



# Minibridge Teaching Hands

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# No Trump Contracts

## Notes to the teacher on using these hands

This first section contains all no trump hands. There are ten lots of four hands. See the summary on the next page for the points that are covered. An additional sixteen hands are provided for revision. Eight of these can be used after the first five lessons, whilst the remainder cover the topics included in the later five lessons.

The hands are designed to be a clear illustration of the particular topic. Don't worry that more tricks can be made by superior play, just say "Very well done" if enough tricks are made.

There are four players at the table and each must play their part. But being dummy is boring and there is no reason why dummy should not come round the table and sit by declarer. They can discuss the problem together.

Whilst the topics are based on declarer play, do not ignore the defenders. The aim of the defence is to set up winners that they can cash. So leads are often top of a sequence or an internal sequence. A few are from a good long suit, where any low card will do (don't worry about fourth highest yet).

Simple defence lessons include:

- You must follow suit if you can
- Third player plays high if partner leads a low card
- Return partner's lead if you win a trick and get on lead
- Keep winners; throw losers if the occasion arises.

Remember to say "Well done" to the defenders too.

A reminder that there are exactly 13 cards in each suit is useful when you come to sets 5 and 6. This is where counting is first required. You may need to teach how to count to 13. There are various methods:

- Count each card as it is played. Remember that four cards are played for each round of a suit where everyone follows, so you can usually count up in fours.
- Or work out how many cards you hold, subtract from 13. This is the number the opponents must hold. Count down every time one of those cards is played until you reach zero. Then the small cards you hold must be winners.
- Use your fingers.

It is useful to keep a record of how many points the declaring side had and how many tricks they made. The idea of being in a no trump game with 26+ points comes out of this record keeping. In Minibridge the contract is decided after dummy is seen, so the tricks can be counted. But points are still a useful guide.

Sharp declarers can often place defenders' cards because of the points they have shown.

Don't use bridge jargon. Don't talk too much!

## Section 1 – No trump hands

Hand No	Contract in	Declarer	Game/not in	Play point
<b>Contract is there in top tricks</b>				
Set 1 hand 1	no trumps	N	Game	Count the number of top tricks available. Make plan to cash the tricks if you have enough.
Set 1 hand 2	no trumps	E	Game	
Set 1 hand 3	no trumps	S	Part score	
Set 1 hand 4	no trumps	W	Part score	
<b>Contract is there in top tricks. Cash in right order</b>				
Set 2 hand 1	no trumps	E	Part score	There is a potential blockage if top tricks taken in the wrong order. Play honour from short hand first.
Set 2 hand 2	no trumps	S	Game	
Set 2 hand 3	no trumps	W	Game	
Set 2 hand 4	no trumps	N	Part score	
<b>Establish extra top tricks but knocking out an ace or king</b>				
Set 3 hand 1	no trumps	E	Game	Game needs nine tricks. Any nine will do, not necessarily the first nine. Be prepared to lose the lead. Make a plan.
Set 3 hand 2	no trumps	N	Part score	
Set 3 hand 3	no trumps	S	Game	
Set 3 hand 4	no trumps	W	Part score	
<b>Establish extra top tricks by knocking out two high cards in a suit or two aces</b>				
Set 4 hand 1	no trumps	W	Game	Knock out two high cards. Check it's OK to lose the lead twice.
Set 4 hand 2	no trumps	N	Part score	
Set 4 hand 3	no trumps	E	Game	
Set 4 hand 4	no trumps	S	Part score	
<b>Realise that small cards must be winners because of length held</b>				
Set 5 hand 1	no trumps	N	Game	There are exactly 13 cards in each suit. If you have eight of them, the defence have 5. These are often divided three in one hand, two in the other.
Set 5 hand 2	no trumps	E	Game	
Set 5 hand 3	no trumps	S	Part score	
Set 5 hand 4	no trumps	W	Part score	
<b>Lose the lead to create a small card as a winner in a long suit</b>				
Set 6 hand 1	no trumps	E	Part score	If it's safe to lose the lead, do so before cashing other winners. Count the small cards as they are played.
Set 6 hand 2	no trumps	S	Game	
Set 6 hand 3	no trumps	W	Game	
Set 6 hand 4	no trumps	N	Part score	
<b>Hold up to cut communications between defenders</b>				
Set 7 hand 1	no trumps	N	Game	You don't have to win a trick just because you can. To hold up can exhaust one defender of cards in the suit led.
Set 7 hand 2	no trumps	W	Part score	
Set 7 hand 3	no trumps	S	Game	
Set 7 hand 4	no trumps	E	Part score	
<b>Try to gain an extra trick by taking a finesse. It's not a certainty</b>				
Set 8 hand 1	no trumps	W	Game	Take a simple finesse AQ
Set 8 hand 2	no trumps	N	Part score	Take a simple finesse AQJ
Set 8 hand 3	no trumps	E	Game	Take a simple finesse AQJ10
Set 8 hand 4	no trumps	S	Part score	Take a simple finesse A K J
<b>Gain a trick with other finesse positions</b>				
Set 9 hand 1	no trumps	N	Part score	A Q 10
Set 9 hand 2	no trumps	E	Game	K J 10
Set 9 hand 3	no trumps	S	Part score	Axx opposite QJ10
Set 9 hand 4	no trumps	W	Part score	Lead from Axx to Qxx
<b>Hold up then finesse into safe hand</b>				
Set 10 hand 1	no trumps	E	Part score	With a choice, finesse into the safe hand which has no winners to cash.
Set 10 hand 2	no trumps	S	Game	
Set 10 hand 3	no trumps	W	Game	
Set 10 hand 4	no trumps	N	Game	

<b>Set 1 Cashing top tricks</b>									
<p>           ♠ AK2            ♥ A543            ♦ AKQJ            ♣ 32            ♠ 7543            ♠ 86            ♥ Q2                ♥ J10987            ♦ 987                ♦ 1062            ♣ KJ97              ♣ 1084            ♠ QJ109            ♥ K6            ♦ 543            ♣ AQ65         </p>	<p><b>Board 1 : Dealer North</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>1</td> <td>12</td> <td>6</td> </tr> </tbody> </table> <p>N/S have 33 points. E/W have 7 points. N/S should choose game in no trumps. East should lead ♥J (top of a sequence)</p> <p>North can see 11 top tricks (4♠, 2♥, 4♦, 1♣) North can cash four spade tricks and discard a club loser on the fourth spade, but that still leaves two losing hearts on the North hand. East must keep his hearts to stop North making more than 11 tricks.</p>	North	East	South	West	21	1	12	6
North	East	South	West						
21	1	12	6						
<p>           ♠ 532            ♥ Q642            ♦ K987            ♣ 32            ♠ K7                ♠ A86            ♥ KJ8              ♥ A73            ♦ Q32              ♦ 1064            ♣ KJ964            ♣ AQ108            ♠ QJ1094            ♥ 1095            ♦ AJ5            ♣ 75         </p>	<p><b>Board 2 : Dealer East</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>14</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points. E/W should choose game in no trumps.</p> <p>South should lead ♠Q (top of a sequence) East can see 9 top tricks (2♠, 2♥, 0♦, 5♣) East will play the hand and should cash the nine top tricks. Play clubs starting with ♣A then the ♣Q.</p>	North	East	South	West	5	14	8	13
North	East	South	West						
5	14	8	13						
<p>           ♠ A32            ♥ 92            ♦ QJ1052            ♣ K75            ♠ KQJ              ♠ 974            ♥ KQJ1076        ♥ 543            ♦ 987                ♦ 64            ♣ 6                    ♣ AQ932            ♠ 10865            ♥ A8            ♦ AK3            ♣ J1084         </p>	<p><b>Board 3 : Dealer South</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>6</td> <td>12</td> <td>12</td> </tr> </tbody> </table> <p>N/S have 22 points. E/W have 18 points. N/S should choose part score in no trumps. West should lead ♥K</p> <p>South can see 7 top tricks (1♠, 1♥, 5♦, 0♣) South wins the ♥A and immediately takes his five diamond tricks, by playing ♦A K and then ♦3.</p>	North	East	South	West	10	6	12	12
North	East	South	West						
10	6	12	12						
<p>           ♠ 64            ♥ J87543            ♦ AQ8            ♣ 32            ♠ J103              ♠ KQ2            ♥ AK6                ♥ 2            ♦ J1052             ♦ 963            ♣ A109              ♣ KQJ875            ♠ A9875            ♥ Q109            ♦ K74            ♣ 64         </p>	<p><b>Board 4 : Dealer West</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>11</td> <td>9</td> <td>13</td> </tr> </tbody> </table> <p>N/S have 16 points. E/W have 24 points. E/W should choose part score in no trumps.</p> <p>North should lead a little heart, as it is his longest suit and the best chance to set up winners. West can see eight top tricks (0♠, 2♥, 0♦, 6♣) West will play the hand and can make 8 tricks without losing the lead. Dummy has a very useful hand when it holds six clubs.</p>	North	East	South	West	7	11	9	13
North	East	South	West						
7	11	9	13						

Set 2 Cashing top tricks when a blockage might occur									
<p>♠ 76 ♥ 10964 ♦ KQJ10 ♣ K62</p> <p>♠ A5                      ♠ K43 ♥ KJ87                    ♥ AQ ♦ 962                      ♦ A753 ♣ J543                    ♣ 10987</p> <p>♠ QJ10982 ♥ 532 ♦ 84 ♣ AQ</p>	<p><b>Board 1 : Dealer North</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>13</td> <td>9</td> <td>9</td> </tr> </tbody> </table> <p>N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. South should lead ♠Q. East can see seven top tricks (2♠, 4♥, 1♦, 0♣) East must win the first spade with the ♠K and cash the ♥A Q. Then cross to the West hand with ♠A and cash ♥K J. Finally win the ♦A for seven tricks. <b>Cash the honour from the short hand first.</b></p>	North	East	South	West	9	13	9	9
North	East	South	West						
9	13	9	9						
<p>♠ 1062 ♥ 107 ♦ K653 ♣ AQJ6</p> <p>♠ 94                      ♠ 8753 ♥ KQJ98                ♥ 654 ♦ QJ8                     ♦ A7 ♣ 1087                  ♣ 5432</p> <p>♠ AKQJ ♥ A32 ♦ 10942 ♣ K9</p>	<p><b>Board 2 : Dealer East</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>4</td> <td>17</td> <td>9</td> </tr> </tbody> </table> <p>N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. West should lead ♥K South can see nine top tricks (4♠, 1♥, 0♦, 4♣) South will win ♥A and must cash ♣K then lead ♣9. That way four club tricks can be cashed, followed by four spades. <b>Cash the honour from the short hand first.</b></p>	North	East	South	West	10	4	17	9
North	East	South	West						
10	4	17	9						
<p>♠ 32 ♥ KQJ1076 ♦ Q65 ♣ 75</p> <p>♠ AQ                      ♠ KJ74 ♥ 432                    ♥ A ♦ J874                    ♦ 10932 ♣ AKQ6                ♣ J932</p> <p>♠ 109865 ♥ 985 ♦ AK ♣ 1084</p>	<p><b>Board 3 : Dealer South</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>9</td> <td>7</td> <td>16</td> </tr> </tbody> </table> <p>N/S have 15 points. E/W have 25 points. E/W should choose game in no trumps. North should lead ♥K West can see 9 top tricks (4♠, 1♥, 0♦, 4♣) West must win the ♥A and immediately play a spade to cash ♠A Q. West can get back to dummy by leading ♣6 to the ♣J and can then cash the ♠K J. The ♣J is a vital card. It is the entry to two winners in dummy. <b>Cash the honour from the short hand first.</b></p>	North	East	South	West	8	9	7	16
North	East	South	West						
8	9	7	16						
<p>♠ AK2 ♥ AQ3 ♦ A642 ♣ 1086</p> <p>♠ 763                      ♠ QJ9854 ♥ 9865                    ♥ 74 ♦ KQ10                    ♦ 98 ♣ KQ3                    ♣ A72</p> <p>♠ 10 ♥ KJ102 ♦ J753 ♣ J954</p>	<p><b>Board 4 : Dealer West</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>7</td> <td>6</td> <td>10</td> </tr> </tbody> </table> <p>N/S have 23 points. E/W have 17 points. N/S should choose part score in no trumps. North plays the hand. East should lead ♠Q. North can see seven top tricks (2♠, 4♥, 1♦, 0♣). After winning the ♠A. North should play ♥A Q then the ♥3, to get to dummy to win the last heart. <b>Cash the honour from the short hand first.</b></p>	North	East	South	West	17	7	6	10
North	East	South	West						
17	7	6	10						

**Set 3 Giving up the lead to establish a winner**

<p>                     ♠ 973                      ♥ 854                      ♦ QJ8                      ♣ Q1095                      ♠ K42                      ♠ A6                      ♥ K62                      ♥ QJ109                      ♦ 743                      ♦ AK62                      ♣ AK87                    ♣ 643                      ♠ QJ1085                      ♥ A73                      ♦ 1095                      ♣ J2                 </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>14</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p>                     N/S have 13 points. E/W have 27 points.                      E/W should choose game in no trumps.                      East will play the hand. South should lead ♠Q.                      East can see 6 top tricks (2♠, 0♥, 2♦, 2♣).                      East can make 3 heart tricks by driving out ♥A.                      East must play hearts before cashing winners in the other suits.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>	North East		South West		5	14	8	13
North East		South West							
5	14	8	13						
<p>                     ♠ AK5                      ♥ 1043                      ♦ 432                      ♣ AQ109                      ♠ 87                              ♠ QJ1096                      ♥ KJ86                      ♥ Q97                      ♦ KJ9                         ♦ Q108                      ♣ 6432                      ♣ K8                      ♠ 432                      ♥ A52                      ♦ A765                      ♣ J75                 </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>10</td> <td>9</td> <td>8</td> </tr> </tbody> </table> <p>                     N/S have 22 points. E/W have 18 points.                      N/S should choose a part score in no trumps.                      North will play the hand. East should lead ♠Q.                      North can see 5 top tricks (2♠, 1♥, 1♦, 1♣).                      North can make 7 tricks by driving out ♣K before cashing the winners in other suits. Cash the ♣A and play another club. This ensures three club tricks.                      North makes 2 spades, 1 heart, 1 diamond, and 3 clubs.                 </p>	North East		South West		13	10	9	8
North East		South West							
13	10	9	8						
<p>                     ♠ J92                      ♥ AJ32                      ♦ A106                      ♣ 1042                      ♠ 764                              ♠ A83                      ♥ 865                              ♥ Q109                      ♦ 983                              ♦ J752                      ♣ KQJ7                         ♣ 865                      ♠ KQ105                      ♥ K74                      ♦ KQ4                      ♣ A93                 </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>7</td> <td>17</td> <td>6</td> </tr> </tbody> </table> <p>                     N/S have 27 points. E/W have 13 points.                      N/S should choose game in no trumps.                      South will play the hand. West should lead ♣K.                      South can see 6 top tricks (0♠, 2♥, 3♦, 1♣).                      South can set up three spade tricks by driving out ♠A before cashing the winners in other suits.                      North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>	North East		South West		10	7	17	6
North East		South West							
10	7	17	6						
<p>                     ♠ J10962                      ♥ A108                      ♦ J42                      ♣ A9                      ♠ AK5                              ♠ Q74                      ♥ QJ632                      ♥ 94                      ♦ A10                              ♦ 9875                      ♣ J32                              ♣ KQ106                      ♠ 83                      ♥ K75                      ♦ KQ63                      ♣ 8754                 </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>7</td> <td>8</td> <td>15</td> </tr> </tbody> </table> <p>                     N/S have 18 points. E/W have 22 points.                      E/W should choose part score in no trumps.                      West will play the hand. North should lead ♠J.                      West can see 4 top tricks (3♠, 0♥, 1♦, 0♣).                      West can make 7 tricks by driving out ♣A before cashing the winners in other suits.                      West makes 3 spades, 0 hearts, 1 diamond, 3 clubs.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>	North East		South West		10	7	8	15
North East		South West							
10	7	8	15						

