

**Brd 1:** 4th highest lead, Defence should lose 2nd trick to keep entry

North Deals Nil Vul		East Deals NS Vul	
♠ K9743 ♥ 93 ♦ 4 ♣ K9743	♠ 52 ♥ K76 ♦ QJ98 ♣ A652	♠ Q742 ♥ A107 ♦ J75 ♣ KQ6	♠ 3 ♥ 9843 ♦ AK632 ♣ AJ10
West P P	North P 3NT	East P P	South 1NT P

**Bidding:** 16 high card points and a balanced hand. Open 1NT. Partner jumps to game showing a balanced hand and 10+ points.

**Contract:** 3NT South

**Lead:** ♠4

**Defence:** Declarer's plan is to promote the heart suit for three tricks, by losing to the ♥A. Then there will be nine tricks: one in spades, three in hearts, four in diamonds and one in clubs. But the defenders will manage to take five tricks if they allow declarer to win the second spade trick, and take their long spades later. They will then take four spades and the ♥A.

**Score:** 3NT South making 8 tricks: (not vul: -50)

**Brd 2:** Lead singleton if hold poor trumps

North Deals Nil Vul		East Deals NS Vul	
♠ Q742 ♥ A107 ♦ J75 ♣ KQ6	♠ 3 ♥ 9843 ♦ AK632 ♣ AJ10	♠ 965 ♥ Q652 ♦ 8 ♣ 87543	♠ AKJ108 ♥ KJ ♦ Q1094 ♣ 92
West 3♣ P	North P P	East 1♣ 4♣	South P P

**Bidding:** The opponents bid strongly to game in spades. They will have at least 25 points between them.

**Contract:** 4♣ East

**Lead:** ♦8

**Defence:** Because you have very little reason to expect to take tricks, try a short suit lead, i.e. the singleton diamond. Luckily you find partner with the ♦AK, and they allow you to trump. Then partner takes the ♣A, and you beat the contract.

**Score:** 4♣ East making 9 tricks: (not vul = -50)

**Brd 3:** Top of doubleton in partner's suit

North Deals Nil Vul		East Deals NS Vul	
♠ K9743 ♥ 93 ♦ 4 ♣ K9743	♠ 52 ♥ K76 ♦ QJ98 ♣ A652	♠ 8 ♥ KQ1098 ♦ 753 ♣ KQJ10	♠ 3 ♥ 9843 ♦ AK632 ♣ AJ10
West P P	North P 3NT	East P P	South 1NT P

**South West North East**

1D 1H Pass 4H All Pass  
East's 4H - (12HCP & singleton & 9th trump)

**Lead:** North leads ♦8 (partner's suit - top of doubleton)

**Losers:** (1H, 2Ds & 1C) - look to discard ♦ loser on ♠

**Play:** If lose lead N/S will win 2 more ♦ tricks. So play ♠A & ♠K discarding a ♦ on the ♠K. Declarer can then draw trumps.

**Brd 4:** draw trumps? discard losers

North Deals Nil Vul		East Deals NS Vul	
♠ A83 ♥ KQJT98 ♦ A93 ♣ 3	♠ J T 4 ♥ 6 4 2 ♦ K Q J 2 ♣ 8 6 2	♠ 7 6 ♥ A 7 3 ♦ 7 6 4 ♣ K Q J T 9	♠ KQ10 ♥ 432 ♦ 76 ♣ AQJ98
West 1H 4H	North Pass All Pass	East 3H (limit raise)	South Pass

**Lead:** DK (top of sequence)

**Losers:** 4/5 losers (1 or 2 spades, 2Ds & 1C) - look to clubs to discard losers

**Winners:** 8 sure winners

**Play:** Should we draw trumps?

=> **Yes** won't lose lead

Win lead & play ♥K then ♥Q from West then the ♣3 which loses to South's ♠A (but we have left ♥A in East as an entry). South should return a ♦ & N/s cash 2 ♦ winners but can discard losing ♠s on winning the ♣s

**Brd 5:** 4th highest, East return top of ♥ sequence to trap ♥K

North Deals Nil Vul		East Deals NS Vul	
♠ 32 ♥ A765 ♦ K1052 ♣ 764	♠ KQ10 ♥ 432 ♦ 76 ♣ AQJ98	♠ 54 ♥ QJ98 ♦ Q983 ♣ K52	♠ 98 ♥ J1092 ♦ AKJ2 ♣ Q65
West P P	North 1♣ 2♣ P	East P P P	South 1♣ 4♣

**Bidding:** Partner has opened with 1♣, and you, the responder, have thirteen high card points and two length points for the fifth and sixth spade. Respond 1♣ then go to game (4♣) when it's your next turn. You have plenty of points for game.

