jack of diamonds in lead, West establishes spades and wins eight or nine tricks.

3. South ♠ QJT72  
EW ♥ Q6  
♦ A7  
♣ QJT7

♠ A95 ♠ K64  
♥ 754 ♥ AT3  
♦ J63 ♦ KQT2  
♣ K865 ♣ A42




♠ 83  
♥ KJ982  
♦ 9854  
♣ 93

| West | North | East | South |
|------|-------|------|-------|
| 8p   | 12p   | 16p  | 4p    |

East-West win the bidding, East chooses notrump. South leads the two of hearts (no sequence). East wins eight tricks after establishing diamonds.

4. West ♠ KT432  
All ♥ AQ5  
♦ T4  
♣ KQ2

♠ J76 ♠ Q95  
♥ KT6 ♥ J87  
♦ K97 ♦ Q8632  
♣ A965 ♣ 87




♠ A8  
♥ 9432  
♦ AJ5  
♣ JT43

| West | North | East | South |
|------|-------|------|-------|
| 11p  | 14p   | 5p   | 10p   |

North-South win the bidding and North chooses notrump. East leads the two of diamonds (no sequence). If declarer plays low from dummy, he can win nine tricks, by establishing clubs.

5. North ♠ A76  
NS ♥ T73  
♦ JT83  
♣ AJ7

♠ K52 ♠ 8  
♥ Q864 ♥ AK952  
♦ K54 ♦ AQ62  
♣ K42 ♣ Q93



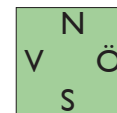
♠ QJT943  
♥ J  
♦ 97  
♣ T865

| West | North | East | South |
|------|-------|------|-------|
| 11p  | 10p   | 15p  | 4p    |

East-West win the bidding and East chooses hearts as trump. South leads the queens of spades and declarer should win ten tricks after losing two clubs and one spade.

6. East ♠ 96532  
EW ♥ K53  
♦ QT43  
♣ 2

♠ 74 ♠ AKQ  
♥ AQJ94 ♥ T876  
♦ AK ♦ 972  
♣ J865 ♣ QT3



♠ JT8  
♥ 2  
♦ J865  
♣ AK974

| West | North | East | South |
|------|-------|------|-------|
| 15p  | 5p    | 11p  | 9p    |

East-West win the bidding and West chooses hearts as trump. North should lead his short suit, to try for a ruff, and leads the two of clubs. If South wins the king and ace of clubs and continues the suit, North will also win the king of hearts. This gives East-West nine tricks.



7. South ♠ 97  
All ♥ AKJ98  
♦ KQJT  
♣ Q3

♠ A82 ♠ JT63  
♥ 6 ♥ T32  
♦ A9532 ♦ 6  
♣ AT75 ♣ KJ864



♠ KQ54  
♥ Q754  
♦ 874  
♣ 92

| West | North | East | South |
|------|-------|------|-------|
| 12p  | 16p   | 5p   | 7p    |

North-South win the bidding.  
North chooses hearts as trump.  
East leads the diamond six. If the  
defenders play well, North can  
only win seven tricks.

8. West ♠ T74  
None ♥ AQ6  
♦ QJT6  
♣ J65

♠ J95 ♠ 86  
♥ 9873 ♥ T5  
♦ 8 ♦ A7543  
♣ K8732 ♣ AQT4



♠ AKQ32  
♥ KJ42  
♦ K92  
♣ 9

| West | North | East | South |
|------|-------|------|-------|
| 4p   | 10p   | 10p  | 16p   |

North-South win the bidding.  
South chooses spades as trump  
and should win nine tricks after a  
diamond lead.



# Lesson 5

1. North ♠ KJ9872  
None ♥ K75  
♦ 85  
♣ T5

♠ 3 ♠ AQT64  
♥ QT98 ♥ AJ2  
♦ T93 ♦ AJ4  
♣ AKQ64 ♣ 83

♠ 5  
♥ 643  
♦ KQ762  
♣ J972

| West | North | East | South |
|------|-------|------|-------|
| 11p  | 7p    | 16p  | 6p    |
|      |       | 3NT  |       |

East ends the bidding with 3NT. South leads the two of diamonds and declarer should win nine tricks by establishing hearts.

