

Lesson 6 - Class Hand #1

Board 1			
North Deals	♠ 9 7 4		
None Vul	♥ J 10 8 7 2		
	♦ Q 8 6		
	♣ 8 4		
	♠ A J 10 6 3	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ Q 8 2
	♥ A 9		♥ 5 4 3
	♦ K 10 2		♦ 9 5
	♣ Q 10 9		♣ A K J 3 2
			♠ K 5
			♥ K Q 6
			♦ A J 7 4 3
			♣ 7 6 5
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♦
1 ♠	Pass	3 ♠	Pass
4 ♠	All pass		

Although South opens, West has a good hand (14 high-card points plus one length point) and a good spade suit. East knows that West may have as few as 10 points but with good spade support and a good, long side suit tries 3S (same as vs. opening bid - 10 - 12 total points and 3+ spades). West accepts the invitation and bids the 4S game. After North leads a low diamond (partner's bid suit) won by the Ace, West sees a potential spade loser, a heart loser, and the diamond loser. 10 tricks total (plus an extra spade winner if the finesse is tried).

Lesson 6 - Class Hand #2

Board 2			
North Deals	♠ 9 7 6		
None Vul	♥ K 9		
	♦ 6 5 4		
	♣ A K J 10 5		
	♠ A Q 8 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ K J 5 3
	♥ 7 6		♥ A 10 8 4
	♦ A J 3 2		♦ 10 8 7
	♣ Q 6 3		♣ 8 2
			♠ 10 4
			♥ Q J 5 3 2
			♦ K Q 9
			♣ 9 7 4
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	Pass
1 ♦	2 ♣	All pass	

After the 2C overcall by North, East is stuck. East is insufficiently strong (9 high-card points) to bid spades or hearts at the 2 level. Same for West - with 13 high-card points, they can't bid again. Note: an advanced technique (negative double) fixes the problem. But for this hand, E/W never find their spade fit. East leads the 10 of diamonds (top of nothing in partner's suits), covered by the King, and won by the Ace. West tries a small spade, won by the King. West leads back a diamond, won by the Queen. North sees 2 or 3 spade losers, 1 heart loser, 2 diamond losers, and a potential club loser. North leads the 9 of clubs through West's Queen, taking all 5 club tricks. Leading back to the Q of hearts, North discards a spade on the heart J.

Lesson 6 - Class Hand #3

Board 3			
North Deals	♠ 9 8 6 4		
None Vul	♥ J 7		
	♦ 8 6 4		
	♣ 7 5 4 2		
	♠ A Q J 7	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ 10 5
	♥ K 10 8 6		♥ A 9 5 2
	♦ 7 3		♦ K Q 9 2
	♣ A J 9		♣ Q 6 3
			♠ K 3 2
			♥ Q 4 3
			♦ A J 10 5
			♣ K 10 8
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♦
Dbl	Pass	2 ♥	Pass
4 ♥	All pass		

West doubles with 15 high-card points and both majors. An overcall in spades would be useful only if there were 5+ spades. East would bid 1H with fewer than 10 points. With 11 high-card plus 1 point for the doubleton, 2H encourages. West accepts the invitation by bidding the 4H game. South has no good leads (all leads are away from an honor), but tries the J of hearts (internal sequence), won by the King. East sees 26 high-card points in the E/W hands plus 12+ in South (who opened). So, North has very little. East sees a heart loser, a diamond loser, and a club loser, but hopes to finesse South in spades, hearts, and clubs. East takes 3 spades, 4 hearts (including a diamond ruff), a diamond, and at least two clubs.

Lesson 6 - Class Hand #4

Board 4			
North Deals	♠ 9 6 4		
None Vul	♥ J 6 4		
	♦ Q J 6		
	♣ Q J 6 3		
	♠ 8	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ Q 7 2
	♥ Q 10 3 2		♥ A 8 7 5
	♦ 8 5		♦ A 10 7 2
	♣ 10 9 8 7 5 2		♣ K 4
			♠ A K J 10 5 3
			♥ K 9
			♦ K 9 4 3
			♣ A
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♦	Dbl
Pass	2 ♣	Pass	2 ♠
All pass			

South doubles with a very strong hand (18 high-card points) and a very strong spade suit. In this special case, South doesn't need to have support in all other suits - South plans to bid spades no matter what. North has a bad hand but must bid - in this case their longest unbid suit. South has three options: pass if weaker and with club support; raise clubs with moderate strength and club support; or bid their own suit with a very strong hand and suit. North has a tough call - 7 high-card points, 4 - 3 - 3 - 3 distribution (weak), and 3 spades. Pass is the conservative bid. 4S is the more aggressive bid, knowing that South has 18+ points. On the play, South will lose a diamond and a heart and possibly the Q of spades, depending on how the suit is played. 10 tricks won.

Lesson 6 - Class Hand #5

Board 5		♠ K J 9 8 7 6 3										
North Deals		♥ 9 3										
None Vul		♦ K 6 3										
		♣ 2										
♠ 2		<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ A 10 5
	N											
W			E									
	S											
♥ A J 8 4		♥ Q 10 7 2										
♦ A 10 8		♦ Q J 7										
♣ Q J 10 8 7		♣ K 9 3										
		♠ Q 4										
		♥ K 6 5										
		♦ 9 5 4 2										
		♣ A 6 5 4										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
	3 ♠	All pass										

North has a standard 3S preempt. East and West have tough bids, with only 12 high card points each. If North doesn't bid, they'll bid 1C - pass - 1H - pass - 2H - pass - 4H (scoring a game and the first step to a rubber bonus). In the given 3S hand, North loses a spade, 2 hearts, and 2 diamonds for a penalty of 50 points (100 points if doubled by E/W and nonvulnerable).