**Contract:** 4♣ South

**Lead:** ♦2

**Defence:** Declarer can't be sure of how many losers there are on this hand. They don't yet know where the ♠K is, or the ♥AQ. Win with the ♦A, and draw trumps, which are 2-2. Next take the club finesse. When this loses to the ♣K, the opponents return a heart. The ♥A is sitting over the ♥K, so you lose two heart tricks, one diamond and one club, and you don't make your contract. The defenders led a long suit, and fourth highest. East cooperated by playing their ♦Q, promoting the ♦K.

**Score:** 4♣ South making 9 tricks: (not vul: = -50)

**Brd 6:** 4th highest, return top of doubleton in partner's suit

North Deals Nil Vul		East Deals NS Vul	
♠ K42 ♥ KQ3 ♦ Q1096 ♣ AK8	♠ AJ763 ♥ 854 ♦ 875 ♣ 74	♠ 98 ♥ J1092 ♦ AKJ2 ♣ Q65	♠ 10962 ♥ A3 ♦ KQJ10 ♣ A84
West 1NT P	North P P	East P 3NT	South P P

**Bidding:** The opponents have two balanced hands, enough for game in no trumps.

**Contract:** 3NT West

**Lead:** ♠6

**Defence:** Partner leads their long suit, fourth highest of their longest and strongest. You play your ♠Q. Declarer wins the first trick with the ♠K, and takes four diamond winners. Be VERY careful not to discard a spade. Now declarer plays the ♥K, and you win your ♥A and return the ♠10. Partner now takes four spade tricks, and we beat the contract by one trick.

**Score:** 3NT making 8 tricks: (not vul = -50)

### Brd 7: 4th highest, lead a major

South dealer

♠ K 3 2  
♥ A 8  
♦ Q 6 5 4  
♣ Q J 7 2

♠ 10 9 7 4  
♥ 10 6 5 4 2  
♦ A 3  
♣ K 3

N	E
W	S

♠ J 8 6  
♥ 9 7 3  
♦ J 10 9  
♣ A 8 5 4

♠ A Q 5  
♥ K Q J  
♦ K 8 7 2  
♣ 10 9 6

West	North	East	South
pass	3NT	all pass	1NT

With 10 HCP, responder has enough to raise to game after partner's 1NT opening.

#### THE PLAY

Declarer has six major-suit tricks, and the club and diamond suits offer chances for developing the three additional winners he needs. He'll start by driving out the ♠A and ♠K to set up two more tricks there, and then establish a diamond trick.

West's hearts seem pretty nondescript, but a lead of a small card from the five-card suit will defeat the contract. As long as the defense keeps playing the suit throughout the hand, they'll eventually create two heart tricks to go with their two club winners and the ♠A.

Long suits are fertile ground to develop tricks of your own when the opponents are in a notrump contract.