2. East ♠ Q8  
NS ♥ Q3  
♦ QJ843  
♣ 8432

♠ 94 ♠ 62  
♥ 876 ♥ JT942  
♦ AKT2 ♦ 965  
♣ K765 ♣ QJ9

♠ AKJT753  
♥ AK5  
♦ 7  
♣ AT

| West | North | East | South |
|------|-------|------|-------|
| 10p  | 7p    | 4p   | 19p   |
|      |       |      | 4♠    |

South decides to play 4♠. West cashes the ace of diamonds and sees a problem. How should he continue when five diamonds appear on the table? The risk is that declarer only had one diamond. If West continues with diamonds, North-South make twelve tricks. If he plays something else, the defense will win a trick in clubs.

3. South ♠ QJ43  
EW ♥ A9  
♦ J92  
♣ J854

♠ KT75 ♠ ---  
♥ KT52 ♥ J864  
♦ K85 ♦ A764  
♣ A7 ♣ KQT93

♠ A9862  
♥ Q73  
♦ QT3  
♣ 62

| West | North | East | South |
|------|-------|------|-------|
| 13p  | 9p    | 10p  | 8p    |
| 1♥   |       |      |       |

West sees that the strength is not enough for game and stops in 1♥. North leads the three of spades. West can make nine tricks, but it may also very easily be fewer.

4. West ♠ AQ  
All ♥ AK872  
♦ 98  
♣ AJT5

♠ 762 ♠ 98543  
♥ 95 ♥ 4  
♦ T7432 ♦ A65  
♣ K83 ♣ 7642

♠ KJT  
♥ QJT63  
♦ KQJ  
♣ Q9

| West | North | East | South |
|------|-------|------|-------|
| 3p   | 18p   | 4p   | 15p   |
|      | 6♥    |      |       |

North takes the chance and bids a small slam, 6♥. East wins the ace of diamonds and continues the suit. Declarer wins, draw the trump and must finesse correctly in clubs to make twelve tricks.

5. North ♠ K42  
NS ♥ AK843  
♦ 5  
♣ AQJ5

♠ A753 ♠ Q96  
♥ 5 ♥ 962  
♦ 964 ♦ KQT72  
♣ T9873 ♣ 62

♠ JT8  
♥ QJT7  
♦ AJ83  
♣ K4

| West | North | East | South |
|------|-------|------|-------|
| 4p   | 17p   | 7p   | 12p   |
|      | 4♥    |      |       |

North bids game in hearts, 4♥. East leads clubs or diamonds. King-queen-ten can be treated as a sequence against a trump contract, because it is often important to establish a trick quickly. Leading diamonds, the king is better than a small card. With the ace of spades with West, declarer makes twelve tricks.

6. East ♠ KJ9  
EW ♥ A4  
♦ 9652  
♣ KJ98

♠ 8 ♠ A754  
♥ 962 ♥ QJ85  
♦ AJT74 ♦ KQ  
♣ T743 ♣ A52

♠ QT632  
♥ KT73  
♦ 83  
♣ Q6

| West | North | East | South |
|------|-------|------|-------|
| 5p   | 12p   | 16p  | 7p    |
|      |       | INT  |       |

East bids INT. South leads the two of spades. Declarer can just make seven tricks.

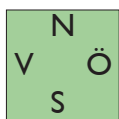


7. South ♠ KJ  
 All ♥ K63  
 ♦ 8653  
 ♣ T765

♠ 9874  
 ♥ 8752  
 ♦ AK  
 ♣ AQ9

♠ AQT  
 ♥ AQJT9  
 ♦ QJ  
 ♣ KJ3

♠ 6532  
 ♥ 4  
 ♦ T9742  
 ♣ 842



| West | North | East | South |
|------|-------|------|-------|
| 13p  | 7p    | 20p  | 0p    |
|      |       | 6♥   |       |

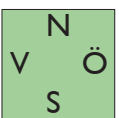
East bids 6♥. South must guess what to lead. After, for example, a diamond lead, East will make between eleven and thirteen tricks, with plenty of finesses.