## Set 4 Giving up the lead twice

<p>           ♠ J97            ♥ QJ108            ♦ J52            ♣ A64              ♠ 32                      ♠ AK5            ♥ AK4                    ♥ 7532            ♦ AK6                    ♦ Q873            ♣ QJ1098                ♣ 32                                         ♠ Q10864                                         ♥ 96                                         ♦ 1094                                         ♣ K75         </p>	<p><b>Board 1 : Dealer North</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>9</td> <td>5</td> <td>17</td> </tr> </tbody> </table> <p>           N/S have 14 points. E/W have 26 points.            E/W should choose game in no trumps.            West plays the hand. North should lead ♥Q.            West can see 7 top tricks (2♠, 2♥, 3♦, 0♣)            West can make 9 tricks by winning ♥K and playing ♣Q.            North need not win his ace straightaway. If South wins ♣K first and returns a heart (partner's lead), West wins ♥A and plays ♣J. North wins ♣A and can cash two heart tricks but West makes the rest.         </p>	North	East	South	West	9	9	5	17
North	East	South	West						
9	9	5	17						
<p>           ♠ AK5            ♥ K43            ♦ 432            ♣ Q1094              ♠ 87                        ♠ QJ1096            ♥ J1086                 ♥ Q97            ♦ KJ9                    ♦ Q108            ♣ A632                 ♣ K8                                           ♠ 432                                         ♥ A52                                         ♦ A765                                         ♣ J75         </p>	<p><b>Board 2 : Dealer East</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>10</td> <td>9</td> <td>9</td> </tr> </tbody> </table> <p>           N/S have 21 points. E/W have 19 points.            N/S should choose a part score in no trumps.            North will play the hand. East should lead ♠Q.            North can make 7 tricks by driving out ♣A and ♣K before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club.            North makes 2 spades, 2 heart, 1 diamond, and 2 clubs.         </p>	North	East	South	West	12	10	9	9
North	East	South	West						
12	10	9	9						
<p>           ♠ 643            ♥ 52            ♦ 108765            ♣ KQ7              ♠ 975                      ♠ KQJ10            ♥ 643                    ♥ AKQ            ♦ KQJ                    ♦ 432            ♣ AJ109                ♣ 864                                           ♠ A82                                         ♥ J10987                                         ♦ A9                                         ♣ 532         </p>	<p><b>Board 3 : Dealer South</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>15</td> <td>9</td> <td>11</td> </tr> </tbody> </table> <p>           N/S have 14 points. E/W have 26 points.            E/W should choose game in no trumps.            East will play the hand. South should lead ♥J.            East can see 4 top tricks (0♠, 3♥, 0♦, 1♣)            East should drive out ♠A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out ♦A.            East makes 3♠, 3♥, 2♦, and 1♣.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>	North	East	South	West	5	15	9	11
North	East	South	West						
5	15	9	11						
<p>           ♠ J1092            ♥ A53            ♦ K52            ♣ 965              ♠ A8                        ♠ K543            ♥ QJ10                 ♥ 98742            ♦ QJ1084              ♦ 6            ♣ KJ3                    ♣ Q72                                           ♠ Q76                                         ♥ K6                                         ♦ A973                                         ♣ A1084         </p>	<p><b>Board 4 : Dealer West</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>5</td> <td>13</td> <td>14</td> </tr> </tbody> </table> <p>           N/S have 21 points. E/W have 19 points.            N/S should choose part score in no trumps.            South plays the hand (even though West has more points than South.) West should lead ♦Q.            South can see 5 top tricks (0♠, 2♥, 2♦, 1♣).            South wins ♦A and plays ♠Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out ♠K. South now has two spade tricks to go with the five top winners.         </p>	North	East	South	West	8	5	13	14
North	East	South	West						
8	5	13	14						

**Set 5 Recognising when small cards in long suits are winners**

<p>                     ♠ J975                      ♥ AKQ                      ♦ KQJ10                      ♣ 32                      ♠ 104                      ♥ J875                      ♦ 9876                      ♣ J84                      ♠ AKQ32                      ♥ 1032                      ♦ A52                      ♣ 109                      ♠ 86                      ♥ 964                      ♦ 43                      ♣ AKQ765                 </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>13</td> <td>9</td> <td>2</td> </tr> </tbody> </table> <p>                     N/S have 25 points. E/W have 15 points.                      N/S should choose game in no trumps.                      North plays the hand. East should lead ♠A.                      North can see six top tricks (0♠, 3♥, 0♦, 3♣)                      East will probably play ♠A K Q and the ♠2, hoping to get in with ♦A to cash the last spade winner. North must not throw away any of South's clubs on the spades. Win the ♠J and play clubs from the top. <b>Count them!</b> After ♠A K Q South's little clubs are all winners.                 </p>	North East		South West		16	13	9	2
North East		South West							
16	13	9	2						
<p>                     ♠ J10854                      ♥ Q102                      ♦ 109                      ♣ 972                      ♠ K97                      ♥ 53                      ♦ KQ752                      ♣ 864                      ♠ AQ6                      ♥ A97                      ♦ AJ4                      ♣ KQ53                      ♠ 32                      ♥ KJ864                      ♦ 863                      ♣ AJ10                 </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>20</td> <td>9</td> <td>8</td> </tr> </tbody> </table> <p>                     N/S have 12 points. E/W have 28 points.                      East plays the hand and chooses game in no trumps.                      South should lead a heart, his best suit. North plays ♥Q.                      This sets up four heart winners for N/S.                      East can see 8 top tricks (3♠, 1♥, 4♦, 0♣). A club trick could be set up by driving out ♠A, but N/S can cash four heart winners. Instead hope diamonds break 3-2 or 4-1. Cash the ♦A J and play ♦4 to dummy. Unless diamonds break 5-0 the fifth diamond will be the ninth trick.                 </p>	North East		South West		3	20	9	8
North East		South West							
3	20	9	8						
<p>                     ♠ 32                      ♥ 642                      ♦ Q75                      ♣ Q7642                      ♠ Q10987                      ♥ AQ8                      ♦ 642                      ♣ 103                      ♠ AJ4                      ♥ J109                      ♦ KJ98                      ♣ J95                      ♠ K65                      ♥ K753                      ♦ A103                      ♣ AK8                 </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>11</td> <td>17</td> <td>8</td> </tr> </tbody> </table> <p>                     N/S have 21 points. E/W have 19 points.                      South plays the hand and chooses part score in no trumps.                      West should lead ♠10, top of an internal sequence. East wins ♠A and returns ♠J, to set up spade winners.                      South can see 5 top tricks (1♠, 0♥, 1♦, 3♣)                      South's best chance is that the opposition clubs break 3-2, and then there will be five club tricks to cash. Play the ♠A, ♣K and the ♣8 to dummy. Count the clubs played and South finds the ♣7 and ♣6 are winners.  <b>Count the opponents' clubs as they are played.</b> </p>	North East		South West		4	11	17	8
North East		South West							
4	11	17	8						
<p>                     ♠ KQJ108                      ♥ K3                      ♦ 532                      ♣ K64                      ♠ A974                      ♥ Q95                      ♦ J                      ♣ AJ753                      ♠ 632                      ♥ 7642                      ♦ AKQ107                      ♣ 8                      ♠ 5                      ♥ AJ108                      ♦ 9864                      ♣ Q1092                 </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>9</td> <td>7</td> <td>12</td> </tr> </tbody> </table> <p>                     N/S have 19 points. E/W have 21 points.                      E/W can choose part score in no trumps (or diamonds).                      West plays the hand. North should lead ♠K.                      West can see 6 top tricks (1♠, 0♥, 4♦, 1♣)                      Because West has only one diamond, the ♦J will have to be overtaken with ♦Q to get to dummy. West must hope the opponent's diamonds break 4-3 because then the ♦7 will be the seventh trick.  <b>Count the opponents' diamonds as they are played.</b> </p>	North East		South West		12	9	7	12
North East		South West							
12	9	7	12						



**Set 6      Losing the lead to make a small card a winner**

♠ 642  
♥ KQ95  
♦ K9  
♣ J1064

♠ J53                      ♠ AQ  
♥ 10842                  ♥ J73  
♦ A542                    ♦ 1087  
♣ Q3                      ♣ AK952

♠ K10987  
♥ A6  
♦ QJ63  
♣ 87

**Board 1 : Dealer North**

	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
	9	14	10	7

N/S have 19 points. E/W have 21 points.  
East plays the hand and chooses part score in no trumps.  
South should lead ♠10. Top of a sequence in best suit.  
East can see six top tricks (2♠, 0♥, 1♦, 3♣)  
East must make two spades on the lead and hopes for the extra trick from clubs. Win ♠Q, play ♣2 to ♣Q and ♣3 to ♣A. Cash ♣K. When South shows out, lose a club to North to set up seventh trick. ♠A is entry to cash the club.  
**Cash the honour in the short hand first.**

♠ K54  
♥ K72  
♦ A4  
♣ K5432

♠ J8                              ♠ Q10932  
♥ Q10985                  ♥ J43  
♦ KJ93                      ♦ 107  
♣ 98                          ♣ QJ10

♠ A76  
♥ A6  
♦ Q8652  
♣ A76

**Board 2 : Dealer East**

	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
	13	6	14	7

N/S have 27 points. E/W have 13 points.  
South plays the hand and chooses game in no trumps.  
West should lead ♥10, top of sequence in best suit.  
East can see seven top tricks (2♠, 2♥, 1♦, 2♣)  
East can make the two extra tricks by setting up the small cards in the club suit. Win ♥A, play ♣A and ♣7 to ♣K. Provided both opponents follow, there is only one club outstanding. Play a third club and give East the trick. The ♣5 4 are now winners and ♥K is an entry to cash them.

♠ 753  
♥ A764  
♦ 9  
♣ QJ1092

♠ Q92                          ♠ AK6  
♥ J103                      ♥ Q985  
♦ AKQ54                  ♦ 632  
♣ AK                          ♣ 876

♠ J1084  
♥ K2  
♦ J1087  
♣ 543

**Board 3 : Dealer South**

	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
	7	9	5	19

N/S have 12 points. E/W have 28 points.  
E/W should choose game in no trumps.  
West plays the hand. North should lead ♣Q.  
West can see eight top tricks (3♠, 0♥, 3♦, 2♣)  
If opponents' diamonds break 3-2, West has two more diamond winners. West plays diamonds from the top.  
North shows out on the second round, so South has four diamonds. Give South his diamond trick and ♦5 becomes the ninth trick. The ♣A is the entry to cash it.

♠ 753  
♥ A764  
♦ 9  
♣ QJ1092

♠ Q92                          ♠ AK6  
♥ J103                      ♥ Q985  
♦ AKQ54                  ♦ 632  
♣ AK                          ♣ 876

♠ J1084  
♥ K2  
♦ J1087  
♣ 543

**Board 4 : Dealer West**

	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>
	14	12	8	6

N/S have 22 points. E/W have 18 points.  
North plays the hand and chooses part score in no trumps.  
East should lead ♦J, longest suit to set up tricks.  
North can see four top tricks (0♠, 1♥, 3♦, 0♣)  
Win ♦K. South can drive out ♠A for two more tricks but three are needed. Play on clubs and hope they break 2-2.  
If they do, that sets up three more tricks with ♥A or ♦Q as the entry to cash them.

## Set 7 Holding up a high card to cut communications

<p>           ♠ A109            ♥ AKQ            ♦ Q985            ♣ AQ2            ♠ 653                      ♠ KQJ42            ♥ 8743                    ♥ 1095            ♦ A6                        ♦ 42            ♣ J1098                  ♣ K76            ♠ 87            ♥ J62            ♦ KJ1073            ♣ 543         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>9</td> <td>5</td> <td>5</td> </tr> </tbody> </table> <p>N/S have 26 points. E/W have 14 points.            North plays the hand and chooses game in no trumps.            East should lead ♠K.            North can see five top tricks (1♠, 3♥, 0♦, 1♣)            The diamonds provide four more tricks by driving out ♦A.            The danger is that when defenders win ♦A, they can cash four spade winners. North must refuse to take ♠A until the third round. Now play a diamond and hope West wins ♦A and has no spade left to play.</p>	North East		South West		21	9	5	5
North East		South West							
21	9	5	5						
<p>           ♠ KQJ105            ♥ 976            ♦ J94            ♣ 63            ♠ A63                      ♠ 74            ♥ QJ54                    ♥ 1032            ♦ AK3                     ♦ Q87            ♣ AQ5                     ♣ J9742            ♠ 982            ♥ AK8            ♦ 10652            ♣ K108         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>3</td> <td>10</td> <td>20</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points.            West plays the hand and chooses part score in no trumps.            North leads ♠K.            East can see five top tricks (1♠, 0♥, 3♦, 1♣)            Clubs can provide the extra tricks. West should duck two rounds of spades, in case South has three. West knows from the points that South has all the remaining high cards, so plays ♣A and ♣Q to set up the clubs. The defence take two spades, two hearts and a club, but West has eight tricks.</p>	North East		South West		7	3	10	20
North East		South West							
7	3	10	20						
<p>           ♠ A32            ♥ Q84            ♦ 54            ♣ Q7652            ♠ 54                        ♠ 9876            ♥ 972                     ♥ A65            ♦ KJ1098                ♦ Q76            ♣ 1094                  ♣ K83            ♠ KQJ10            ♥ KJ103            ♦ A32            ♣ AJ         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>9</td> <td>19</td> <td>4</td> </tr> </tbody> </table> <p>N/S have 27 points. E/W have 13 points.            South plays the hand and chooses game in no trumps.            West should lead ♦J, top of internal sequence in best suit.            South can see six top tricks (4♠, 0♥, 1♦, 1♣)            The extra tricks can come from driving out ♥A to set up three heart tricks. The danger is that the defenders can cash four diamond tricks when they get the lead with ♥A.            South must hold up ♦A until the third round and hope that whoever has ♥A is out of diamonds.  <b>You don't have to win a trick just because you can.</b></p>	North East		South West		8	9	19	4
North East		South West							
8	9	19	4						
<p>           ♠ QJ98            ♥ J854            ♦ A4            ♣ AJ4            ♠ 6543                    ♠ AK2            ♥ 962                     ♥ AK3            ♦ KQ107                ♦ J983            ♣ 87                        ♣ K92            ♠ 107            ♥ Q107            ♦ 652            ♣ Q10653         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>18</td> <td>4</td> <td>5</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points.            East plays the hand and chooses part score in no trumps.            South should lead a club, low card from his best suit.            North should win ♣A and return ♣J.            East can see 5 top tricks (2♠, 2♥, 0♦, 1♣)            After the club lead, East's ♣K is as good as an ace and East should hold up his ♣K until the third round. From the points he knows North has ♦A. Diamonds will provide three more tricks after the ♦A has been driven out and East can make eight tricks.</p>	North East		South West		13	18	4	5
North East		South West							
13	18	4	5						

## Set 8 Extra tricks by taking a finesse

<p>           ♠ QJ9            ♥ KQ1097            ♦ K83            ♣ 92            ♠ A53                      ♠ K864            ♥ A84                      ♥ J6            ♦ 975                      ♦ AQ6            ♣ AKJ10                  ♣ Q653            ♠ 1072            ♥ 532            ♦ J1042            ♣ 874         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>12</td> <td>1</td> <td>16</td> </tr> </tbody> </table> <p>N/S have 12 points. E/W have 28 points.            West plays the hand and chooses game in no trumps.            North leads ♥K and if it holds continues with ♥Q.            West can see eight top tricks (2♠, 1♥, 1♦, 4♣).            West holds up ♥A until the third round, to exhaust South of hearts. West's only hope is that diamonds provide the extra trick. At trick four, West leads ♦5. If North plays ♦3, the ♦Q is played from dummy. If North plays ♦K it is taken with ♦A and ♦Q is a winner.  <b>Play a finesse in hope, success is not a certainty.</b></p>	North East		South West		11	12	1	16
North East		South West							
11	12	1	16						
<p>           ♠ A752            ♥ AQ            ♦ 10872            ♣ AQJ            ♠ 43                              ♠ QJ109            ♥ 109876                      ♥ 5432            ♦ K5                              ♦ AQ9            ♣ K1083                      ♣ 97            ♠ K86            ♥ KJ            ♦ J643            ♣ 6542         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>9</td> <td>8</td> <td>6</td> </tr> </tbody> </table> <p>N/S have 25 points. E/W have 15 points.            North plays the hand and chooses part score in no trumps.            East should lead ♠Q.            North can see five top tricks (2♠, 2♥, 0♦, 1♣)            Despite lots of points, North hasn't got seven tricks. Ten points in hearts only make two tricks. The best chance is to play the club finesse. Play ♠K from South and lead a club. When West plays low, North plays ♣J, which wins. Cross back to South by leading ♥Q and playing ♥K on it. Now another club finesse can be taken.</p>	North East		South West		17	9	8	6
North East		South West							
17	9	8	6						
<p>           ♠ Q6            ♥ 1032            ♦ K985            ♣ J1075            ♠ K42                              ♠ A953            ♥ 876                              ♥ A4            ♦ 762                              ♦ AQJ10            ♣ AKQ3                      ♣ 982            ♠ J1087            ♥ KQJ95            ♦ 43            ♣ 64         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>15</td> <td>7</td> <td>12</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points.            East plays the hand and chooses game in no trumps.            South should lead ♥K.            East can see seven top tricks (2♠, 1♥, 1♦, 3♣)            East must win ♥A on the second round and has lots of hearts to lose if opponents get the lead. Diamond finesses provide the extra tricks. Win ♥A, cross to West on a club and play ♦2. If North plays ♦K, win it with ♦A! If North plays low, play the ♦10, cross to West on a club twice more, repeating the diamond finesse, makes 10 tricks.</p>	North East		South West		6	15	7	12
North East		South West							
6	15	7	12						
<p>           ♠ 10874            ♥ QJ63            ♦ A9            ♣ 873            ♠ QJ62                      ♠ AK            ♥ 72                              ♥ A1098            ♦ Q10654                  ♦ J32            ♣ 62                              ♣ Q1054            ♠ 953            ♥ K54            ♦ K87            ♣ AKJ9         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>14</td> <td>14</td> <td>5</td> </tr> </tbody> </table> <p>N/S have 21 points. E/W have 19 points.            South plays the hand, choosing part score in no trumps.            West should lead a diamond, low from his best suit.            South can see four top tricks (0♠, 0♥, 2♦, 2♣)            Hearts provide at least two more tricks. Win ♦K and lead ♥K. If East refuses the trick, play a heart to ♥Q. Win the next diamond with ♦A and play ♥J. When West shows out, South needs another trick. The club finesse is the best chance. Lead ♣3 and play ♣J if East plays low.</p>	North East		South West		7	14	14	5
North East		South West							
7	14	14	5						