Lesson 6 - Class Hand #6

Board 6		♠ K 8 5 2										
North Deals		♥ A 2										
None Vul		♦ 8 4 2										
		♣ 9 7 3 2										
♠ Q 4 3		<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ 10 6
	N											
W			E									
	S											
♥ 10 7 5		♥ K Q 9 8 6 4 3										
♦ J 9 7 5		♦ Q 6										
♣ A Q 5		♣ J 10										
		♠ A J 9 7										
		♥ J										
		♦ A K 10 3										
		♣ K 8 6 4										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
	Pass	3 ♥	Dbl									
Pass	3 ♠	Pass	4 ♠									
All pass												

A nasty competitive auction! East starts with 3H on a good 7-card suit. With 16 high-card points and support for the other suits, South doubles (takeout). North is stuck - they know that South has some spades - but what if they also have 18 points? So, North bids 3S. East has said it all with the first bid, but South is also stuck. Does North have 7 points or 11 points? Guessing the latter, they end up in 4S and go down 2. If North had passed, leaving the contract in 3H, E/W goes down 1 (50 point penalty). A good gamble.

Lesson 6 - Practice #1

Board 7

North Deals

None Vul

♠ Q 10 3
♥ Q J 10 8
♦ 9 5 4
♣ K 9 2

♠ A K J 9 5
♥ K 3 2
♦ Q 8 6
♣ J 4

	N	
W		E
	S	

♠ 6 4 2
♥ 9 7 4
♦ 7 3 2
♣ 10 6 5 3

♠ 8 7
♥ A 6 5
♦ A K J 10
♣ A Q 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♦
1 ♠	1 N	Pass	3 N

All pass

With 18 high-card points, South bids the longer minor. West overcalls in their good spade suit. With a spade stopper, North bids 1N, which South raises to the 3 NT game. East is on lead and would ordinarily have no idea on what to lead. But now they know - lead a spade, partner's bid suit. West finesses the Jack, losing to the Queen. When West regains the lead with the K of hearts or Q of diamonds, they will win 4 spade tricks, defeating the contract.

Lesson 6 - Practice #2

Board 8

North Deals

None Vul

♠ Q J 7 2
♥ 8 6 5 3
♦ 7 2
♣ J 7 5

♠ 9 4
♥ 10 9
♦ Q 10 8 3
♣ Q 10 8 6 3

	N	
W		E
	S	

♠ K 8 3
♥ A Q J 7 2
♦ K J 5
♣ 9 4

♠ A 10 6 5
♥ K 4
♦ A 9 6 4
♣ A K 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♥	Dbl
Pass	1 ♠	Pass	2 ♠

All pass

With 18 high-card points, South doubles for takeout. North is forced to bid - in this case their longest unbid suit, spades. South could pass (minimal takeout - 15 points or less) but raises to 2S with strong support. East leads the 9 of clubs (high-low from a doubleton), taken by the Ace. North can see 4 top winners - and needs 4 more. North leads the A of diamonds and a small diamond. West leads the 10 of hearts (high-low from a doubleton), taken by the Ace. Another heart is lead to the K. North ruffs a diamond in their hand and leads back the Q of spades, eventually forcing out the King, taken by the Ace. That gives 9 tricks - 5 spade tricks (including the diamond ruff), the K of hearts, the Ace of diamonds, and the AK of clubs.

Lesson 6 - Practice #3

Board 9			
North Deals	♠ Q J 10 8		
None Vul	♥ A 9		
	♦ K 9 8		
	♣ J 10 6 5		
♠ 7 6 5 3 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ 9	
♥ 6		♥ K J 10 7 4 3 2	
♦ A 7 6 5		♦ Q J 4	
♣ K 8 4		♣ 9 3	
		♠ A K 4	
		♥ Q 8 5	
		♦ 10 3 2	
		♣ A Q 7 2	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	3 ♥	All pass

A stolen auction by East. If East passes, South opens 1 NT (15 high-card points), North tries 2C (Stayman), and South bids 2D (no 4-card major). North bids the 3 NT game and makes 9 or 10 tricks. With the 3H bid, South is stuck - a minimum 1 NT hand with weak hearts and diamonds. Do they gamble with 3 NT? What if partner has zilch? Given the final contract, East loses 1 spade, 2 hearts, 1 diamond, and 1 club for a penalty of 50 points (100 points if vulnerable). A good trade-off.

Lesson 6 - Practice #4

Board 10			
North Deals	♠ 5 4		
None Vul	♥ J 7 6		
	♦ 10 4 2		
	♣ A 7 6 5 3		
♠ Q	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> N W E S </div>	♠ 10 8	
♥ A 10 8 5 4		♥ K Q 9 2	
♦ A Q J		♦ K 9 8 3	
♣ K 10 9 4		♣ Q J 8	
		♠ A K J 9 7 6 3 2	
		♥ 3	
		♦ 7 6 5	
		♣ 2	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	4 ♠
All pass			

A tough choice for West. Do they have enough for a takeout double bid to the 5 level? Is a double of 4S for takeout or for penalty? Or should they pass and try to set 4S? The 4S bid makes the decision tough. With the given contract, South loses a heart and three diamonds for a penalty of 50 points (100 if vulnerable). If allowed to bid, E/W have an easy 4H contract, making 11 tricks. The preempt worked.