8. West ♠ T8764  
 None ♥ 96  
 ♦ T6  
 ♣ AT95

♠ AQ3  
 ♥ 85  
 ♦ KQJ72  
 ♣ Q43

♠ J95  
 ♥ KJT3  
 ♦ A8  
 ♣ J872

♠ K2  
 ♥ AQ742  
 ♦ 9543  
 ♣ K6



| West | North | East | South |
|------|-------|------|-------|
| 14p  | 4p    | 10p  | 12p   |
| INT  |       |      |       |

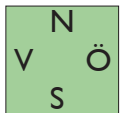
West bids INT. North leads the four of spades. West wins and should try to create an extra trick in hearts, which is possible. North never gains the lead again, and cannot cash his spades. Nine tricks to East-West.



# Lesson 6

1. North ♠ QT63  
None ♥ AJ  
♦ 872  
♣ AKQ2

♠ J87 ♠ A94  
♥ K82 ♥ QT753  
♦ T6 ♦ Q53  
♣ 98543 ♣ T7



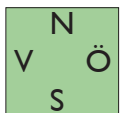
♠ K52  
♥ 964  
♦ AKJ94  
♣ J6

| West | North | East | South |
|------|-------|------|-------|
| 4p   | 16p   | 8p   | 12p   |
|      | 3NT   |      |       |

North can choose between diamonds and notrump. He prefers 3NT since notrump only needs nine tricks for game. East leads the three of hearts and declarer must finesse in diamonds. With the diamond finesse, declarer makes ten tricks.

2. East ♠ QT65  
NS ♥ K74  
♦ K93  
♣ K97

♠ 432 ♠ K7  
♥ T ♥ A9863  
♦ J7652 ♦ QT4  
♣ T642 ♣ Q53



♠ AJ98  
♥ QJ52  
♦ A8  
♣ AJ8


| West | North | East | South |
|------|-------|------|-------|
| 1p   | 11p   | 11p  | 17p   |
|      |       |      | 4♠    |

South bids 4♠ and West leads the ten of hearts. If East wins the ace and return the suit to give partner a ruff, declarer must finesse in trump to make the contract. If he

finesses in clubs too, he will make eleven tricks.

3. South ♠ KJ5  
EW ♥ T2  
♦ A986  
♣ T632

♠ 92 ♠ AQT6  
♥ Q9854 ♥ AK63  
♦ KQ4 ♦ 72  
♣ AQ8 ♣ J54



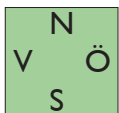
♠ 8743  
♥ J7  
♦ JT53  
♣ K97

| West | North | East | South |
|------|-------|------|-------|
| 13p  | 8p    | 14p  | 5p    |
|      |       | 4♥   |       |

East bids 4♥ and South has a difficult lead. The four of spades or five of diamonds are probably the safest leads. East can make twelve tricks by finessing in spades and ruffing.

4. West ♠ K98  
All ♥ T7642  
♦ T932  
♣ 9

♠ J7532 ♠ AQT4  
♥ AQ ♥ K9  
♦ AJ4 ♦ K65  
♣ QT8 ♣ 7653



♠ 6  
♥ J853  
♦ Q87  
♣ AKJ42

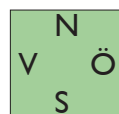
| West | North | East | South |
|------|-------|------|-------|
| 14p  | 3p    | 12p  | 11p   |
| 4♠   |       |      |       |

West bids 4♠ and North leads the singleton nine of clubs. South wins the king and ace in clubs and gives partner a ruff. With three tricks lost already, declarer must

finesse in spades and diamonds to make the contract. Ten tricks to East-West.

5. North ♠ Q6  
NS ♥ AQJ  
♦ Q632  
♣ A762

♠ T984 ♠ J7532  
♥ KT53 ♥ 984  
♦ J95 ♦ T84  
♣ 98 ♣ T3




♠ AK  
♥ 762  
♦ AK7  
♣ KQJ54

| West | North | East | South |
|------|-------|------|-------|
| 4p   | 15p   | 1p   | 20p   |
|      |       |      | 6♣    |

Seeing 35 hcp together, South bids a small slam in clubs, 6♣. West leads the ten of spades or the five of hearts. Twelve tricks are safe, since diamonds provide four. Declarer finesesses in hearts to win all 13 tricks.