## Set 9 Extra tricks with a finesse

<p>           ♠ 932            ♥ QJ10            ♦ AKQ5            ♣ A42            ♠ J65                      ♠ K87            ♥ A5                        ♥ K9863            ♦ J1096                    ♦ 872            ♣ KJ85                      ♣ Q10                                          ♠ AQ104                                          ♥ 742                                          ♦ 43                                          ♣ 9763         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>8</td> <td>6</td> <td>10</td> </tr> </tbody> </table> <p>N/S have 22 points. E/W have 18 points.            North plays the hand and chooses part score in no trumps.            East leads a low heart from his best suit. West wins ♥A and returns ♥5. East wins ♥K and plays a third heart, which sets up two winners.            North can see six top tricks (1♠, 1♥, 3♦, 1♣).            Spades could provide an extra trick if East has either ♠K or ♠J. Play ♠2 and put on ♠10. It loses to ♠J. Win the next trick, play ♠3 and put on the ♠Q, which wins.</p>	North East		South West		16	8	6	10
North East		South West							
16	8	6	10						
<p>           ♠ J42            ♥ 97543            ♦ 92            ♣ A53            ♠ 76                        ♠ AK3            ♥ KJ                        ♥ AQ6            ♦ 8754                      ♦ AQ63            ♣ KJ1098                    ♣ 642                                          ♠ Q10985                                          ♥ 1082                                          ♦ KJ10                                          ♣ Q7         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>19</td> <td>8</td> <td>8</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points.            East plays the hand and chooses game in no trumps.            South leads ♠10, top of an internal sequence.            North can see six top tricks (2♠, 3♥, 1♦, 0♣).            Clubs offer the best chance of extra tricks. If South has ♣Q, taking the club finesse sets up four club tricks. Win the spade, play ♣2 to ♣8. If it holds come back by overtaking ♥J with ♥Q and play another club, playing ♣9 if South plays low. When South's ♣Q appears, play the ♣K and lose one trick only to ♣A, for ten tricks.</p>	North East		South West		5	19	8	8
North East		South West							
5	19	8	8						
<p>           ♠ KQ5            ♥ 65            ♦ K732            ♣ QJ103            ♠ 1073                      ♠ J42            ♥ A104                      ♥ KQJ972            ♦ QJ1086                    ♦ -            ♣ 97                         ♣ K865                                          ♠ A986                                          ♥ 83                                          ♦ A954                                          ♣ A42         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>10</td> <td>12</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 23 points. E/W have 17 points.            South plays the hand and chooses part score in no trumps.            West should lead ♦Q. East throws away.            South can see six top tricks (3♠, 0♥, 2♦, 1♣). South has been lucky to escape a heart lead. Surely if the lead is lost opponents will switch to hearts. Clubs can provide the extra tricks. If East has ♣K these can be won without losing the lead. Cross to dummy and lead ♣Q. Play low from South unless East plays ♣K.</p>	North East		South West		11	10	12	7
North East		South West							
11	10	12	7						
<p>           ♠ Q10863            ♥ K106            ♦ 87            ♣ AQ4            ♠ AK7                        ♠ 542            ♥ A742                      ♥ Q83            ♦ AK6                        ♦ Q54            ♣ 975                        ♣ J862                                          ♠ J9                                          ♥ J95                                          ♦ J10932                                          ♣ K103         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>5</td> <td>6</td> <td>18</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points.            West plays the hand, choosing part score in no trumps.            North should lead a spade, a low one from his best suit.            East can see six top tricks (2♠, 1♥, 3♦, 0♣).            Hearts offer the best chance of an extra trick. Hope North has ♥K, lead a low heart towards the ♥Q. If North plays ♥K, play low from dummy. If North plays low, try the ♥Q from dummy. This is a sort of finesse too; we hope the key card will be well placed.</p>	North East		South West		11	5	6	18
North East		South West							
11	5	6	18						

## Set 10 Finessing into the safe hand

<p>           ♠ Q2            ♥ KJ1052            ♦ J986            ♣ 95            ♠ 65                      ♠ A103            ♥ 987                    ♥ AQ3            ♦ AQ3                    ♦ 10542            ♣ K10732                ♣ AJ4                                         ♠ KJ9874                                         ♥ 64                                         ♦ K7                                         ♣ Q86         </p>	<p><b>Board 1 : Dealer North</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>15</td> <td>9</td> <td>9</td> </tr> </tbody> </table> <p>N/S have 16 points. E/W have 24 points.            East plays the hand and chooses part score in no trumps. South leads a small spade. North plays ♠Q and returns a spade if ♠Q holds.            West can see six top tricks (1♠, 1♥, 2♦, 2♣).            The clubs will provide the extra trick needed. East should duck the ♠Q and win the third round of spades. Now play ♣A then ♣J, letting it run if South plays low. That way East actually makes five club tricks and will wish he had chosen game!</p>	North	East	South	West	7	15	9	9
North	East	South	West						
7	15	9	9						
<p>           ♠ KQ7            ♥ 642            ♦ A10876            ♣ K10            ♠ J10652                ♠ A98            ♥ J103                    ♥ Q975            ♦ Q93                    ♦ 4            ♣ 98                        ♣ QJ732                                         ♠ 43                                         ♥ AK8                                         ♦ KJ52                                         ♣ A654         </p>	<p><b>Board 2 : Dealer East</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>9</td> <td>15</td> <td>4</td> </tr> </tbody> </table> <p>N/S have 27 points. E/W have 13 points.            South plays the hand and chooses game in no trumps. West leads a small spade from his long suit. ♠K is played from North. East wins ♠A and returns ♠9.            South can see seven top tricks (1♠, 2♥, 2♦, 2♣).            Diamonds will provide the extra tricks. A trick can be lost to ♦Q; there will still be four diamond winners. If West wins the diamond, he has spades to cash. Win the third spade, play ♦6 to ♦K and lead ♦J. If West plays low, play low from dummy. It's OK losing a trick to East.</p>	North	East	South	West	12	9	15	4
North	East	South	West						
12	9	15	4						
<p>           ♠ KJ865            ♥ 954            ♦ K86            ♣ 54            ♠ A97                      ♠ 42            ♥ KQ                        ♥ A86            ♦ AQJ102                ♦ 974            ♣ 963                      ♣ AQJ102                                         ♠ Q103                                         ♥ J10732                                         ♦ 53                                         ♣ K87         </p>	<p><b>Board 3 : Dealer South</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>11</td> <td>6</td> <td>16</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points.            West plays the hand and chooses game in no trumps. North leads a small spade from his best suit. South plays ♠Q and if that holds, plays back ♠10.            West can see six top tricks (1♠, 3♥, 1♦, 1♣).            Either diamonds or clubs can provide the three extra tricks needed. But as North has led spades, he will have winners to cash if he gets the lead. Hold up ♠A until the third round. Then lead ♣9 and run it if North plays low. South wins but hasn't got another spade to play.</p>	North	East	South	West	7	11	6	16
North	East	South	West						
7	11	6	16						
<p>           ♠ AQ4            ♥ K43            ♦ AKQ7            ♣ 764            ♠ J106                      ♠ K53            ♥ 10976                  ♥ Q82            ♦ 9632                    ♦ 54            ♣ J9                         ♣ KQ852                                         ♠ 9872                                         ♥ AJ5                                         ♦ J108                                         ♣ A103         </p>	<p><b>Board 4 : Dealer West</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>10</td> <td>10</td> <td>2</td> </tr> </tbody> </table> <p>N/S have 28 points. E/W have 12 points.            North plays the hand, choosing game in no trumps. East should lead a club, low from his best suit. North can see eight top tricks (1♠, 2♥, 4♦, 1♣).            North should win the third club. The ninth trick can come from a successful finesse in spades or hearts. It is best to try hearts first as West is out of clubs. If that fails North must finesse the spade. If you remember the points announced you will know the heart must win!</p>	North	East	South	West	18	10	10	2
North	East	South	West						
18	10	10	2						

## No Trump Contracts Revision Hands for sets 1 to 5

<p>                     ♠ K63                      ♥ A54                      ♦ Q1085                      ♣ A76                      ♠ QJ104      ♠ 975                      ♥ 82            ♥ KQJ109                      ♦ 973           ♦ A4                      ♣ KJ43         ♣ 852                      ♠ A82                      ♥ 763                      ♦ KJ62                      ♣ Q109                 </p>	<p>Board 1 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>13</td> <td>10</td> <td>10</td> </tr> </tbody> </table> <p>With 2 balanced hands and 23 combined points North should choose part score/8 tricks in no trumps. East should lead ♥K to knock out the ace. North should 'hold up' his ace to try to run West out of hearts, but it will do no good. When he tries to set up the diamonds East will win his ace and take the rest of the hearts. The club layout means he can only make one club trick. North will make 2 spades, 1 heart, 3 diamonds and 1 club.</p>	West	North	East	South	7	13	10	10
West	North	East	South						
7	13	10	10						
<p>                     ♠ 72                      ♥ K865                      ♦ Q109                      ♣ QJ106                      ♠ AK5            ♠ Q86                      ♥ Q1094        ♥ J3                      ♦ K52            ♦ A743                      ♣ 732            ♣ AK85                      ♠ J10943                      ♥ A72                      ♦ J86                      ♣ 94                 </p>	<p>Board 2 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>8</td> <td>14</td> <td>6</td> </tr> </tbody> </table> <p>East should choose game/9 tricks in no trumps. South leads ♠J – top of a sequence. There are 7 top tricks so a bit of work needs to be done to set up the hearts. Win the first spade with the queen and lead ♥J before you do anything else. When this loses win the return and play another heart. You will lose another heart trick but have two heart winners in the West hand plus an entry – either ♦K or ♠A to get to them. 9 tricks should be made.</p>	West	North	East	South	12	8	14	6
West	North	East	South						
12	8	14	6						
<p>                     ♠ 986                      ♥ K72                      ♦ A4                      ♣ KJ432                      ♠ K1054        ♠ QJ                      ♥ Q10            ♥ J953                      ♦ QJ1072      ♦ K98                      ♣ 65             ♣ 10987                      ♠ A732                      ♥ A864                      ♦ 653                      ♣ AQ                 </p>	<p>Board 3 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>11</td> <td>7</td> <td>14</td> </tr> </tbody> </table> <p>South chooses game/9 tricks in no trumps. West should lead ♦Q – top of a sequence. South needs to be careful. There are 9 tricks available but you have to take them in the correct order. Win the ♦A and play a small club to the ♣A; now take the ♣Q. Your remaining clubs are winners in the North hand and you have ♥K as the entry to get to them. You make 1 spade, 2 hearts, 1 diamond and 5 club tricks.</p>	West	North	East	South	8	11	7	14
West	North	East	South						
8	11	7	14						
<p>                     ♠ QJ1072                      ♥ Q102                      ♦ 65                      ♣ K104                      ♠ K53            ♠ A4                      ♥ A864         ♥ J7                      ♦ AQ             ♦ KJ932                      ♣ A732         ♣ 9865                      ♠ 986                      ♥ K953                      ♦ 10874                      ♣ QJ                 </p>	<p>Board 4 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>8</td> <td>9</td> <td>6</td> </tr> </tbody> </table> <p>West should choose game/9 tricks in no trumps and North will lead ♠Q – top of a sequence. West must be very careful to win the first spade trick with the king. Next he plays off ♦A and ♦Q before playing a spade to the ace and taking the three diamond winners. 2 spades, 1 heart, 5 diamonds and 1 club. If West wins the first spade with the ace and then plays the diamonds he will have no way back to the East hand to take the winners.</p>	West	North	East	South	17	8	9	6
West	North	East	South						
17	8	9	6						



<p>           ♠ AQJ            ♥ K75            ♦ K843            ♣ AQ5            ♠ 97643      ♠ 10852            ♥ A4            ♥ QJ1082            ♦ 975            ♦ A6            ♣ J73            ♣ 102            ♠ K            ♥ 963            ♦ QJ102            ♣ K9864         </p>	<p>Board 5 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>19</td> <td>7</td> <td>9</td> </tr> </tbody> </table> <p>With 28 points between the two hands North will choose game/9 tricks in no trumps. East should lead ♥Q – the top of the sequence. The correct play for West is to win ♥A and lead a heart straight back. North wins the ♥K; plays ♣A, ♣Q and then ♣5 to the king. By now all the clubs have been played so ♣9 and ♣8 make two more tricks. Now there are 3 spade tricks to take to make 9. When you lead ♠K you must 'overtake' with the ace and play off the ♠Q and ♠J. If you do anything else East will pounce with the ♦A and rattle off his heart winners.</p>	West	North	East	South	5	19	7	9
West	North	East	South						
5	19	7	9						
<p>           ♠ QJ            ♥ AKQ87            ♦ 10762            ♣ K6            ♠ K2            ♠ A654            ♥ 105           ♥ J42            ♦ AQ984       ♦ KJ            ♣ 7532         ♣ QJ109            ♠ 109873            ♥ 963            ♦ 53            ♣ A84         </p>	<p>Board 6 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>15</td> <td>12</td> <td>4</td> </tr> </tbody> </table> <p>With only 21 combined points East will choose part score/7 tricks in no trumps. Even with his dismal hand South should lead ♠10 – top of the sequence. Partner announced 15 points so has the best hand at the table. As it is East can win the first spade with the ace, play ♦K, ♦J and then a spade to the king to take ♦A Q 9. He makes 2 spades and 5 diamonds. If he mistakenly wins the first spade with the king and sets about the diamonds he will no entry back to West to take the winners. As soon as North gets the lead he can take 5 hearts and 2 clubs.</p>	West	North	East	South	9	15	12	4
West	North	East	South						
9	15	12	4						
<p>           ♠ 1098            ♥ 432            ♦ KJ106            ♣ J108            ♠ A542        ♠ J6            ♥ KJ1095     ♥ 76            ♦ 82            ♦ 97543            ♣ 97            ♣ AK64            ♠ KQ73            ♥ AQ8            ♦ AQ            ♣ Q532         </p>	<p>Board 7 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>5</td> <td>8</td> <td>19</td> </tr> </tbody> </table> <p>South has 24 combined points so part score/8 tricks in no trumps is the target. West leads ♥J – the top of the inner sequence which runs round to the queen. There are only 6 top tricks so still some work to do. You can try to set up a club and a spade. To make 4 diamond tricks you must play the ace first then overtake the queen with the king. But you may be beaten if East and West can take three hearts, a spade and the two top clubs.</p>	West	North	East	South	8	5	8	19
West	North	East	South						
8	5	8	19						
<p>           ♠ QJ1098            ♥ Q84            ♦ J9            ♣ Q109            ♠ K7            ♠ A32            ♥ A963        ♥ 105            ♦ AKQ           ♦ 876532            ♣ A874         ♣ 63            ♠ 654            ♥ KJ72            ♦ 104            ♣ KJ52         </p>	<p>Board 8 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>8</td> <td>4</td> <td>8</td> </tr> </tbody> </table> <p>With 24 points between the two hands West might settle for part score/8 tricks in no trumps, but there is a way to make 9. North will lead ♠Q which West must win with the king. Now play off ♦A K Q. North and South are run out of diamonds leaving three diamond winners in East. You still have ♠A to get to them so you can make 2 spades, 1 heart, 6 diamonds and 1 club for 10 tricks. Again if you win the first spade with the ace your entry to the long diamonds has gone and you will probably make only 7 tricks.</p>	West	North	East	South	20	8	4	8
West	North	East	South						
20	8	4	8						