6. East ♠ A7  
EW ♥ QT87  
♦ QT863  
♣ T7

♠ KQ5 ♠ J42  
♥ K53 ♥ AJ96  
♦ AJ4 ♦ 92  
♣ QJ86 ♣ K432



♠ T9863  
♥ 42  
♦ K75  
♣ A95

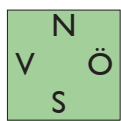
| West | North | East | South |
|------|-------|------|-------|
| 16p  | 8p    | 9p   | 7p    |
| INT  |       |      |       |

West sees that there is not enough points for game and bids INT. North leads the three of di-



amonds. If West establishes clubs and finesses in hearts, he makes seven tricks. The defense can only win the two black aces and four diamonds.

|          |         |         |  |
|----------|---------|---------|--|
| 7. South | ♠ J64   |         |  |
| All      | ♥ KJ87  |         |  |
|          | ♦ AK3   |         |  |
|          | ♣ A92   |         |  |
| ♠ A92    |         | ♠ QT853 |  |
| ♥ T652   |         | ♥ 94    |  |
| ♦ T8     |         | ♦ 952   |  |
| ♣ KJ54   |         | ♣ Q76   |  |
|          | ♠ K7    |         |  |
|          | ♥ AQ3   |         |  |
|          | ♦ QJ764 |         |  |
|          | ♣ T83   |         |  |



| West | North          | East | South |
|------|----------------|------|-------|
| 8p   | 16p<br>3NT(5♦) | 4p   | 12p   |

North has a choice between 5♦ and 3NT, and chooses the latter. After a spade lead, declarer should play low from dummy, which guarantees a trick in the suit. West wins the ace and continues with spades. North makes eleven tricks.

|         |         |        |  |
|---------|---------|--------|--|
| 8. West | ♠ K5    |        |  |
| None    | ♥ K9652 |        |  |
|         | ♦ 942   |        |  |
|         | ♣ 863   |        |  |
| ♠ AJT6  |         | ♠ 9743 |  |
| ♥ QT4   |         | ♥ AJ3  |  |
| ♦ A765  |         | ♦ K8   |  |
| ♣ JT    |         | ♣ AQ92 |  |
|         | ♠ Q82   |        |  |
|         | ♥ 87    |        |  |
|         | ♦ QJT3  |        |  |
|         | ♣ K754  |        |  |



| West | North | East      | South |
|------|-------|-----------|-------|
| 12p  | 6p    | 14p<br>4♠ | 8p    |

Versus East's 4♠ South leads the queen of diamonds. Declarer must finesse twice in spades. The club finesse fails, giving declarer eleven tricks.





# Lesson 7

1. North ♠ AJ732

None ♥ 862

♦ 76

♣ 865

♠ KQ4

♥ A97

♦ QJ94

♣ KQ4



♠ 95

♥ QJT4

♦ AK3

♣ JT32

♠ T86

♥ K53

♦ T852

♣ A97

| West | North | East | South |
|------|-------|------|-------|
| 17p  | 5p    | 11p  | 7p    |
| 3NT  |       |      |       |

Against West's 3NT North leads the two of spades. West wins, crosses to dummy in diamonds, and finesses in hearts for nine tricks. If declarer tries to establish clubs instead, South wins the ace and plays spades, giving the result one down.

2. East ♠ QJ853

NS ♥ AJ6

♦ 3

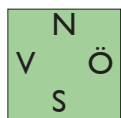
♣ 7543

♠ K74

♥ 83

♦ QJT62

♣ KT2



♠ AT92

♥ T75

♦ K98

♣ 986

♠ 6

♥ KQ942

♦ A754

♣ AQJ

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 8p    | 7p   | 16p   |
|      |       |      | 1♥    |

South sees that there are not enough points for game and bids 1♥. West leads the queen of diamonds and correct play will give declarer ten tricks, by ruffing diamonds before drawing trump. The club finesse fails.

3. South ♠ AKJ32

EW ♥ QJ4

♦ KQ65

♣ 6

♠ 76

♥ 72

♦ T874

♣ AQ752



♠ T9

♥ AK983

♦ 92

♣ JT94

♠ Q854

♥ T65

♦ AJ3

♣ K83

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 16p   | 8p   | 10p   |
|      | 4♠    |      |       |

North bids 4♠ and East leads the ace of hearts. West, who likes the lead, signals with the two, a low card. East continues with the king and then gives partner a ruff. The ace of clubs means that the contract is one down.

4. West ♠ 875

All ♥ A85

♦ KQ86

♣ J82

♠ QT63

♥ K76

♦ AT92

♣ 54



♠ AKJ9

♥ Q32

♦ 73

♣ AKT7

♠ 42

♥ JT94

♦ J54

♣ Q963

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 10p   | 17p  | 4p    |
|      |       | 4♠   |       |

Against East's 4♠ South leads the jack of hearts. If declarer plays low from dummy, North should also play low. Declarer wins and must ruff two clubs in dummy while drawing trumps, to make ten tricks.

5. North ♠ KJT4

NS ♥ 76

♦ T98

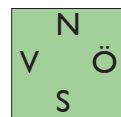
♣ QJT2

♠ A6

♥ AQ532

♦ AK5

♣ 875



♠ Q9853

♥ K98

♦ J432

♣ A

♠ 72

♥ JT4

♦ Q76

♣ K9643

| West | North | East | South |
|------|-------|------|-------|
| 17p  | 7p    | 10p  | 6p    |
| 4♥   |       |      |       |

West bids 4♥. North leads the queen of clubs. Declarer must ruff his small clubs in dummy before drawing trumps. If he manages that, the result will be eleven tricks.

6. East ♠ ---

EW ♥ Q874

♦ AJ7642

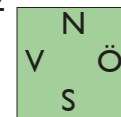
♣ T86

♠ KJT762

♥ T63

♦ T

♣ J93



♠ Q983

♥ 5

♦ K953

♣ A542

♠ A54

♥ AKJ92

♦ Q8

♣ KQ7

| West | North | East | South |
|------|-------|------|-------|
| 5p   | 7p    | 9p   | 19p   |
|      |       |      | 4♥    |

South bids 4♥ and West leads the ten of diamonds. Declarer must be careful and avoid finessing in diamonds. If declarer wins the ace and draws two rounds of trump before ruffing spades, East-West cannot stop declarer from taking ten tricks.

7. South ♠ AJT  
 All ♥ K754  
 ♦ AK9  
 ♣ Q75

♠ 43  
 ♥ AJT2  
 ♦ JT53  
 ♣ T86

♠ 7652  
 ♥ 63  
 ♦ 86  
 ♣ KJ943

♠ KQ98  
 ♥ Q98  
 ♦ Q742  
 ♣ A2

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 17p   | 4p   | 13p   |
|      | 3NT   |      |       |

North bids 3NT, since there is no good trump suit. East leads the three of clubs and declarer must play low from dummy to guarantee two tricks in the suit. This play gives ten tricks after a heart has been established.

8. West ♠ 8  
 None ♥ AQT2  
 ♦ J9862  
 ♣ 953

♠ KQ54  
 ♥ KJ65  
 ♦ 7  
 ♣ T842

♠ AJ763  
 ♥ 84  
 ♦ KQT4  
 ♣ A7

♠ T92  
 ♥ 973  
 ♦ A53  
 ♣ KQJ6

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 7p    | 14p  | 10p   |
|      |       | 1♠   |       |

Against 1♠ South leads the king of clubs. A careful East wins the ace and immediately plays the king of diamonds, to ensure that diamonds can be ruffed in dummy, before the trumps are drawn. Nine tricks.



# Lesson 8

1. North ♠ 874  
None ♥ T5  
♦ KQJT5  
♣ 642

♠ T965 ♠ AQJ  
♥ AK62 ♥ 873  
♦ A92 ♦ 864  
♣ AQ ♣ KJ53

♠ K32  
♥ QJ94  
♦ 73  
♣ T987

| West | North | East | South |
|------|-------|------|-------|
| 17p  | 6p    | 11p  | 6p    |
| 3NT  |       |      |       |

West bids 3NT and North leads the king of diamonds. If declarer plays the ace and queen of clubs before entering dummy (unblocks them), he has eight tricks. More tricks can be made in spades. However, declarer must be careful and first hold up the ace of diamonds twice. Otherwise the contract goes down when the spade finesse fails.