## No Trump Contracts Revision Hands for sets 6 to 10

<p style="margin: 0;">♠ K974 ♥ QJ1095 ♦ QJ ♣ J8</p> <p style="margin: 0;">♠ QJ10                      ♠ A82 ♥ K643                      ♥ A87 ♦ A54                         ♦ K873 ♣ AK3                        ♣ 752</p> <p style="margin: 0;">♠ 653 ♥ 2 ♦ 10962 ♣ Q10964</p>	<p style="margin: 0;">Board 1 : Dealer North</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>10</td> <td>11</td> <td>2</td> </tr> </tbody> </table> <p style="margin: 0;">West chooses game/ 9 tricks in no trumps and North leads ♥Q. Between clubs, diamonds and hearts there are 6 top tricks so West must try to make three spade tricks. He can do this by leading the queen from the West hand. If North covers with the king you take the ace and the J 10 are set up. If North plays low on the queen you play low from East. When the queen wins you do the same thing with the jack and finally the ten. If you cash the ♠A first this won't work and North will make his king.</p>	West	North	East	South	17	10	11	2
West	North	East	South						
17	10	11	2						
<p style="margin: 0;">♠ A83 ♥ K73 ♦ J952 ♣ Q96</p> <p style="margin: 0;">♠ J92                         ♠ KQ105 ♥ A42                        ♥ 85 ♦ A106                      ♦ KQ4 ♣ J1042                    ♣ A853</p> <p style="margin: 0;">♠ 764 ♥ QJ1096 ♦ 873 ♣ K7</p>	<p style="margin: 0;">Board 2 : Dealer East</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>10</td> <td>14</td> <td>6</td> </tr> </tbody> </table> <p style="margin: 0;">With 24 points between the two hands East's target should be part score/8 tricks in no trumps. South should lead ♥Q. You don't have to win a trick just because you can and it is correct play not to win ♥A immediately. Save it for the third round of hearts. This will clear out North's hearts which means when he gets in with ♠A he won't have a heart to return to South's heart winners. This way you make 3 spades, 1 heart, 3 diamonds and a club.</p>	West	North	East	South	10	10	14	6
West	North	East	South						
10	10	14	6						
<p style="margin: 0;">♠ 95 ♥ K102 ♦ 63 ♣ AQJ872</p> <p style="margin: 0;">♠ QJ1042                  ♠ A87 ♥ J7                         ♥ 9653 ♦ K852                     ♦ J1097 ♣ 54                        ♣ K6</p> <p style="margin: 0;">♠ K63 ♥ AQ84 ♦ AQ4 ♣ 1093</p>	<p style="margin: 0;">Board 3 : Dealer South</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>10</td> <td>8</td> <td>15</td> </tr> </tbody> </table> <p style="margin: 0;">South's target is game/9 tricks in no trumps. West leads ♠Q. This needs careful play. South must not take the ♠K until the third round to run East out of spades. Now you play the clubs by leading the ten and playing low from the North hand. East wins but cannot return a spade so you can win the return and take your 5 set up club tricks. You might also make four hearts tricks if you play carefully and watch the cards played.</p>	West	North	East	South	7	10	8	15
West	North	East	South						
7	10	8	15						
<p style="margin: 0;">♠ 642 ♥ AK7 ♦ AK6 ♣ A1042</p> <p style="margin: 0;">♠ J973                      ♠ A108 ♥ 93                        ♥ QJ1085 ♦ 109752                  ♦ 4 ♣ J7                        ♣ KQ93</p> <p style="margin: 0;">♠ KQ5 ♥ 642 ♦ QJ83 ♣ 865</p>	<p style="margin: 0;">Board 4 : Dealer West</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>18</td> <td>12</td> <td>8</td> </tr> </tbody> </table> <p style="margin: 0;">26 points is enough for North to go for game/9 tricks in no trumps. East leads ♥Q and North wins with the king. The contract is guaranteed! West announced only 2 points, so East must hold the ♠A. When North leads a spade towards the South hand East cannot prevent the K and Q making tricks. So North will wrap up 2 spades, 2 hearts, 4 diamonds and a club for his 9 trick target.</p>	West	North	East	South	2	18	12	8
West	North	East	South						
2	18	12	8						



<p> ♠ 109  ♥ K765  ♦ KQ6  ♣ AK52  ♠ 6542      ♠ AK7  ♥ QJ1083    ♥ 4  ♦ 3            ♦ J972  ♣ 943        ♣ QJ1076  ♠ QJ83  ♥ A92  ♦ A10854  ♣ 8 </p>	<p>Board 5 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>15</td> <td>11</td> <td>11</td> </tr> </tbody> </table> <p>North's turn to try for game/9 tricks in no trumps. East leads ♣Q round to North's king. You must watch the cards that the other side play. On this hand when you play ♦K followed by ♦Q did you notice that West didn't play a second diamond? So you can play another diamond towards the A 10 8. East will have to play the jack or the 9 and you cover with the lowest card that will win the trick. You make 5 diamonds, 2 hearts and 2 clubs and maybe a spade if you are lucky.</p>	West	North	East	South	3	15	11	11
West	North	East	South						
3	15	11	11						
<p> ♠ J10982  ♥ Q107  ♦ 2  ♣ 10976  ♠ K75            ♠ A6  ♥ A84            ♥ J92  ♦ KQ8            ♦ A7643  ♣ A532          ♣ KJ4  ♠ Q43  ♥ K653  ♦ J1095  ♣ Q8 </p>	<p>Board 6 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>3</td> <td>13</td> <td>8</td> </tr> </tbody> </table> <p>North should lead ♠J against West's target of game/9 tricks in no trumps. It looks like plain sailing until you play ♦K and ♦Q because North shows out meaning South has four. You have to lose a diamond trick to set up the suit but you have ♣K (or maybe also the ♠A) as the entry to get to the winning diamonds. Sometimes you have to lose a trick in a suit to set it up for later.</p>	West	North	East	South	16	3	13	8
West	North	East	South						
16	3	13	8						
<p> ♠ 986  ♥ 9865  ♦ K987  ♣ 52  ♠ 52            ♠ A43  ♥ 432           ♥ AQJ10  ♦ AQJ10        ♦ 432  ♣ AJ93        ♣ KQ8  ♠ KQJ107  ♥ K7  ♦ 65  ♣ 10764 </p>	<p>Board 7 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>3</td> <td>16</td> <td>9</td> </tr> </tbody> </table> <p>South leads ♠K against East game/9 trick target. East must 'hold up' his ace until the third round to try to run North out of spades. With AQJ10 in both red suits you are missing the kings. You can sometimes make a trick by leading towards the suit with AQJ10. If the next player plays low you try the queen. Sometimes the 'finesse' will work but here both kings are in the hand sitting over the queen. So does it matter which suit you finesse? Yes it does, because if the finesses fail (they both do) you don't want South being able to lead out his winning spades. You must finesse the ♦Q. Although it loses North can't lead back a spade. You should win 1 spade, 1 heart, 3 diamonds and 4 clubs. Well done if you got it right!</p>	West	North	East	South	12	3	16	9
West	North	East	South						
12	3	16	9						
<p> ♠ A5  ♥ 642  ♦ KQ742  ♣ J109  ♠ Q9763      ♠ J102  ♥ J83           ♥ K75  ♦ J              ♦ 10986  ♣ Q654        ♣ K83  ♠ K84  ♥ AQ109  ♦ A53  ♣ A72 </p>	<p>Board 8 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>10</td> <td>7</td> <td>17</td> </tr> </tbody> </table> <p>A final test for South with a target of game/9 tricks in no trumps. West should lead ♠6 – his 4<sup>th</sup> highest spade. Win the king and try the diamonds. You play ♦A, then the ♦3 – but West shows out, so you cannot make 5 diamond tricks. So plan B – you must take the heart finesse while you still have the ♠A in the North hand. Lead a heart and play the queen if East plays the 5 or 7. When it works you can lose a diamond trick to East. He should return a spade but you can win the ace and take your diamond winner.</p>	West	North	East	South	6	10	7	17
West	North	East	South						
6	10	7	17						

## Suit contracts

### Notes to the teacher on using these hands

The second section is all about playing and defending suit contracts. There are ten lots of four hands. See the summary on the next page for the points that are covered. You need not do all the no trump hands first, but some techniques are introduced in no trump hands and then occur in this set e.g. knocking out high cards to set up winners, finessing.

The most important point, usually missed by all learners is that ruffs in the long trump hand are not extra winners. Say we have ♥A K J 10 9 facing ♥Q 7 4; we count this as five tricks when we count our top tricks. Whether we just put the five cards on the table one by one or we ruff a couple of dummy's losers, it is still only five tricks. But a ruff in the short hand, with ♥4 or ♥Q is an extra trick.

We ruff in the long trump hand for various reasons, like stopping defence cashing their winners or to gain a hand entry, but we don't create an extra trick when we do this. (Of course this is not true for dummy reversal, but that topic isn't covered!)

The hands are designed to be a clear illustration of the particular topic. It is very hard to create part score hands that make exactly seven tricks so tell the students to make as many tricks as they can, usually at least eight are possible. Since most suit contracts are played at the two level of higher, this is sensible.

The topics are based on declarer play, but do not ignore the defenders. The aim of the defence is different in a suit contract. Reasons for leads now include:

- Try to set up winners quickly before declarer can get discards
- Don't give tricks away; they don't so easily come back later. Don't underlead an ace.
- Lead trumps to stop ruffs
- Lead a singleton to get a ruff.
- A lead from a sequence is usually safe.

All contracts are designed to be made if played sensibly. It is easier to congratulate the defenders on their brilliance than to criticise declarer for going down.

If a hand causes a problem, turn the board through 90 degrees and let someone try to make the contract. In fact any hand can easily be played four times without anybody noticing!

Make sure everybody knows how to count 13 cards, particularly when they are trumps.

Sharp declarer's can often place defenders' cards because of the points they have shown in Minibridge. This aspect has been deliberately omitted from the comments but be pleased if students remember the information from the 'bidding'.

## Minibridge Hands for suit contracts

Hand No	Contract in	Declarer	Game/not	Play point
<b>Able to ruff to stop suit led. Contract is there in top tricks. Draw trumps.</b>				
Set 1 hand 1	Spades	N	Game	A shortage with no stopper means hand must be played in a suit. Ruff the suit led. Draw trumps, cash winners.
Set 1 hand 2	Hearts	E	Game	
Set 1 hand 3	Diamonds	S	Part score	
Set 1 hand 4	Clubs	W	Part score	
<b>A ruff provides the extra trick after drawing trumps</b>				
Set 2 hand 1	Spades	E	Part score	Draw all outstanding trumps and take a ruff with the long trump in each hand.
Set 2 hand 2	Hearts	S	Game	
Set 2 hand 3	Diamonds	W	Game	
Set 2 hand 4	Clubs	N	Part score	
<b>Draw trumps. Drive out an ace to create winners.</b>				
Set 3 hand 1	Clubs	E	Game	As in NT, we can't always take our tricks without losing the lead.
Set 3 hand 2	Hearts	N	Part score	
Set 3 hand 3	Diamonds	S	Game	
Set 3 hand 4	Spades	W	Part score	
<b>Draw trumps. Lose small cards to set up a ruff in dummy.</b>				
Set 4 hand 1	Clubs	W	Game	Like set 2, except we have to lose a couple of tricks to create a void where we can ruff.
Set 4 hand 2	Hearts	N	Part score	
Set 4 hand 3	Spades	E	Game	
Set 4 hand 4	Diamonds	S	Part score	
<b>Delay drawing trumps to take a ruff in short trump hand first</b>				
Set 5 hand 1	Clubs	N	Game	In a 5-3 fit, if trumps are drawn there are no trumps left in dummy to ruff a loser, so it must be done first.
Set 5 hand 2	Diamonds	E	Game	
Set 5 hand 3	Spades	S	Game	
Set 5 hand 4	Hearts	W	Game	
<b>Delay drawing trumps to discard a loser first</b>				
Set 6 hand 1	Hearts	E	Game	With a trump loser where the defence have tricks to cash in a side suit, a discard may need to be taken before any trumps are drawn.
Set 6 hand 2	Clubs	S	Part score	
Set 6 hand 3	Spades	W	PS or Game?	
Set 6 hand 4	Diamonds	N	Game	
<b>Delay drawing trumps to set up a side suit first for a discard</b>				
Set 7 hand 1	Spades	N	Game	Setting up a side suit, where the entry to cash the winners is in the trump suit. So it must be done first.
Set 7 hand 2	Clubs	W	Game	
Set 7 hand 3	Hearts	S	Game	
Set 7 hand 4	Diamonds	E	Game	
<b>Crossruff</b>				
Set 8 hand 1	Hearts	W	Game	Crossruff is like magic to a player who has never seen it before. A 4-4 fit can take as many as 8 tricks.
Set 8 hand 2	Spades	N	Game	
Set 8 hand 3	Clubs	E	Part score	
Set 8 hand 4	Diamonds	S	Part score	
<b>Extra tricks in trump contracts</b>				
Set 9 hand 1	Spades	N	Game	Normal finesse or some other play to get an extra trick.
Set 9 hand 2	Clubs/ Diamonds	E	Game	
Set 9 hand 3	Diamonds	S	Part score	
Set 9 hand 4	Clubs	W	Part score	
<b>Ruffing finesse</b>				
Set 10 hand 1	Clubs	E	Part score	The ruffing finesse can only be taken in a suit contract, so is a new technique to learn.
Set 10 hand 2	Diamonds	S	Game	
Set 10 hand 3	Spades	W	Game	
Set 10 hand 4	Hearts	N	Game	

<b>Set 1 Cashing top tricks after drawing trumps</b>											
<p>           ♠ AKQ875            ♥ 108            ♦ 74            ♣ A96            ♠ 3                      ♠ 62            ♥ J5                      ♥ AKQ97            ♦ Q10962              ♦ KJ83            ♣ J10753              ♣ 42                                     ♠ J1094                                     ♥ 6432                                     ♦ A5                                     ♣ KQ8         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>13</td> <td>13</td> <td>10</td> <td>4</td> </tr> </table> <p>N/S have 23 points. E/W have 17 points.            North chooses game in spades.            East leads ♥A (top of a sequence to cash winners)            North can see 10 top tricks (6♠, 0♥, 1♦, 3♣)            North must play in spades to stop opponents cashing lots of hearts. East plays ♥A K Q but North ruffs the third heart and draws trumps before cashing other winners. If North tries to cash his clubs first East will ruff the third one.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		13	13	10	4
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	13	13	10	4							
<p>           ♠ Q            ♥ 1075            ♦ QJ1062            ♣ Q1063            ♠ 843                      ♠ AK92            ♥ KQJ3                    ♥ A8642            ♦ K73                      ♦ A9            ♣ 952                      ♣ A4                                     ♠ J10765                                     ♥ 9                                     ♦ 854                                     ♣ KJ87         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>7</td> <td>19</td> <td>5</td> <td>9</td> </tr> </table> <p>N/S have 12 points. E/W have 28 points.            East chooses game in hearts.            South with no good lead, probably leads a low spade            East can see 10 top tricks (2♠, 5♥, 2♦, 1♣) and could make these in no trumps too. With nine hearts in the two hands choose hearts.            East must draw all the trumps first or North might ruff a spade winner. East can make an extra trick by ruffing the fourth spade in dummy after drawing trumps.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		7	19	5	9
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	7	19	5	9							
<p>           ♠ 642            ♥ 107654            ♦ K3            ♣ AJ6            ♠ AKQ8753              ♠ J109            ♥ -                            ♥ QJ9832            ♦ J109                      ♦ 7            ♣ 1093                      ♣ KQ4                                     ♠ -                                     ♥ AK                                     ♦ AQ86542                                     ♣ 8752         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>8</td> <td>9</td> <td>13</td> <td>10</td> </tr> </table> <p>N/S have 21 points. E/W have 19 points.            South should choose part score in diamonds.            West leads ♠A (top of a sequence to cash the tricks)            South has 10 top tricks (0♠, 2♥, 7♦, 1♣) and little hope of any more. So not enough for game in diamonds.            South ruffs the first trick and plays a diamond to king and one back to ace. If he plays the ace then the king, West gets a ruff, if South tries to come to hand with a heart.  <b>Play the honour from the short hand first.</b></p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		8	9	13	10
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	8	9	13	10							
<p>           ♠ KQJ10            ♥ 972            ♦ Q10843            ♣ 2            ♠ 432                      ♠ 975            ♥ AK5                      ♥ QJ8            ♦ A9                        ♦ 652            ♣ A8764                  ♣ K953                                     ♠ A86                                     ♥ 10643                                     ♦ KJ7                                     ♣ QJ10         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>8</td> <td>6</td> <td>11</td> <td>15</td> </tr> </table> <p>N/S have 19 points. E/W have 21 points.            West should choose part score in clubs.            North leads ♠K (top of a sequence to set up tricks)            West can see 6 top tricks (0♠, 3♥, 1♦, 2♣) but with nine cards in clubs more are available after we have drawn trumps.            N/S cash three spades and switch to diamonds. West wins and starts to draw trumps. South must make a club and a diamond, but West has eight tricks.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		8	6	11	15
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	8	6	11	15							