2. East ♠ Q8  
NS ♥ 843  
♦ K86  
♣ Q7643

♠ AJ943 ♠ 75  
♥ KT2 ♥ AQJ96  
♦ A532 ♦ Q7  
♣ 5 ♣ AJT2

♠ KT62  
♥ 75  
♦ JT94  
♣ K98

| West | North | East | South |
|------|-------|------|-------|
| 12p  | 7p    | 14p  | 7p    |
|      |       | 4♥   |       |

East bids 4♥. South leads the jack of diamonds. Declarer finesses by

playing low from dummy. North wins and returns a trump (best). If not, declarer will ruff all his clubs in dummy and make twelve tricks. The spade loser can be thrown on the ace of diamonds.

3. South ♠ AJ7654  
EW ♥ A654  
♦ Q  
♣ QJ

♠ K2 ♠ 98  
♥ K3 ♥ JT972  
♦ K874 ♦ 96532  
♣ A7632 ♣ 8

♠ QT3  
♥ Q8  
♦ AJT  
♣ KT954

| West | North | East | South |
|------|-------|------|-------|
| 13p  | 14p   | 1p   | 12p   |
|      | 4♠    |      |       |

North bids 4♠ and East leads the eight of clubs. If West wins the ace and gives partner a ruff, declarer must draw trumps immediately, to prevent a second club ruff. If he mistakenly finesses in trumps, he also risks a heart loser, that could have been discarded on the high clubs in dummy. The correct play is the ace of spades and then another spade.

4. West ♠ AJ752  
All ♥ A976  
♦ KT  
♣ 86

♠ 86 ♠ KT93  
♥ Q32 ♥ K54  
♦ 742 ♦ 653  
♣ QT942 ♣ KJ7

♠ Q4  
♥ JT8  
♦ AQJ98  
♣ A53

| West | North | East | South |
|------|-------|------|-------|
| 4p   | 12p   | 10p  | 14p   |
|      |       |      | 3NT   |

South bids 3NT and West leads the two of clubs. Declarer must hold up twice in clubs. Then the club suit is blocked and nothing can stop declarer from making nine tricks. It may even be ten, if declarer tries the double finesse in hearts instead of the one in spades.

5. North ♠ KQT964  
NS ♥ 32  
♦ 93  
♣ 874

♠ A85 ♠ J2  
♥ AKQ74 ♥ 986  
♦ AKQ ♦ J82  
♣ A3 ♣ KQJT2

♠ 73  
♥ JT5  
♦ T7654  
♣ 965

| West | North | East | South |
|------|-------|------|-------|
| 26p  | 5p    | 8p   | 1p    |
| 6♥   |       |      |       |

West bids 6♥ and North leads the king of spades. Declarer wins the ace and draws trumps. Then West must start by winning the ace of clubs (the shorter hand first) to win all thirteen tricks.



6. East ♠ K64  
EW ♥ A8542  
♦ 753  
♣ Q8

♠ A9 ♠ QJ8  
♥ 76 ♥ KQJ  
♦ QJT964 ♦ K2  
♣ 762 ♣ AKJ53

♠ T7532  
♥ T93  
♦ A8  
♣ T94

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 9p    | 20p  | 4p    |
|      |       | 3NT  |       |

Against East's 3NT South leads the two of spades. Declarer tries the spade finesse, which fails. North continues in spades, to knock out the ace of spades from dummy. If South then ducks one diamond, East can no longer reach dummy to cash his high diamonds. However, five clubs, one diamond, and two tricks in hearts and spades, is ten tricks. If South does not duck in diamonds, there are twelve easy tricks.

7. South ♠ K64  
All ♥ Q7532  
♦ KQ65  
♣ 3

♠ 92 ♠ Q87  
♥ A8 ♥ JT96  
♦ T987 ♦ 32  
♣ AJ874 ♣ QT52

♠ AJT53  
♥ K4  
♦ AJ4  
♣ K96

| West | North | East | South |
|------|-------|------|-------|
| 9p   | 10p   | 5p   | 16p   |
|      |       |      | 4♠    |

South bids 4♠ and West leads the ten of diamonds. Declarer wins in hand and has two plans, either ruffing clubs or finessing in trump. Both alternatives give ten tricks. However, they cannot be combined for eleven tricks. Ten tricks is the maximum.