<b>Set 2 Taking a ruff for the extra trick</b>									
<p> ♠ A7  ♥ 32  ♦ AK642  ♣ J943  ♠ K864                      ♠ QJ109  ♥ K76                        ♥ A854  ♦ J53                         ♦ 87  ♣ 765                        ♣ AK2  ♠ 532  ♥ QJ109  ♦ Q109  ♣ Q108 </p>	<p><b>Board 1 : Dealer North</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>14</td> <td>7</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 19 points. E/W have 21 points.  East plays the hand and chooses part score in spades.  South probably leads ♥Q (top of a sequence)  North can see 4 top tricks (0♠, 2♥, 0♦, 2♣) but three more come from spades after the trump ace has been driven out. When trumps are drawn, there will be one trump left in each of East and West hands. East can ruff a diamond and this provides an eighth trick.</p>	North	East	South	West	12	14	7	7
North	East	South	West						
12	14	7	7						
<p> ♠ 10753  ♥ AJ72  ♦ K2  ♣ A83  ♠ KJ2                        ♠ Q96  ♥ 1085                      ♥ 3  ♦ Q1073                    ♦ J954  ♣ Q104                      ♣ KJ965  ♠ A84  ♥ KQ964  ♦ A86  ♣ 72 </p>	<p><b>Board 2 : Dealer East</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>7</td> <td>13</td> <td>8</td> </tr> </tbody> </table> <p>N/S have 25 points. E/W have 15 points.  South plays the hand and chooses game in hearts.  West might lead a trump, to avoid giving a trick away.  South can see 9 top tricks (1♠, 5♥, 2♦, 1♣). The extra trick can come from ruffing a diamond in the North hand, which has the shorter trumps (so a ruff is an extra trick).  As long as hearts break 2-2 or 3-1, South can draw all the trumps before taking the ruff with North's fourth trump.</p>	North	East	South	West	12	7	13	8
North	East	South	West						
12	7	13	8						
<p> ♠ QJ95  ♥ AJ7  ♦ 10  ♣ KJ865  ♠ AK                        ♠ 1086  ♥ Q9642                    ♥ 3  ♦ K964                     ♦ AQJ872  ♣ A9                        ♣ 432  ♠ 7432  ♥ K1085  ♦ 53  ♣ Q107 </p>	<p><b>Board 3 : Dealer South</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>7</td> <td>5</td> <td>16</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points.  West plays the hand and chooses game in diamonds. The good fit compensates for having fewer high cards.  North might lead a low club or ♠Q (best).  West sees 9 top tricks (2♠, 0♥, 6♦, 1♣), with only one heart and one club to lose on top. The extra tricks come from ruffing a spade and a club in the West hand (the one with shorter trumps). West draws trumps in two rounds and then gives up a club trick. Dummy is entered with heart ruffs to take the two ruffs in the West hand.</p>	North	East	South	West	12	7	5	16
North	East	South	West						
12	7	5	16						
<p> ♠ J64  ♥ KJ  ♦ AK93  ♣ Q753  ♠ 85                        ♠ AKQ10  ♥ 9753                      ♥ 108642  ♦ QJ872                    ♦ 10  ♣ A4                        ♣ K98  ♠ 9732  ♥ AQ  ♦ 654  ♣ J1062 </p>	<p><b>Board 4 : Dealer West</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>12</td> <td>7</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 21 points. E/W have 19 points.  North plays the hand and chooses part score in clubs.  East leads ♠A. Top card to cash spade winners.  North can see 4 top tricks (0♠, 2♥, 2♦, 0♣). Clubs provide 2 more after the ace and king have been driven out. An extra trick comes from ruffing a spade in the North hand.  If East plays four top spades, this happens at trick 4. Otherwise it can happen after trumps have been drawn.</p>	North	East	South	West	14	12	7	7
North	East	South	West						
14	12	7	7						

<b>Set 3      Driving out a high card to set up tricks</b>									
<p> ♠ 864  ♥ 876  ♦ J10962  ♣ 93  ♠ 753                      ♠ KQJ10  ♥ A95                      ♥ K42  ♦ 83                         ♦ 7  ♣ QJ1062                ♣ AK754  ♠ A92  ♥ QJ103  ♦ AKQ54  ♣ 8 </p>	<p><b>Board 1 : Dealer North</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>16</td> <td>16</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points.  East chooses game in clubs because only two losers.  South leads ♦ A K.  East can see 7 top tricks (0♠, 2♥, 0♦, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out. Ruff diamond. Draw trumps. Play ♠K Q J 10. South wins ♠A at some point. Dummy's losing heart goes on fourth spade.</p>	North	East	South	West	1	16	16	7
North	East	South	West						
1	16	16	7						
<p> ♠ 752  ♥ KJ84  ♦ KQ5  ♣ A52  ♠ 10843                    ♠ AKQ  ♥ 52                         ♥ 1076  ♦ A972                    ♦ 84  ♣ KJ9                      ♣ Q10743  ♠ J96  ♥ AQ93  ♦ J1063  ♣ 86 </p>	<p><b>Board 2 : Dealer East</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>11</td> <td>8</td> <td>8</td> </tr> </tbody> </table> <p>N/S have 21 points. E/W have 19 points.  North plays the hand and chooses part score in hearts.  East plays ♠A K Q and switches to a club or a heart.  North can see 5 top tricks (0♠, 4♥, 0♦, 1♣). The diamonds can provide three more and a club ruff in dummy also creates a trick.  Win club switch. Draw three rounds of trumps (count the opponents' trumps). Play ♦K to drive out the ♦A. Three spades, one diamond and one club are lost.</p>	North	East	South	West	13	11	8	8
North	East	South	West						
13	11	8	8						
<p> ♠ KQ84  ♥ -  ♦ Q108752  ♣ 532  ♠ A952                    ♠ 763  ♥ Q10873                ♥ KJ92  ♦ 4                         ♦ A63  ♣ J106                    ♣ Q74  ♠ J10  ♥ A654  ♦ KJ9  ♣ AK98 </p>	<p><b>Board 3 : Dealer South</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>10</td> <td>16</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 23 points. E/W have 17 points.  South plays the hand and chooses game in diamonds.  West leads ♣J, it's the safest lead.  South can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out.  North's club loser goes on the ♥A.  Win the opening lead and play trumps straight away. East wins ♦A but cannot do anything to beat the contract.</p>	North	East	South	West	7	10	16	7
North	East	South	West						
7	10	16	7						
<p> ♠ A9  ♥ 76  ♦ J10985  ♣ KQ102  ♠ KQ74                    ♠ J1062  ♥ KQ52                    ♥ J109  ♦ AKQ                     ♦ 6432  ♣ 94                        ♣ 86  ♠ 853  ♥ A843  ♦ 7  ♣ AJ753 </p>	<p><b>Board 4 : Dealer West</b></p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>2</td> <td>9</td> <td>19</td> </tr> </tbody> </table> <p>N/S have 19 points. E/W have 21 points.  West plays the hand and chooses part score in spades.  North might lead ♣K or ♦J.  West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) but spades provide three more when the ♠A has been driven out and hearts also provide three more when the ♥A has been driven out.  If North has led or switched to a diamond, South can ruff one of the diamond winners, to hold West to 8 tricks.</p>	North	East	South	West	10	2	9	19
North	East	South	West						
10	2	9	19						

<b>Set 4</b>		<b>Getting to a position where ruffs can be taken</b>									
<p>           ♠ AK952            ♥ Q10743            ♦ 84            ♣ 6              ♠ Q8                      ♠ J6            ♥ A8                      ♥ 62            ♦ A10                     ♦ K9752            ♣ KQJ5432              ♣ A1087              ♠ 10743            ♥ KJ95            ♦ QJ63            ♣ 9         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>9</td> <td>8</td> <td>7</td> <td>16</td> </tr> </table> <p>N/S have 16 points. E/W have 24 points. West plays the hand and chooses game in clubs. North probably leads ♠A K and switches to a heart West can see 10 top tricks (0♠, 1♥, 2♦, 7♣) and the extra tricks can come from setting up a winner from East's diamonds. Draw one round of trumps, which removes all the opponents' clubs. Play ♦A and cross to dummy on ♦K. Ruff a diamond. Cross back on a club and ruff another diamond. The last diamond is now a winner on which West's losing heart can be discarded.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		9	8	7	16
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	9	8	7	16							
<p>           ♠ AJ852            ♥ A743            ♦ J2            ♣ K6              ♠ K103                     ♠ Q94            ♥ 65                        ♥ J109            ♦ A1073                  ♦ KQ95            ♣ Q853                    ♣ J109              ♠ 76            ♥ KQ82            ♦ 864            ♣ A742         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>13</td> <td>9</td> <td>9</td> <td>9</td> </tr> </table> <p>N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in hearts. East might lead ♦K or ♥J or ♣J, all are good leads North can see 6 top tricks (1♠, 3♥, 0♦, 2♣). Hearts could give two more tricks if the outstanding trumps break 3-2. Extra tricks might be made by setting up the long spade suit with a ruff (in fact game can be made when spades break 3-3) but this is against the odds.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		13	9	9	9
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	13	9	9	9							
<p>           ♠ 9            ♥ J1087            ♦ K764            ♣ Q1096              ♠ 8642                     ♠ AKQJ3            ♥ K                         ♥ AQ642            ♦ J853                    ♦ A            ♣ J542                    ♣ 87              ♠ 1075            ♥ 953            ♦ Q1092            ♣ AK3         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>6</td> <td>20</td> <td>9</td> <td>5</td> </tr> </table> <p>N/S have 15 points. E/W have 25 points. East plays the hand and chooses game in spades. East probably leads ♣A K 3. East can see 9 top tricks (5♠, 3♥, 1♦, 0♣). The other trick can come from ruffing a heart in the short trump hand and that may well make the fifth heart a winner. Ruff the club. Draw all the trumps. Play to ♥K and come back on ♦A. Cash ♥A Q and ruff a heart. Ruff a diamond to hand and cash the fifth heart for 11 tricks.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		6	20	9	5
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	6	20	9	5							
<p>           ♠ J86            ♥ 6432            ♦ K975            ♣ A8              ♠ AK93                     ♠ Q10754            ♥ 975                      ♥ J108            ♦ 432                      ♦ A10            ♣ Q103                    ♣ J54              ♠ 2            ♥ AKQ            ♦ QJ86            ♣ K9762         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>8</td> <td>8</td> <td>15</td> <td>9</td> </tr> </table> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in diamonds. West leads ♠A. South can see 5 top tricks (0♠, 3♥, 0♦, 2♣) but the diamonds should give three more tricks after ♦A has been driven out. South ruffs the second spade and plays ♦Q. East wins and might switch to a heart. South wins and draws trumps, leaving one in dummy. Now it costs nothing to try for extra tricks. Play ♣A K and ruff a club. When the suit breaks 3-3, South makes 11 tricks.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		8	8	15	9
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	8	8	15	9							



<b>Set 5</b>		<b>Delay drawing trumps to take a ruff in short trump hand</b>											
<p>           ♠ 42            ♥ AK6            ♦ Q4            ♣ KQJ1098            ♠ Q10975      ♠ 8            ♥ 1053          ♥ QJ9742            ♦ 9                ♦ AKJ1052            ♣ 7642          ♣ -                             ♠ AKJ63                             ♥ 8                             ♦ 8763                             ♣ A53         </p>	<p><b>Board 1 : Dealer North</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> <td style="text-align: center;"><b>West</b></td> </tr> <tr> <td></td> <td style="text-align: center;">15</td> <td style="text-align: center;">11</td> <td style="text-align: center;">12</td> <td style="text-align: center;">2</td> </tr> </table> <p>N/S have 27 points. E/W have 13 points.            North plays the hand and chooses game in clubs.            East leads ♦ A K J and West throws two hearts away.            North can see 10 top tricks (2♠, 2♥, 0♦, 6♣). The extra trick can come from ruffing a heart in dummy. This must be done before drawing trumps or dummy may have none left. Ruff the third diamond. Play ♥ A and then ♥ 6. Ruff with ♣ A. This is necessary as West has thrown two hearts on the diamonds and will overruff the ♣ 3.  <b>Don't send a boy to do a man's job!</b> It's an old saying.</p>				<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		15	11	12	2
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>									
	15	11	12	2									
<p>           ♠ KJ108            ♥ A8742            ♦ 32            ♣ 87            ♠ A9532      ♠ Q6            ♥ 5             ♥ 963            ♦ 1074        ♦ AKQJ9            ♣ KJ53        ♣ AQ9                             ♠ 74                             ♥ KQJ10                             ♦ 865                             ♣ 10642         </p>	<p><b>Board 2 : Dealer East</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> <td style="text-align: center;"><b>West</b></td> </tr> <tr> <td></td> <td style="text-align: center;">8</td> <td style="text-align: center;">18</td> <td style="text-align: center;">6</td> <td style="text-align: center;">8</td> </tr> </table> <p>N/S have 14 points. E/W have 26 points.            East plays the hand and chooses game in diamonds.            South leads ♦ 5 to stop ruffs in dummy.            East can see 10 top tricks (1♠, 0♥, 5♦, 4♣). East can make one more trick by ruffing a heart in dummy. Win the lead and play ♥ 3. Win next lead (a trump is best) and ruff a heart in dummy. Play a club to the ace and draw all the trumps. Then cash the two black suit winners. Makes 11 tricks or 12 if a diamond is not led at trick one.</p>				<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		8	18	6	8
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>									
	8	18	6	8									
<p>           ♠ A53            ♥ K5            ♦ 742            ♣ A10973            ♠ 96             ♠ 742            ♥ J42           ♥ Q1087            ♦ QJ108        ♦ K96            ♣ KJ86         ♣ Q54                             ♠ KQJ108                             ♥ A963                             ♦ A53                             ♣ 2         </p>	<p><b>Board 3 : Dealer South</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> <td style="text-align: center;"><b>West</b></td> </tr> <tr> <td></td> <td style="text-align: center;">11</td> <td style="text-align: center;">7</td> <td style="text-align: center;">14</td> <td style="text-align: center;">8</td> </tr> </table> <p>N/S have 25 points. E/W have 15 points.            South plays the hand and chooses game in spades.            West's safest lead is ♦ Q.            South can see 9 top tricks (5♠, 2♥, 1♦, 1♣).            The extra trick comes from a heart ruff in dummy. This must be done before drawing all the trumps.            Win ♦ A. Play ♥ K and ♥ A. Ruff a heart, to be safe use ♠ A to ruff. Draw trumps and claim 10 tricks. 11 tricks are made if one heart is ruffed low and a fourth is ruffed high.</p>				<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		11	7	14	8
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>									
	11	7	14	8									
<p>           ♠ K96            ♥ 874            ♦ AKJ109            ♣ Q9            ♠ AJ7            ♠ 8            ♥ AKQ96       ♥ J103            ♦ Q7             ♥ 65432            ♣ K63            ♣ A742                             ♠ Q105432                             ♥ 52                             ♦ 8                             ♣ J1085         </p>	<p><b>Board 4 : Dealer West</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> <td style="text-align: center;"><b>West</b></td> </tr> <tr> <td></td> <td style="text-align: center;">13</td> <td style="text-align: center;">5</td> <td style="text-align: center;">3</td> <td style="text-align: center;">19</td> </tr> </table> <p>N/S have 16 points. E/W have 24 points.            West plays the hand and chooses game in hearts.            North leads ♦ A K J. South throws two spades away. Or north might lead a trump to stop ruffs in dummy.            North can see 8 top tricks (1♠, 5♥, 0♦, 2♣). The extra tricks come from ruffing two spades in dummy. But if West draws trumps there won't be any hearts left to ruff the spades. So it must be done before trumps are drawn.            Cash ♠ A, ruff ♠ 7 with ♥ 10. Come back to hand and ruff last spade. Then draw trumps.</p>				<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		13	5	3	19
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>									
	13	5	3	19									



**Set 6 Discard of a loser before drawing trumps**

<p>                     ♠ 108642                      ♥ 9                      ♦ J65                      ♣ AQ53                      ♠ J                      ♥ 7652                      ♦ A82                      ♣ K9876                      ♠ 9753                      ♥ K84                      ♦ KQ109                      ♣ 104                 </p>	<p><b>Board 1 : Dealer North</b></p> <table border="1"> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>17</td> <td>8</td> <td>8</td> </tr> </tbody> </table> <p>N/S have 15 points. E/W have 25 points.                      East plays the hand and chooses game in hearts.                      South leads ♦K.                      East can see 5 top tricks (3♠, 1♥, 1♦, 0♣) Hearts give at least 3 more tricks even if a heart is lost. The danger is losing 2 diamonds, 2 clubs and 1 heart.                      East should play ♠A K Q throwing ♦8 2 from dummy. Ruff a diamond. Play a trump to the ace. Ruff the last diamond. Play another trump, losing to the king. Now only 3 tricks are lost.</p>	North	East	South	West	7	17	8	8
North	East	South	West						
7	17	8	8						
<p>                     ♠ 764                      ♥ KQ73                      ♦ K94                      ♣ Q64                      ♠ KJ109                      ♥ 865                      ♦ QJ107                      ♣ K3                      ♠ 53                      ♥ AJ1092                      ♦ 532                      ♣ A98                      ♠ AQ82                      ♥ 4                      ♦ A86                      ♣ J10752                 </p>	<p><b>Board 2 : Dealer East</b></p> <table border="1"> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>9</td> <td>11</td> <td>10</td> </tr> </tbody> </table> <p>N/S have 21 points. E/W have 19 points.                      South plays the hand and chooses part score in clubs.                      West leads ♦Q.                      South can see 3 top tricks (1♠, 0♥, 2♦, 0♣). A heart can be set up, a spade finesse might win and 3 club tricks are likely. South should win ♦A and lead ♥4. The ♥K loses to ♥A, but winning the next diamond in dummy, South throws the diamond loser on ♥Q. Now he starts on trumps and must make 7 tricks.</p>	North	East	South	West	10	9	11	10
North	East	South	West						
10	9	11	10						
<p>                     ♠ 95                      ♥ K75                      ♦ J109                      ♣ 109862                      ♠ K10764                      ♥ J104                      ♦ 84                      ♣ AKQ                      ♠ A8                      ♥ AQ86                      ♦ 7653                      ♣ J73                 </p>	<p><b>Board 3 : Dealer South</b></p> <table border="1"> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>12</td> <td>11</td> <td>13</td> </tr> </tbody> </table> <p>N/S have 15 points. E/W have 25 points.                      West plays the hand in a spade game or part score.                      North probably leads ♦J or maybe ♣10.                      West can see 6 top tricks (0♠, 0♥, 3♦, 3♣). Spades will provide four more tricks once the ace has gone. The danger is that the defence may cash their three heart tricks when they get in with ♠A. West should discard a heart loser before playing trumps. Best is to play ♠A K Q discarding a heart from dummy. Then knock out the ♠A.</p>	North	East	South	West	4	12	11	13
North	East	South	West						
4	12	11	13						
<p>                     ♠ AKQ                      ♥ K                      ♦ KQJ643                      ♣ 764                      ♠ J973                      ♥ J10864                      ♦ 2                      ♣ 852                      ♠ 1082                      ♥ 9532                      ♦ A5                      ♣ KQJ9                      ♠ 654                      ♥ AQ7                      ♦ 10987                      ♣ A103                 </p>	<p><b>Board 4 : Dealer West</b></p> <table border="1"> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>10</td> <td>10</td> <td>2</td> </tr> </tbody> </table> <p>N/S have 28 points. E/W have 12 points.                      North chooses game in diamonds.                      East leads ♣K, setting up two clubs for the defence.                      North can see 7 top tricks (3♠, 3♥, 0♦, 1♣) but there are 5 diamonds to come when the ace has been played. The danger is that the defence cash two clubs when they win the ♦A. Play ♥A, dropping ♥K and the ♥Q throwing a club.                      Now play diamonds and lose just one diamond and one club.</p>	North	East	South	West	18	10	10	2
North	East	South	West						
18	10	10	2						

<b>Set 7</b>		<b>Delay drawing trumps to set up a side suit</b>									
<p>           ♠ KQJ962            ♥ AK            ♦ 542            ♣ AJ            ♠ 543            ♥ 1032            ♦ AK3            ♣ KQ108            ♠ A108            ♥ J9754            ♦ Q86            ♣ 72         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>18</td> <td>3</td> <td>7</td> <td>12</td> </tr> </table> <p>N/S have 25 points. E/W have 15 points.            North plays the hand and chooses game in spades.            East leads ♦J and the defence take three diamonds            North can see 9 top tricks (6♠, 2♥, 0♦, 1♣). The extra trick will have to come from setting up hearts.            Cash ♥A K. Cross to dummy on a spade to ♠8. Ruff small heart with a high trump. Cross to ♠10 (if needed you could ruff one more heart now). Draw last trump. Cash heart winners.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		18	3	7	12
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	18	3	7	12							
<p>           ♠ 1087            ♥ AKQ742            ♦ 742            ♣ 6            ♠ AJ64            ♥ 9            ♦ AK            ♣ AKQ875            ♠ K532            ♥ J105            ♦ Q108            ♣ 432         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>9</td> <td>4</td> <td>6</td> <td>21</td> </tr> </table> <p>N/S have 15 points. E/W have 25 points.            West plays the hand and chooses game in clubs.            North leads ♥A K.            West can see 9 top tricks (1♠, 0♥, 2♦, 6♣). The extra tricks can come from diamonds. Win with the ♣A. Cash the ♦A K, play a club to ♣9. Lead a diamond, ruff with ♣K, setting up the diamonds. Get to dummy with the third club to cash the diamond winners.            Alternatively, lead a spade towards ♠Q. It loses but makes ♠J a winner and the ♠6 can be ruffed in dummy.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		9	4	6	21
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	9	4	6	21							
<p>           ♠ 83            ♥ K953            ♦ J75            ♣ AJ85            ♠ Q10            ♥ 642            ♦ Q1083            ♣ KQ109            ♠ A7542            ♥ AQJ10            ♦ A42            ♣ 3         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>9</td> <td>7</td> <td>15</td> <td>9</td> </tr> </table> <p>N/S have 24 points. E/W have 16 points.            South plays the hand and, seeing only 3 losers, an optimist would go for game in hearts.            West leads ♣K or maybe ♥2 (the best lead on the hand)            South can see 7 top tricks (1♠, 4♥, 1♦, 1♣) but spade ruffs in dummy provide 2 or 3 more. Win ♣A and play ♠A and another spade. East wins and plays any suit. South wins, ruffs a spade with ♥9, comes to hand with a heart and ruffs one more spade, setting up ♠7 as a winner.            Draw trumps before cashing the spade winner.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		9	7	15	9
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	9	7	15	9							
<p>           ♠ KJ72            ♥ K964            ♦ 52            ♣ KJ10            ♠ 43            ♥ 72            ♦ AQ10            ♣ AQ7532            ♠ Q1098            ♥ Q1085            ♦ 84            ♣ 986         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <tr> <td></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> <td><b>West</b></td> </tr> <tr> <td></td> <td>11</td> <td>13</td> <td>4</td> <td>12</td> </tr> </table> <p>N/S have 15 points. E/W have 25 points.            East plays the hand and chooses game in diamonds.            South leads ♠10 or maybe a trump.            East can see 9 top tricks (1♠, 1♥, 6♦, 1♣). Best is to set up the club suit. Do this before drawing trumps as diamonds provide the entry to cash the clubs. Club to ♣A, club ruff. Diamond to ♦10, ruff club high. Diamond to ♦Q, ruff club high. Diamond to ♦A. Cash club winners. On a trump lead this needs clubs to break 3-3.</p>		<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>		11	13	4	12
	<b>North</b>	<b>East</b>	<b>South</b>	<b>West</b>							
	11	13	4	12							

## Set 8      Playing on a crossruff

<p>                     ♠ KQJ                      ♥ 7432                      ♦ 109                      ♣ KJ106                      ♠ 5                      ♠ A863                      ♥ AQ96                ♥ KJ105                      ♦ K32                  ♦ A865                      ♣ AQ872               ♣ 3                      ♠ 109742                      ♥ 8                      ♦ QJ74                      ♣ 954                 </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>12</td> <td>3</td> <td>15</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in hearts. North leads ♠K, to set up tricks. West sees 8 top tricks (1♠, 4♥, 2♦, 1♣). But by ruffing EIGHT trump tricks can be made. Win ♠A. Cash ♣A and ruff a club. Ruff a spade, ruff a club, ruff a spade, and ruff a club. Ruff the last spade and ruff a club with dummy's last trump. That comes to ♠A and 3 ruffs, ♣A and four ruffs, ♥A and ♦A. West can make 12 tricks if he cashes ♦A K at tricks 2 and 3 before North discards a diamond!</p>	North East		South West		10	12	3	15
North East		South West							
10	12	3	15						
<p>                     ♠ AKJ8                      ♥ 4                      ♦ A652                      ♣ K762                      ♠ 32                      ♠ 764                      ♥ Q10965               ♥ K87                      ♦ Q104                  ♦ KJ987                      ♣ QJ10                  ♣ 98                      ♠ Q1095                      ♥ AJ32                      ♦ 3                      ♣ A543                 </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>7</td> <td>11</td> <td>7</td> </tr> </tbody> </table> <p>N/S have 26 points. E/W have 14 points. North plays the hand and chooses game in spades. East probably leads a spade, nothing is attractive. North can see 8 top tricks (4♠, 1♥, 1♦, 2♣) but the extra tricks can come from taking two ruffs in one of the hands. Win the spade and it is best to cash ♣AK before anybody can discard a club. Now cash the two red aces and crossruff diamonds and hearts. This comes to 11 tricks, since North has managed to make 7 trump tricks plus 4 top tricks.</p>	North East		South West		15	7	11	7
North East		South West							
15	7	11	7						
<p>                     ♠ Q10985                      ♥ 1042                      ♦ K10742                      ♣ -                      ♠ AJ642                ♠ 7                      ♥ Q                      ♥ A963                      ♦ Q9                    ♦ 863                      ♣ Q10762               ♣ AKJ98                      ♠ K3                      ♥ KJ875                      ♦ AJ5                      ♣ 543                 </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>12</td> <td>12</td> <td>11</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in clubs. South probably leads a trump, with no obvious lead. East can see 7 top tricks (1♠, 1♥, 0♦, 5♣). Extra tricks can come from making the E/W trumps separately. Win the trump lead, play ♥A and ruff a heart. ♠A and ruff a spade. Ruff another heart, ruff a spade. Ruff the last heart. Now East can draw trumps and lose the last three diamonds for 10 tricks.</p>	North East		South West		5	12	12	11
North East		South West							
5	12	12	11						
<p>                     ♠ 7                      ♥ A6532                      ♦ 1098                      ♣ A987                      ♠ Q106                   ♠ K954                      ♥ KQJ10                ♥ 987                      ♦ 642                    ♦ 753                      ♣ J65                    ♣ KQ10                      ♠ AJ832                      ♥ 4                      ♦ AKQJ                      ♣ 432                 </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>8</td> <td>15</td> <td>9</td> </tr> </tbody> </table> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in diamonds. West probably leads ♥K, though a trump is the best lead. North can see 7 top tricks (1♠, 1♥, 4♦, 1♣) but taking ruffs in dummy can make extra tricks. Win ♥A. Play a spade to ♠A and ruff a spade. Cash ♣A and ruff a heart, ruff a spade, ruff a heart and ruff a spade with dummy's last trump. That comes to 10 tricks!</p>	North East		South West		8	8	15	9
North East		South West							
8	8	15	9						

## Set 9 Making extra tricks in trump contracts

<p>           ♠ AJ973            ♥ Q52            ♦ AQ3            ♣ AJ            ♠ Q52                      ♠ 104            ♥ A9                        ♥ KJ743            ♦ 1094                     ♦ 65            ♣ K9876                    ♣ Q1032                                          ♠ K86                                          ♥ 1086                                          ♦ KJ872                                          ♣ 54         </p>	<p><b>Board 1 : Dealer North</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>6</td> <td>7</td> <td>9</td> </tr> </tbody> </table> <p>N/S have 25 points. E/W have 15 points.            North plays the hand and chooses game in spades.            East might try a low heart lead to set up tricks before the diamonds provide discards for the losers. West wins ♥A and returns ♥9. Having taken three hearts, East plays ♣2. North can see 8 top tricks (2♠, 0♥, 5♦, 1♣) but spades will provide enough tricks provided a trick is not lost to ♠Q. The finesse is the best play for no spade loser. Play ♠3 to ♠K and ♠6 to ♠J (if West plays low). Draw the last trump and cash the diamonds.</p>	North East		South West		18	6	7	9
North East		South West							
18	6	7	9						
<p>           ♠ AKQ6            ♥ 432            ♦ 842            ♣ 982            ♠ 875                        ♠ 4            ♥ J5                         ♥ KQ109            ♦ J1097                    ♦ AKQ3            ♣ AKQ7                    ♣ J1065                                          ♠ J10932                                          ♥ A876                                          ♦ 65                                          ♣ 43         </p>	<p><b>Board 2 : Dealer East</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>15</td> <td>5</td> <td>11</td> </tr> </tbody> </table> <p>N/S have 14 points. E/W have 26 points.            East chooses game in diamonds or clubs.            South leads ♠J. West ruffs the second spade.            West can see 9 top tricks (0♠, 0♥, 4♦, 4♣ plus ♠ ruff). The extra tricks can come from hearts by driving out the ♥A. But if all the opponents' trumps are drawn, West will be out of trumps and the defence can cash a spade trick. So after two rounds of trumps, West drives out ♥A, keeping a trump to ruff another spade. Then he can cross to dummy to draw the last trump.</p>	North East		South West		9	15	5	11
North East		South West							
9	15	5	11						
<p>           ♠ 7432            ♥ 105            ♦ K94            ♣ AQ72            ♠ KJ10                      ♠ Q95            ♥ KJ964                    ♥ A83            ♦ 53                         ♥ 872            ♣ KJ6                       ♣ 10953                                          ♠ A86                                          ♥ Q72                                          ♦ AQJ106                                          ♣ 84         </p>	<p><b>Board 3 : Dealer South</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>6</td> <td>13</td> <td>12</td> </tr> </tbody> </table> <p>N/S have 22 points. E/W have 18 points.            South plays the hand and chooses part score in diamonds.            West might lead ♦3, trying not to give a trick away.            South can see 7 top tricks (1♠, 0♥, 5♦, 1♣).            No ruffs can be made with the short trumps if a trump is led, so South draws trumps and tries the club finesse for an extra trick. Play ♣4. If West plays low, play ♣Q from dummy. If West plays ♣K, win the ♣A and cash ♣Q.            Without a trump lead South gives up two hearts and ruffs the third heart in dummy to make 9 tricks.</p>	North East		South West		9	6	13	12
North East		South West							
9	6	13	12						
<p>           ♠ J103            ♥ AKJ10            ♦ 8642            ♣ A10            ♠ KQ74                      ♠ 986            ♥ Q2                         ♥ 954            ♦ AK5                       ♥ QJ10            ♣ 9865                      ♣ KQ74                                          ♠ A52                                          ♥ 8763                                          ♦ 973                                          ♣ J32         </p>	<p><b>Board 4 : Dealer West</b></p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>8</td> <td>5</td> <td>14</td> </tr> </tbody> </table> <p>N/S have 18 points. E/W have 22 points.            West plays the hand and chooses part score in clubs.            North probably leads ♥A K J            West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) Extra tricks can come from clubs and spades. By leading towards a KQ holding West makes more tricks if the ace is well placed. Ruff the heart, lead a club. If North ducks, ♣K wins. Now lead a spade, playing ♠K if South plays low. Then another club, then another spade. Make 9 tricks!</p>	North East		South West		13	8	5	14
North East		South West							
13	8	5	14						

**Set 10**

**Taking a ruffing finesse**

♠ 97532  
 ♥ K82  
 ♦ 87  
 ♣ AK10  
 ♠ -                      ♠ KQJ10  
 ♥ Q64                  ♥ A753  
 ♦ KJ92                ♦ AQ  
 ♣ J98642              ♣ 753  
                  ♠ A864  
                  ♥ J109  
                  ♦ 106543  
                  ♣ Q

**Board 1 : Dealer North**

North East		South West	
10	16	7	7

N/S have 17 points. E/W have 23 points.  
 East plays the hand and chooses part score in clubs.  
 South probably leads ♥J  
 East can see 5 top tricks (0♠, 1♥, 4♦, 0♣) but tricks come from clubs, and three spades can be set up.  
 East tries ♥Q, North plays ♥K. East wins and it costs nothing to play ♠K, discarding a heart if South plays low.  
 If South plays ♠A, ruff. Come to hand with ♦A and play winning spades throwing hearts. Then start on trumps and make 10 tricks.

♠ A84  
 ♥ 2  
 ♦ AQJ865  
 ♣ 975  
 ♠ KQ109              ♠ J32  
 ♥ K864                ♥ 9753  
 ♦ 73                    ♦ K4  
 ♣ 432                  ♣ Q1086  
                  ♠ 765  
                  ♥ AQJ10  
                  ♦ 1092  
                  ♣ AKJ

**Board 2 : Dealer East**

North East		South West	
11	6	15	8

N/S have 26 points. E/W have 14 points.  
 South plays the hand and risks game in diamonds.  
 West leads ♠K, the lead South didn't want!  
 South can see 5 top tricks (1♠, 1♥, 1♦, 2♣). Diamonds make at least 4 more but the ♦K may have to be lost. Win ♠A, play heart to ♥A. Lead ♥Q. If West plays low throw a spade from dummy. If West plays ♥K, ruff. Come to hand with ♣A and play hearts throwing spades. Now try the diamond finesse and club finesse for extra tricks.

♠ 63  
 ♥ 9752  
 ♦ KQJ10  
 ♣ K98  
 ♠ AKJ1082            ♠ Q94  
 ♥ 3                      ♥ AQJ10  
 ♦ A63                 ♦ 754  
 ♣ Q64                 ♣ A73  
                  ♠ 75  
                  ♥ K864  
                  ♦ 982  
                  ♣ J1052

**Board 3 : Dealer South**

North East		South West	
9	13	4	14

N/S have 13 points. E/W have 27 points.  
 West plays the hand and chooses game in spades.  
 North leads ♦K (top of a sequence)  
 West has 9 top tricks (6♠, 1♥, 1♦, 1♣). Play the ruffing heart finesse. Draw trumps in two rounds. Play a heart to ♥A and lead ♥Q. If South plays low, throw a losing diamond. If South plays ♥K, ruff. Go back to dummy and throw two diamonds on the hearts. You can try leading towards the club queen for an extra trick.

♠ KQJ10  
 ♥ QJ1065  
 ♦ 8  
 ♣ A96  
 ♠ A5432              ♠ 9876  
 ♥ 3                      ♥ 72  
 ♦ J963                ♦ KQ104  
 ♣ K105                ♣ Q82  
                  ♠ -  
                  ♥ AK984  
                  ♦ A752  
                  ♣ J743

**Board 4 : Dealer West**

North East		South West	
13	7	12	8

N/S have 25 points. E/W have 15 points.  
 North should choose game in hearts.  
 East probably leads ♦K.  
 North can see 7 top tricks (0♠, 5♥, 1♦, 1♣) but extra tricks can come from making trumps separately. If a trick is lost to ♠A, three spade winners are set up. Win ♦A. Play ♥A and heart to ♥Q. lead ♠K. When East plays low, throw a club from dummy. This time the ruffing finesse loses, but it sets up three winners to discard all of South's clubs and 12 tricks can be made by ruffing clubs in South and diamonds in North.