8. West ♠ AKQ  
None ♥ 95  
♦ QJ6  
♣ AQ873

♠ T652 ♠ J984  
♥ KT4 ♥ AJ862  
♦ T52 ♦ 9  
♣ K95 ♣ T62

♠ 73  
♥ Q73  
♦ AK8743  
♣ J4

| West | North  | East | South |
|------|--------|------|-------|
| 6p   | 18p    | 6p   | 10p   |
|      | 3NT/5♦ |      |       |

Versus 3NT East leads the two of hearts. If dummy plays low and West finesses with the ten of hearts, the defense can take five hearts tricks immediately. Against 5♦ there is nothing that can be done, if declarer finesses in clubs.



# Lesson 9

1. North ♠ AJ432

None ♥ AQ87

♦ T

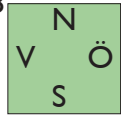
♣ K73

♠ KQT98

♥ 6543

♦ Q5

♣ 96



♠ 75

♥ ---

♦ K98432

♣ QJT52

♠ 6

♥ KJT92

♦ AJ76

♣ A84

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 14p   | 6p   | 13p   |
|      | 4♥    |      |       |

North bids 4♥ and East leads the queen of clubs. There are only nine tricks available if declarer wins and draws trumps. If declarer crossruffs spades and diamonds, he makes twelve or thirteen tricks, depending on whether the defenders cash the second club trick quickly enough.

2. East ♠ A983

NS ♥ AJT6

♦ 3

♣ 7543

♠ QJT5

♥ 8

♦ KJT62

♣ KT2



♠ K742

♥ 753

♦ 987

♣ J96

♠ 6

♥ KQ942

♦ AQ54

♣ AQ8

| West | North | East | South |
|------|-------|------|-------|
| 10p  | 9p    | 4p   | 17p   |
|      |       |      | 4♥    |

South bids 4♥ and West leads the queen of spades. South can count eight sure tricks, five in trump and three aces. Two more are needed. One solution is to draw trumps and then finesse in diamonds and

clubs. But why take this chance, when there is a better way? South cashes his side aces (but not the trump ace) and executes a cross-ruff in spades and diamonds for twelve tricks.

3. South ♠ Q652

♥ T8762

♦ ---

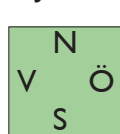
♣ J875

♠ KJ43

♥ 3

♦ K8754

♣ AK6



♠ A

♥ AQ43

♦ AQJ42

♣ Q92

♠ T987

♥ KJ5

♦ T96

♣ T43

| West | North | East | South |
|------|-------|------|-------|
| 14p  | 3p    | 19p  | 4p    |
|      |       | 6♦   |       |

East bids 6♦ and South leads the ten of spades. No losers in clubs and diamonds, and the aces in hearts and spades, means a chance of many tricks. Declarer counts his tricks. Three clubs, one heart, and two spades is six tricks. A crossruff could potentially give ten tricks, but it is only possible to ruff three times in each hand. This means six extra tricks, with two trumps left in each hand afterwards. Thus, the correct plan is to win the lead, draw two rounds of trumps, and cash the winners in spades and clubs. If this works out (South cannot ruff), the rest can be crossruffed for a total of thirteen tricks.

4. West ♠ T53

All ♥ T9864

♦ T9

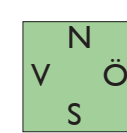
♣ 432

♠ AK62

♥ QJ7

♦ K853

♣ AK



♠ Q4

♥ K32

♦ AJ742

♣ QJ9

♠ J987

♥ A5

♦ Q6

♣ T8765

| West | North | East | South |
|------|-------|------|-------|
| 20p  | 0p    | 13p  | 7p    |
| 6♦   |       |      |       |

West bids 6♦ and North leads the ten of hearts. South wins with the ace and declarer must count his tricks. Three spades, two hearts (they were established by the lead), and three clubs equals eight tricks. Four are missing and they must come from trumps. But how should the trumps be handled? The correct play with nine trumps and the queen missing is to cash the ace and king, hoping to drop the queen. Here, finessing will lose one more trick. However, the finesse would be correct with eight trumps.