## Notes on revision hands for suit contracts

### Revision Hands for sets 1 to 5

Deal	Declarer	Contract	Suit	Key point of the hand
1	N	Part Score	♦	Don't finesse diamonds with nine trumps
2	E	Game	♠	Ruff two clubs high in dummy before all the trumps are drawn
3	S	Game	♥	Take the heart finesse to avoid losing a trump
4	W	Game	♣	Play trumps straight away to knock out ♣A
5	E	Part Score	♠	Defenders play ♠A K Q. Only chance for extra tricks is a 3-3 diamond break. Ruff in long trump hand to establish.
6	N	Game	♥	Ruff club in dummy before drawing trumps.
7	S	Part Score	♥	Drive out ♠A before drawing all the trumps.
8	W	Part Score	♠	Play spades to drive out the top trumps. Lead up to ♥K Q.

### Revision hands for sets 6-10

Deal	Declarer	Contract	Suit	Key point of the hand
1	W	Game	♠	Crossruff but cash all the winners first.
2	E	Part Score	♦	Ruff in short trump hand before drawing trumps. Give up a heart and a spade to set up winners.
3	S	Game	♠	Set up clubs by ruffing or manage ♥ and ♦ ruffs in short trump hand.
4	N	Game	♥	Choose to play 4-4 heart fit. If ♠A led and a switch to diamonds at trick 2, the ♦10 makes sure of only two losers in diamonds
5	N	Part Score	♦	See merit of choosing diamonds. Take a ruff in the short trump hand.
6	W	Part Score	♠	Choose spades as they score more. Singleton club lead means defence can get a ruff of a club winner. Set up heart and diamond tricks for 8 tricks.
7	E	Game	♣	Cash winners. Crossruff after giving a diamond trick.
8	S	Part Score	♥	If clubs aren't lead all North's clubs can be discarded on spades, after one has been ruffed to set up an extra winner. Don't finesse in hearts with 11 cards.



## Suit contracts revision Hands for sets 1 to 5

<p>                     ♠ 3                      ♥ 962                      ♦ KJ875                      ♣ AKQJ                      ♠ AQ752      ♠ J10984                      ♥ A75      ♥ QJ104                      ♦ 104      ♦ Q2                      ♣ 1087      ♣ 95                      ♠ K6                      ♥ K83                      ♦ A963                      ♣ 6432                 </p>	<p>Board 1 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>14</td> <td>6</td> <td>10</td> </tr> </tbody> </table> <p>With a 9-card diamond fit, North should choose part score in diamonds. East will lead ♠J or ♥Q – both top of sequences. So you should lose a spade and three hearts. With only four diamonds out, you should play ♦A followed by the ♦3. When West plays the ♦10 you have to guess whether to play the king or finesse the jack. An old rhyme is 'eight ever, nine never' which means you finesse with only eight cards and play for the drop with nine. This time it works but it won't always.</p>	West	North	East	South	10	14	6	10
West	North	East	South						
10	14	6	10						
<p>                     ♠ 653                      ♥ 1052                      ♦ KJ96                      ♣ Q97                      ♠ 9842      ♠ AKQJ10                      ♥ 986      ♥ 743                      ♦ Q754      ♦ A                      ♣ KJ      ♣ A842                      ♠ 7                      ♥ AKQJ                      ♦ 10832                      ♣ 10653                 </p>	<p>Board 2 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>6</td> <td>18</td> <td>10</td> </tr> </tbody> </table> <p>24 points might just be enough points for game in spades. East can see three heart losers but also the possibility of trumping clubs in the West hand. South will start with three heart tricks and a spade is the best exit card. However East should win and <b>stop</b> drawing trumps. You need to use the spades in West before they all go. Play a club to ♣K, then A♣, play another club and trump, a diamond back to the ace and another club and trump. 10 tricks made – 5 spades, 1 diamond, 2 clubs and 2 ruffs.</p>	West	North	East	South	6	6	18	10
West	North	East	South						
6	6	18	10						
<p>                     ♠ K2                      ♥ A963                      ♦ A83                      ♣ 7642                      ♠ QJ986      ♠ A10754                      ♥ K54      ♥ 2                      ♦ Q104      ♦ KJ75                      ♣ 95      ♣ 1083                      ♠ 3                      ♥ QJ1087                      ♦ 962                      ♣ AKQJ                 </p>	<p>Board 3 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>11</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p>A 9-card heart fit means game in hearts. West may lead ♠8. You can see a spade and two diamond losers, so you have to avoid losing a heart. When you get to the South hand (either by a club or by trumping a spade) you must lead the ♥Q. West is fixed. If he plays low, South should let the queen run; if he covers with the king the ace takes it. West should play low as smoothly as possible not to give any inkling to South that he has the king. Keeping a 'poker face' is all part of good bridge.</p>	West	North	East	South	8	11	8	13
West	North	East	South						
8	11	8	13						
<p>                     ♠ KQ1092                      ♥ J53                      ♦ J73                      ♣ A7                      ♠ A7      ♠ J4                      ♥ AKQ      ♥ 986                      ♦ 986      ♦ AKQ                      ♣ QJ963      ♣ K10852                      ♠ 8653                      ♥ 10742                      ♦ 10542                      ♣ 4                 </p>	<p>Board 4 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>11</td> <td>13</td> <td>0</td> </tr> </tbody> </table> <p>Poor South has a 'Yarborough' – a hand with no points at all. West should choose game in clubs. No trumps would be a mistake because the spades have only one stop and you need to lose the lead to knock out the ♣A. North leads ♠K, which West wins. Now play ♣Q to remove the ace. Although North can take a spade trick with ♠Q, West has the rest – 1 spade, 3 hearts, 3 diamonds and 4 clubs.</p>	West	North	East	South	16	11	13	0
West	North	East	South						
16	11	13	0						

<p>           ♠ 32            ♥ Q10865            ♦ J108            ♣ K108            ♠ 754                      ♠ J10986            ♥ KJ2                      ♥ A3            ♦ AK654                  ♦ 32            ♣ 94                        ♣ AJ32            ♠ AKQ            ♥ 974            ♦ Q97            ♣ Q765         </p>	<p>Board 5 : Dealer North</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>6</td> <td>10</td> <td>13</td> </tr> </tbody> </table> <p>West should pick the 8-card fit which is spades and go for part score only. North should lead ♥6 which is his fourth highest. This helps West as it runs round to the jack. Next West must lead trumps to knock out the ace, king and queen and keep doing so until they have gone. He will come to 2 spade tricks eventually, 3 hearts, 2 diamonds and a club.</p>	West	North	East	South	11	6	10	13
West	North	East	South						
11	6	10	13						
<p>           ♠ 42            ♥ AKQJ10            ♦ 2            ♣ AKQ32            ♠ AK103                  ♠ Q75            ♥ 975                      ♥ 86            ♦ Q76                      ♦ AK105            ♣ 765                      ♣ J1084            ♠ J986            ♥ 432            ♦ J9843            ♣ 9         </p>	<p>Board 6 : Dealer East</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>19</td> <td>10</td> <td>2</td> </tr> </tbody> </table> <p>Points aren't everything when playing with trumps and North can make game even with South's awful cards. East may start with ♦A and K. North will trump the king. Those three little hearts in South can still be of use. Play ♣A and then play ♣2, trumping in the South hand. Now play out the hearts and when you play continue to play the clubs you can make them all. 5 hearts, 4 clubs and a club ruff for 10 tricks.</p>	West	North	East	South	9	19	10	2
West	North	East	South						
9	19	10	2						
<p>           ♠ QJ43            ♥ K84            ♦ 96            ♣ A742            ♠ 765                      ♠ A1098            ♥ 32                        ♥ 1096            ♦ KJ103                  ♦ Q75            ♣ KQ103                  ♣ J85            ♠ K2            ♥ AQJ75            ♦ A842            ♣ 96         </p>	<p>Board 7 : Dealer South</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>10</td> <td>7</td> <td>14</td> </tr> </tbody> </table> <p>There are 10 tricks available with hearts as trumps. West may start with ♣K. Win with the ace; play a diamond to the ace and another diamond straightaway. You can now ruff a diamond in the North hand. Once you have done that you can draw trumps. You will lose a spade, a diamond and a club trick. If you draw trumps first you will not be able to ruff the losing diamond. Sometimes you have to do some work before drawing trumps.</p>	West	North	East	South	9	10	7	14
West	North	East	South						
9	10	7	14						
<p>           ♠ Q5            ♥ 108            ♦ KJ1043            ♣ 9764            ♠ J10984                  ♠ 7632            ♥ 643                      ♥ KQJ2            ♦ A6                        ♦ 982            ♣ AKJ                      ♣ Q2            ♠ AK            ♥ A975            ♦ Q75            ♣ 10853         </p>	<p>Board 8 : Dealer West</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>6</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p>This will be a part score in spades for West. North leads ♦J (the top of an interior sequence) which runs round to West's ace. He should lead ♠J to knock out the higher cards and when he regains the lead should follow up with the ♠10. Luckily the spades break 2-2 so you only lose two spade tricks. You will also lose a heart and a diamond but still come to nine tricks.</p>	West	North	East	South	13	6	8	13
West	North	East	South						
13	6	8	13						



### Suit contracts revision Hands for sets 6 to 10

<p>                     ♠ 8752                      ♥ 87                      ♦ J6                      ♣ KQ1064                      ♠ AQ96      ♠ KJ104                      ♥ AK53      ♥ 64                      ♦ A972      ♦ K3                      ♣ 5      ♣ AJ872                      ♠ 3                      ♥ QJ1092                      ♦ Q10854                      ♣ 93                 </p>	<p>Board 1 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>6</td> <td>12</td> <td>5</td> </tr> </tbody> </table> <p>The 4-4 spade fit should mean a game call in spades for West. North starts with ♣K. There are lots of tricks to be made here. You can win the ace, ruff a club, play a diamond to the king and ruff another club, ♦A and ruff a diamond, club ruff, ♥A K and ruff a heart. North may try to ruin it by ruffing hearts and diamonds but East can ruff higher! You might make 12 or even 13 tricks.</p>	West	North	East	South	17	6	12	5
West	North	East	South						
17	6	12	5						
<p>                     ♠ AJ10                      ♥ 954                      ♦ 86                      ♣ QJ1043                      ♠ Q852      ♠ K6                      ♥ J632      ♥ AQ7                      ♦ A104      ♦ KQ973                      ♣ 85      ♣ 762                      ♠ 9743                      ♥ K108                      ♦ J52                      ♣ AK9                 </p>	<p>Board 2 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>8</td> <td>14</td> <td>11</td> </tr> </tbody> </table> <p>With such poor clubs East does best to choose part score in diamonds. South may start with ♣A K and 9 so you ruff the third round. You ought to try the diamond finesse while you can but it loses – never mind – regain the lead, draw trumps and concede a spade to the ace. One spade, two hearts, five diamonds and a club ruff means nine tricks.</p>	West	North	East	South	7	8	14	11
West	North	East	South						
7	8	14	11						
<p>                     ♠ A864                      ♥ K9                      ♦ 107                      ♣ K10864                      ♠ J109      ♠ 5                      ♥ J75      ♥ Q10864                      ♦ QJ63      ♦ AK52                      ♣ Q92      ♣ J73                      ♠ KQ732                      ♥ A32                      ♦ 984                      ♣ A5                 </p>	<p>Board 3 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>10</td> <td>10</td> <td>13</td> </tr> </tbody> </table> <p>South should call game in spades even though there are only 23 combined points. West may lead ♦3 (his fourth highest diamond). You will lose two diamonds but can ruff a diamond in the North hand. Draw three rounds of trumps; play ♣A, ♣K and ruff a club (which sets up the suit). You still have ♥K as an entry. So you can make 11 tricks. Points are not everything when playing in a trump contract.</p>	West	North	East	South	7	10	10	13
West	North	East	South						
7	10	10	13						
<p>                     ♠ 8                      ♥ AQ105                      ♦ 843                      ♣ AQJ97                      ♠ J105      ♠ AK743                      ♥ 862      ♥ J4                      ♦ AJ76      ♦ Q52                      ♣ 1083      ♣ 654                      ♠ Q962                      ♥ K973                      ♦ K109                      ♣ K2                 </p>	<p>Board 4 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>13</td> <td>10</td> <td>11</td> </tr> </tbody> </table> <p>North can call game in hearts here. East may start with ♠A K but North will ruff the second one. Next draw trumps, which takes three rounds and then a club to the king and a small one back. With the clubs set up you can discard your three losing diamonds (much to East/West's annoyance) and then ruff a diamond with the last trump in South. Your ♠Q and 10 might even be good right at the end.</p>	West	North	East	South	6	13	10	11
West	North	East	South						
6	13	10	11						

<p>           ♠ AK            ♥ J752            ♦ 982            ♣ AK87            ♠ Q1094      ♠ 8765            ♥ 864      ♥ KQ109            ♦ A10      ♦ KQ5            ♣ QJ92      ♣ 106            ♠ J32            ♥ A3            ♦ J7643            ♣ 543         </p>	<p>Board 5 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>15</td> <td>10</td> <td>6</td> </tr> </tbody> </table> <p>North might choose part score in no trumps or diamonds. Diamonds is slightly easier. East leads ♥K. There are two spades, two clubs and a diamond as top tricks. A spade ruff in the North hand makes six and you can set up two diamonds by drawing trumps. Hands that are split 21/19 like this are always difficult to play.</p>	West	North	East	South	9	15	10	6
West	North	East	South						
9	15	10	6						
<p>           ♠ 1094            ♥ 8652            ♦ AQ1076            ♣ 8            ♠ Q83      ♠ KJ762            ♥ KQJ      ♥ 943            ♦ 94      ♦ K8            ♣ AK732      ♣ 1064            ♠ A5            ♥ A107            ♦ J532            ♣ QJ95         </p>	<p>Board 6 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>6</td> <td>7</td> <td>12</td> </tr> </tbody> </table> <p>West should choose part score in spades. North might lead his singleton club hoping that South can return one for him to ruff. West wins and should set about drawing trumps. South wins ♠A and dutifully returns a club for North to ruff. Luckily for West, North has ♦A so leading from West towards ♦K 8 will mean he can make a diamond trick. He should come to nine tricks.</p>	West	North	East	South	15	6	7	12
West	North	East	South						
15	6	7	12						
<p>           ♠ 964            ♥ KJ105            ♦ K642            ♣ 54            ♠ Q3      ♠ AK            ♥ AQ8732      ♥ 9            ♦ 9      ♦ QJ1085            ♣ KQJ10      ♣ A9873            ♠ J108752            ♥ 64            ♦ A73            ♣ 62         </p>	<p>Board 7 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>7</td> <td>14</td> <td>5</td> </tr> </tbody> </table> <p>West announces first so is declarer. Game in clubs is there and 12 tricks could be made. North may lead ♥J which doesn't work very well – a club is more effective. There are 2 spades, 1 (or 2) hearts and 5 club tricks off the top. You will lose one diamond for sure. Without a club lead you can ruff out the diamonds. You can make 11 tricks or 12 on a good day.</p>	West	North	East	South	14	7	14	5
West	North	East	South						
14	7	14	5						
<p>           ♠ 4            ♥ A976432            ♦ QJ            ♣ Q62            ♠ J1095      ♠ 873            ♥ 5      ♥ K            ♦ AK864      ♦ 109752            ♣ K43      ♣ AJ108            ♠ AKQ62            ♥ QJ108            ♦ 3            ♣ 975         </p>	<p>Board 8 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>9</td> <td>8</td> <td>12</td> </tr> </tbody> </table> <p>With South choosing part score in hearts West will probably start with ♦A K. South ruffs and leads ♥Q. If he guesses right and plays the ace he falls the singleton king. Now he can make 7 hearts, a diamond ruff and three top spades and possibly an extra spade by ruffing the loser to set up the suit – 12 tricks. The unusual lead of ♣K followed by a small club will mean that North's queen is caught resulting in three club tricks and a diamond to lose.</p>	West	North	East	South	11	9	8	12
West	North	East	South						
11	9	8	12						

# Defence

## Notes to the teacher on using these hands

This final section contains hands specifically designed to provide practice in defending.

Defence is probably the most difficult part of the game and you will be doing it twice as often as you will be declarer or dummy. Yet it is often neglected in lessons on the learning the game, with teachers preferring to concentrate on declarer play and when you move on to full bridge, the bidding. The aim of the defence is always to try and defeat the contract by one trick and you score 50 points for each trick by which declarer fails.

**In no trumps**, the aim of the defence is to set up winners that they can cash. So leads are often top of a sequence of three or more cards (eg KQJ, lead the K) or an internal sequence (eg AJ10, lead the J). When you do not have a sequence, the normal lead is the 'fourth highest from your longest and strongest suit'. (eg K853, lead 3); A9753, lead 5)

Simple defence lessons include:

- You must follow suit if you can
- Third player plays high if partner leads a low card
- Return partner's lead if you win a trick and get on lead
- Keep winners; throw losers if the occasion arises.

**In a trump contract** the aim of the defence is different. Your aim is still to beat the contract by at least one trick but the techniques now include:

- Try to set up winners quickly before declarer can get discards
- Don't give tricks away; they don't so easily come back later. Don't underlead an ace.
- Lead trumps to stop ruffs
- Lead a singleton to get a ruff.
- A lead from a sequence is usually safe.

All the contracts in this section are designed to be defeated provided the defence do it correctly.

## Set 1 – Minibridge hands for defending against no trump contracts

Board no	Contract in	Declarer	Game / not	Play point
1	NT	N	Game	Lead 4 <sup>th</sup> best and return the suit.
2	NT	E	Game	Lead 4 <sup>th</sup> best, continue the suit.
3	NT	S	Game	Lead 4 <sup>th</sup> best. Continue the suit each time West gets in to set the suit up.
4	NT	W	Game	Lead top of the heart sequence and continue the suit. Use the outside entry to carry on with the hearts.
5	NT	N	Game	Lead 4 <sup>th</sup> best. Partner later wins in a side suit and returns the lead.
6	NT	E	Game	Lead top of interior sequence. Partner later wins in a side suit and returns the lead.
7	NT	S	Game	Lead 4 <sup>th</sup> best (KQ is not a sequence of three cards). Partner returns the suit.
8	NT	W	Game	Lead 4 <sup>th</sup> best. Partner wins and returns the suit.

## Set 2 – Minibridge hands for defending against trump contracts

Board no	Contract in	Declarer	Game / not	Play point
1	♥	N	Game	Lead a singleton, hoping to get a ruff.
2	♥	E	Game	Lead top of a doubleton. Partner gets in and continues the suit to give partner a ruff.
3	♥	S	Part score	Passive lead of a trump to avoid leading away from an honour. Continue leading trumps when possible.
4	♠	E	Game	Start with ♥A, partner signals a doubleton, so continue with ♥K and another for partner to ruff.
5	♠	N	Game	Start with ♥K, partner signals a doubleton so when in with ♠A play ♥Q and another for partner to ruff.
6	♠	W	Game	Lead top of a sequence. Three hearts and two other aces.
7	♥	S	Game	Lead top of a sequence and persevere with the suit each time they are on lead. Forces declarer to ruff. This is quite a difficult hand.
8	♥	W	Part score	Passive lead of a trump and continue leading trumps when in. This is quite a difficult hand.

## Set 1 – Defending against NT contracts

<p>♠ A 8 7 ♥ Q 10 3 ♦ A 9 7 6 ♣ A 3 2</p> <p>♠ 10 5 3 2      ♠ J 9 4 ♥ A 9 2          ♥ K J 6 5 4 ♦ 10 3 2          ♦ J 5 ♣ 10 8 5          ♣ Q J 4</p> <p>♠ K Q 6 ♥ 8 7 ♦ K Q 8 4 ♣ K 9 7 6</p>	<p>Board 1 : Dealer North</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>14</td> <td>9</td> <td>13</td> </tr> </tbody> </table> <p>North chooses game in NT. East leads a fourth highest ♥5. West plays ♥A (third hand high) and returns his partner's suit, ♥9. East's jack will take North's ten or the king will take the queen. East now plays his high heart followed by the other two hearts. EW take the first five tricks and the contract is beaten by one trick.</p>	West	North	East	South	4	14	9	13
West	North	East	South						
4	14	9	13						
<p>♠ 10 5 3 2 ♥ Q 9 2 ♦ 10 3 2 ♣ 10 8 5</p> <p>♠ K Q 6          ♠ J 8 7 ♥ 8 7            ♥ A 10 3 ♦ K Q 8 4        ♦ A 9 7 6 ♣ K 9 7 6        ♣ A 3 2</p> <p>♠ A 9 4 ♥ K J 6 5 4 ♦ J 5 ♣ Q J 4</p>	<p>Board 2 : Dealer East</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>2</td> <td>13</td> <td>12</td> </tr> </tbody> </table> <p>East announces his points first so is declarer. He chooses game in NT. South leads a fourth highest ♥5. North plays ♥Q (third hand high). Declarer should allow this to hold the trick. North returns his partner's suit, ♥9. Again declarer should withhold his ♥A, so South's ♥J wins. Now South drives out ♥A. Declarer needs spade tricks for his contract, but South takes ♠A and cashes two more heart tricks to defeat the contract.</p>	West	North	East	South	13	2	13	12
West	North	East	South						
13	2	13	12						
<p>♠ 9 7 6 ♥ 8 7 2 ♦ A Q 9 4 ♣ A K 9</p> <p>♠ A Q 4          ♠ 5 3 2 ♥ Q 10 6 5 4      ♥ J 9 ♦ J 5              ♦ 10 8 3 2 ♣ Q J 4          ♣ 10 8 6 5</p> <p>♠ K J 10 8 ♥ A K 3 ♦ K 7 6 ♣ 7 3 2</p>	<p>Board 3 : Dealer South</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>13</td> <td>1</td> <td>14</td> </tr> </tbody> </table> <p>South is declarer and chooses game in NT. West leads a fourth highest ♥5. East plays ♥J (third hand high). Declarer may or may not allow ♥J to hold the trick, but as long as the defenders persist in leading hearts whenever they have the lead declarer will lose two spade tricks and three hearts. If declarer takes ♥J with ♥A at trick 1, when West gains the lead he should continue with ♥Q because ♥Q 10 now form a sequence.</p>	West	North	East	South	12	13	1	14
West	North	East	South						
12	13	1	14						
<p>♠ A 6 3 ♥ K Q J 10 9 ♦ 9 ♣ J 10 9 8</p> <p>♠ Q J 10 7      ♠ K 5 2 ♥ A 7 6 4      ♥ 5 3 2 ♦ A Q J        ♦ K 8 7 4 ♣ A 7          ♣ K 4 2</p> <p>♠ 9 8 4 ♥ 8 ♦ 10 6 5 3 2 ♣ Q 6 5 3</p>	<p>Board 4 : Dealer West</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>2</td> <td>9</td> <td>11</td> </tr> </tbody> </table> <p>West chooses game in NT With a solid heart suit headed by the king, North leads ♥K. West may delay the inevitable by holding up, but North should persevere with the hearts until West takes the ace. When North wins ♠A he will continue the hearts to put the contract one down.</p>	West	North	East	South	18	2	9	11
West	North	East	South						
18	2	9	11						

<p>           ♠ KQJ3            ♥ KJ10            ♦ A96            ♣ 732              ♠ A102                      ♠ 854            ♥ 93                            ♥ AQ654            ♦ 10832                      ♦ 75            ♣ 10865                      ♣ QJ4                                               ♠ 976                                             ♥ 872                                             ♦ KQJ4                                             ♣ AK9         </p>	<p>Board 5 : Dealer North</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>14</td> <td>9</td> <td>13</td> </tr> </tbody> </table> <p>North is declarer and chooses game in NT.</p> <p>East should lead a fourth highest ♥5. It cheaply loses the trick even though West plays ♥9 (third hand high). However West quickly gains the lead with ♠A and returns his remaining heart. East should just cover the card played by North and continue the suit with his highest heart. East takes four heart tricks to defeat the contract.</p>	West	North	East	South	4	14	9	13
West	North	East	South						
4	14	9	13						
<p>           ♠ A102            ♥ 632            ♦ 10832            ♣ QJ6              ♠ QJ6                            ♠ K973            ♥ 87                            ♥ KQ9            ♦ QJ94                        ♦ AK6            ♣ AK95                        ♣ 732                                               ♠ 854                                             ♥ AJ1054                                             ♦ 75                                             ♣ 1084         </p>	<p>Board 6 : Dealer East</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>7</td> <td>15</td> <td>5</td> </tr> </tbody> </table> <p>East is declarer and chooses game in NT.</p> <p>South leads ♥J, top of an interior sequence. Declarer might win ♥K but North quickly gains the lead with ♠A and returns a heart. South takes four heart tricks to defeat the contract. If South wrongly led a fourth highest ♥5 declarer would win cheaply with ♥9 and have two heart stoppers.</p>	West	North	East	South	13	7	15	5
West	North	East	South						
13	7	15	5						
<p>           ♠ QJ6            ♥ A87            ♦ KQJ4            ♣ 965              ♠ A54                            ♠ 10832            ♥ KQ542                      ♥ J3            ♦ 75                            ♦ 10832            ♣ 1084                        ♣ QJ7                                               ♠ K97                                             ♥ 1096                                             ♦ A96                                             ♣ AK32         </p>	<p>Board 7 : Dealer South</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>13</td> <td>4</td> <td>14</td> </tr> </tbody> </table> <p>South is declarer and chooses game in NT</p> <p>With only two heart honours West should lead a fourth highest ♥4 against no-trumps. Declarer should withhold his ♥A. East plays ♥J (third hand high) and returns his partner's suit. West persists with hearts to force out ♥A and when he gains the lead with ♠A he cashes enough hearts to beat the contract.</p> <p>Suppose West wrongly leads ♥K. It wins the trick. West can only continue ♥4, and East's ♥J wins. Now East has no heart to return.</p>	West	North	East	South	9	13	4	14
West	North	East	South						
9	13	4	14						
<p>           ♠ J54            ♥ KQ542            ♦ 75            ♣ QJ4              ♠ K97                            ♠ AQ6            ♥ 1096                        ♥ J87            ♦ A96                        ♦ KQJ4            ♣ AK32                        ♣ 965                                               ♠ 10832                                             ♥ A3                                             ♦ 10832                                             ♣ 1087         </p>	<p>Board 8 : Dealer West</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>9</td> <td>13</td> <td>4</td> </tr> </tbody> </table> <p>West is declarer and chooses game in NT</p> <p>With only two heart honours North should lead a fourth highest ♥4 against no-trumps. South plays ♥A (third hand high) and returns his partner's suit. The defenders take the first five tricks to defeat 3NT.</p> <p>Suppose North wrongly leads ♥K. It wins the trick. North can only continue ♥4, and South's ♥A wins trick 2. Now South has no heart to return.</p>	West	North	East	South	14	9	13	4
West	North	East	South						
14	9	13	4						

## Set 2 – Defending against suit contracts

<p>                     ♠ A62                      ♥ AKQ654                      ♦ 743                      ♣ 2                      ♠ J9                      ♠ 10873                      ♥ 92                      ♥ 107                      ♦ AQ8652              ♦ 9                      ♣ Q104                  ♣ AJ9653                      ♠ KQ54                      ♥ J83                      ♦ KJ10                      ♣ K87                 </p>	<p>Board 1 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>13</td> <td>5</td> <td>13</td> </tr> </tbody> </table> <p>North announces first and chooses game in hearts.</p> <p>East leads his singleton diamond. Declarer will probably play ♦10 from dummy. West wins ♦Q and because there is no diamond missing higher than ♦9 he can tell East has led a singleton or doubleton. He cashes ♦A, gives East a diamond ruff. ♣A is the fourth defensive trick.</p>	West	North	East	South	9	13	5	13
West	North	East	South						
9	13	5	13						
<p>                     ♠ J9                      ♥ 109                      ♦ AQ865                      ♣ Q1043                      ♠ Q64                      ♠ AK2                      ♥ Q83                      ♥ AK7654                      ♦ KJ10                      ♦ 743                      ♣ K87                      ♣ 2                      ♠ 10873                      ♥ J2                      ♦ 92                      ♣ AJ965                 </p>	<p>Board 2 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>8</td> <td>14</td> <td>6</td> </tr> </tbody> </table> <p>South leads ♦9, top of a doubleton. Declarer will probably play ♦10 from dummy. North wins ♦Q and because there is no diamond missing higher than ♦9 he can tell South has led a singleton or doubleton. North cashes ♦A, gives South a diamond ruff and ♣A is the fourth defensive trick.</p>	West	North	East	South	11	8	14	6
West	North	East	South						
11	8	14	6						
<p>                     ♠ KQ532                      ♥ Q76                      ♦ 63                      ♣ 973                      ♠ J6                      ♠ A1098                      ♥ 532                      ♥ A4                      ♦ KJ72                      ♦ 10984                      ♣ K862                      ♣ QJ10                      ♠ 74                      ♥ KJ1098                      ♦ AQ5                      ♣ A54                 </p>	<p>Board 3 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>7</td> <td>11</td> <td>14</td> </tr> </tbody> </table> <p>South declares part score in hearts.</p> <p>West doesn't fancy making a dangerous lead away from an unsupported honour so he makes a passive trump lead. East wins ♥A and returns ♥4. Declarer wins in dummy and should finesse ♦Q. West wins ♦K and plays his last trump. Deprived of a diamond ruff in dummy declarer now cannot make more than seven tricks.</p>	West	North	East	South	8	7	11	14
West	North	East	South						
8	7	11	14						
<p>                     ♠ 1042                      ♥ 92                      ♦ J1085                      ♣ AJ76                      ♠ K93                      ♠ AQJ876                      ♥ QJ10                      ♥ 743                      ♦ Q964                      ♦ AK2                      ♣ KQ4                      ♣ 2                      ♠ 5                      ♥ AK865                      ♦ 73                      ♣ 109853                 </p>	<p>Board 4 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>6</td> <td>14</td> <td>7</td> </tr> </tbody> </table> <p>East is declarer and chooses game in spades.</p> <p>South cashes ♥A. North plays ♥9, starting a high-low signal to encourage. South can see all the hearts bigger than ♥9 so he knows North has one or two hearts. He continues with ♥K and gives North a ruff. ♣A is the fourth defensive trick.</p> <p>Note that South would have led ♥6 against a no-trump contract.</p>	West	North	East	South	13	6	14	7
West	North	East	South						
13	6	14	7						

<p>           ♠ QJ8765            ♥ 743            ♦ AK2            ♣ K            ♠ 1042            ♠ A            ♥ 92                ♥ KQ865            ♦ J1085           ♦ 73            ♣ AJ96            ♣ 108753            ♠ K93            ♥ AJ10            ♦ Q964            ♣ Q42         </p>	<p>Board 5 : Dealer North</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>13</td> <td>9</td> <td>12</td> </tr> </tbody> </table> <p>North declares game in spades.</p> <p>East leads ♥K. West plays ♥9, starting a high-low signal to encourage. East can see all the hearts bigger than ♥9 so knows West has one or two hearts. South's ♥A wins. East soon regains the lead with ♠A and is able to cash ♥Q and give West a ruff. ♣A is the fourth defensive trick. Note that East would have led ♥6 against a no-trump contract.</p>	West	North	East	South	6	13	9	12
West	North	East	South						
6	13	9	12						
<p>           ♠ 62            ♥ KQJ10            ♦ 1085            ♣ A543            ♠ AJ75            ♠ KQ108            ♥ A98             ♥ 762            ♦ 94                ♦ KQJ76            ♣ KQ62            ♣ J            ♠ 943            ♥ 543            ♦ A32            ♣ 10987         </p>	<p>Board 6 : Dealer East</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>10</td> <td>12</td> <td>4</td> </tr> </tbody> </table> <p>West declares game spades. (No trumps is too risky because of the hearts)</p> <p>North leads ♥K. Top of a solid sequence is as good a lead against a suit contract as against no-trumps. The defence now have four tricks.</p>	West	North	East	South	14	10	12	4
West	North	East	South						
14	10	12	4						
<p>           ♠ 8765            ♥ 543            ♦ QJ10            ♣ AQ2            ♠ KQJ10          ♠ A943            ♥ 2                 ♥ A976            ♦ 5432            ♦ 9            ♣ 10754          ♣ 9863            ♠ 2            ♥ KQJ108            ♦ AK876            ♣ KJ         </p>	<p>Board 7 : Dealer South</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>9</td> <td>8</td> <td>17</td> </tr> </tbody> </table> <p>South declares game in hearts.</p> <p>West starts with ♠K and continues ♠Q. Declarer ruffs and seems to have eleven tricks, but the 4-1 trump break will give him a problem. He plays ♥K at trick 3. East wins ♥A and must persevere with spades, even though he knows declarer will ruff. Declarer ruffs and cashes ♥Q, but is now in trouble because East has more trumps than he does. The message for the defence is: don't automatically stop playing a suit just because you know declarer is going to ruff.</p>	West	North	East	South	6	9	8	17
West	North	East	South						
6	9	8	17						
<p>           ♠ AQ1096            ♥ 652            ♦ Q3            ♣ 872            ♠ KJ542          ♠ 7            ♥ KQJ7            ♥ 1098            ♦ A82             ♦ K764            ♣ 6                 ♣ KJ543            ♠ 83            ♥ A43            ♦ J1095            ♣ AQ109         </p>	<p>Board 8 : Dealer West</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>14</td> <td>8</td> <td>7</td> <td>11</td> </tr> </tbody> </table> <p>West is declarer and with singletons in two suits should prefer part score in hearts to NT.</p> <p>With good spades and a broken suit, North should make a passive lead to avoid giving away a trick. He leads a trump. South wins ♥A and returns ♥3. Declarer wins and may cross to dummy's ♦K to take a spade finesse. North wins as cheaply as possible and plays his last trump. Deprived of any spade ruffs in dummy declarer will now struggle to make more than five tricks if North keeps leading clubs and South leads spades and diamonds.</p>	West	North	East	South	14	8	7	11
West	North	East	South						
14	8	7	11						