5. North ♠ K74

NS ♥ KJ8

♦ KJT2

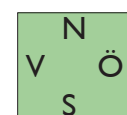
♣ Q64

♠ QJT2

♥ T7

♦ Q93

♣ J853



♠ 853

♥ AQ963

♦ 87

♣ 972

♠ A96

♥ 542

♦ A654

♣ AKT

| West | North | East | South |
|------|-------|------|-------|
| 6p   | 13p   | 6p   | 15p   |
|      |       |      | 3NT   |

South bids 3NT. West leads the queen of spades. With five certain winners in spades and clubs, South must focus on diamonds. If the ace and/or queen of hearts are well-placed, there may be more tricks. With eight cards in diamonds and the queen missing, the finesse is correct, while playing for the drop would be correct with nine diamonds. Eight ever, nine never! By finessing in diamonds, South makes his contract.

|         |         |         |  |
|---------|---------|---------|--|
| 6. East | ♠ K97   |         |  |
| EW      | ♥ K4    |         |  |
|         | ♦ J32   |         |  |
|         | ♣ K8643 |         |  |
| ♠ AJ3   |         | ♠ QT2   |  |
| ♥ QT83  |         | ♥ AJ952 |  |
| ♦ K9    |         | ♦ AQ4   |  |
| ♣ QJ52  |         | ♣ 97    |  |
|         | ♠ 8654  |         |  |
|         | ♥ 76    |         |  |
|         | ♦ T8765 |         |  |
|         | ♣ AT    |         |  |

| West | North | East | South |
|------|-------|------|-------|
| 13p  | 10p   | 13p  | 4p    |
| 4♥   |       |      |       |

West bids 4♥ and North leads the three of clubs. If the defenders cash the ace and king of clubs, and North continues with clubs, declarer must ruff with the nine(!) of hearts, to stop South from over-ruffing. When South discards, West knows that North has the king in hearts. He enters the hand, finesses in hearts, draw trumps, and tries the finesse in spades. When it fails, East-West settle for ten tricks.

|          |          |        |  |
|----------|----------|--------|--|
| 7. South | ♠ Q87    |        |  |
| All      | ♥ KQ82   |        |  |
|          | ♦ A54    |        |  |
|          | ♣ J86    |        |  |
| ♠ J6542  |          | ♠ K93  |  |
| ♥ JT9    |          | ♥ A643 |  |
| ♦ Q8     |          | ♦ 96   |  |
| ♣ K32    |          | ♣ T954 |  |
|          | ♠ AT     |        |  |
|          | ♥ 75     |        |  |
|          | ♦ KJT732 |        |  |
|          | ♣ AQ7    |        |  |

| West | North | East | South |
|------|-------|------|-------|
| 7p   | 12p   | 7p   | 14p   |
|      |       |      | 3NT   |

South bids 3NT and West leads the two of spades. Declarer plays second hand low, which ensures him two tricks in spades. One trick can be established in hearts and two may come from clubs, but this is not enough, and declarer must also guess diamonds correctly. With six diamond tricks, the heart and club tricks are not needed. Holding nine diamonds, South goes for the drop, which gives him ten easy tricks.

|         |         |        |  |
|---------|---------|--------|--|
| 8. West | ♠ AKJ   |        |  |
| None    | ♥ QT43  |        |  |
|         | ♦ J94   |        |  |
|         | ♣ AKQ   |        |  |
| ♠ 852   |         | ♠ QT7  |  |
| ♥ 8     |         | ♥ K65  |  |
| ♦ T653  |         | ♦ AKQ2 |  |
| ♣ 86432 |         | ♣ T97  |  |
|         | ♠ 9643  |        |  |
|         | ♥ AJ972 |        |  |
|         | ♦ 87    |        |  |
|         | ♣ J5    |        |  |

| West | North | East | South |
|------|-------|------|-------|
| 0p   | 20p   | 14p  | 6p    |
|      | 4♥    |      |       |

North bids 4♥ and East plays the ace, king, and queen of diamonds. Declarer ruffs the third trick in dummy and stops to plan how to make ten tricks. He must finesse in spades and handle the trump suit. Nine trumps and the king missing means that a finesse is correct. A reasonable plan is to play clubs to the queen, finesse in hearts, draw trumps, and finally trying the spade finesse. When the latter fails, the result is ten tricks.

## Lesson 10

You will receive these deals from your teacher after the competition.

Good luck with your bridge career, and welcome back next semester, when we will look at the real version of bridge bidding.





*“Bridge for Peace”*