**Lead:** ♥4 (4th highest)

**Winners:** 6 winners - need to promote clubs & diamonds but will lose the race!

### Brd 8: 4th highest lead

♠ 10 7 6 2  
♥ A K 9 6 2  
♦ 10 4  
♣ 6 3

♠ A K 8  
♥ Q J 5  
♦ A Q J 6  
♣ K Q 4

N	E
W	S

♠ Q 4  
♥ 10 8 3  
♦ K 7 5 3  
♣ J 10 8 2

♠ J 9 5 3  
♥ 7 4  
♦ 9 8 2  
♣ A 9 7 5

#### West North East South

2NT P 3NT All Pass

**Lead:** ♥6 (4th highest in longest & strongest suit)

**Winners:** 7 need to promote ♣s

**Play:** South will win with ♣A & lead back a ♥. N/S will make 4 ♥ & 1 ♣ trick to get the contract down.

### Brd 9: 4th highest lead

Dealer: North

♠ 5 3  
♥ K Q 7 3  
♦ A K Q 3  
♣ 9 6 5

♠ K J 10 6  
♥ 10 8  
♦ 6 5 4  
♣ A Q J 3

N	E
W	S

♠ A Q 9 8 7  
♥ A 9 4  
♦ J 7 2  
♣ K 4

♠ 4 2  
♥ J 6 5 2  
♦ 10 9 8  
♣ 10 8 7 2

#### Bidding:

**North East South West**

1D 1S Pass 3S  
Pass 4S (15tp) All Pass

**West's** 3S (11HCP + 1sp) - invitational

**Lead:** ♦T (top of sequence in partner's suit)

**Losers:** 4 (1H & 3Ds) - look to discard ♥ losers on ♣s

**Play:** North will win first 3 ♦ tricks & then likely play ♥K to try & promote the ♥Q. East should win with ♥A & then draw trumps. The 2 losing ♥s can be thrown on ♣s

### Brd 10: 4th highest lead

♠ A 9 4 3  
♥ K 6 5  
♦ A K J 7  
♣ J 9

♠ K 8  
♥ A Q 10 9  
♦ 8 4 3  
♣ K Q 10 8

N	E
W	S

♠ 10 5  
♥ J 8 7 4 2  
♦ Q 10 6  
♣ A 6 2

♠ Q J 7 6 2  
♥ 3  
♦ 9 5 2  
♣ 7 5 4 3

West	North	East	South
1♣	dbl	pass	pass
2♥	dbl	pass	pass
3♥	all pass	pass	2♣

North's double has no effect on East, who is still able to bid 1♥. After opener raises, North with his 16 HCP doubles again. It's still for takeout, and South is being asked to choose between the unbid suits. He duly bids 2♣, and East-West then compete to 3♥.

#### THE PLAY

Whether the contract succeeds or fails depends upon the opening lead. South's best and longest suit is spades, so that figures to be the best choice. In a suit contract, you can begin with the honor from a two-card sequence, so South leads the ♣Q. Dummy's ♠K is trapped and the defenders will take two spades, the ♠A and ♠K, and an eventual trump trick with the ♥K.

If South does not lead a spade honor, declarer can eventually ditch his second card in the suit on the long club after trumps are drawn, because South will never regain the lead. If North leads spades from his side, declarer's ♠K will take a trick.

**Lead:** ♠s (top of sequence)

**Losers:** 2S 1H (try finesse) 2 or 3 D

### Brd 11: 4th highest lead, lead a major

South dealer

♠ Q 9 2  
♥ Q 8  
♦ K Q J 6  
♣ Q 9 6 2

♠ A 8 5  
♥ J 10 6 3 2  
♦ 9 5 4  
♣ J 3

N	E
W	S

♠ 7 4 3  
♥ K 7 4  
♦ 10 8 3  
♣ K 10 8 5

♠ K J 10 6  
♥ A 9 5  
♦ A 7 2  
♣ A 7 4

West	North	East	South
pass	3NT	all pass	1NT

The auction is fairly routine, with South opening a strong notrump and responder leaping to game with 12 HCP and no four-card major.

#### THE PLAY

West's long suit is hearts and once again he has just a two-card sequence, so he leads the ♥3 rather than the ♥J.

If declarer knew the actual layout, he would play the eight from dummy. But most times, that will fetch the ten or jack from East, and dummy's queen will never score. So he is going to play the queen, in hopes that the opening leader has the king. Here East plays the king and now South has to duck twice, win the third round of hearts and drive out the ♠A, hoping that his RHO has that card and is out of hearts. Alas, West takes the spade trick and two more heart winners defeat the contract.

If West had led the ♥J, declarer would have been much happier. He would cover with the ♥Q and because of the ♥9 and ♥8 in the two hands, he would have had a second winner in the suit.

**Lead:** ♥3 (4th highest)

**Winners:** 6 - 1H 4D 1C need to promote ♠s

**Play:** Declarer should play ♥Q hoping the ♥K is with West. It doesn't work & E/W will make 4 ♥ tricks & the ♠A

### Brd 12: 4th highest lead

♠ K J 10 6  
♥ J 7 4 2  
♦ 10 6 5  
♣ 8 6

♠ 9 8 4  
♥ K 9 8  
♦ Q J 4  
♣ A K Q 7

N	E
W	S

♠ Q 3 2  
♥ Q 10 6  
♦ A K 9 3 2  
♣ J 4

♠ A 7 5  
♥ A 5 3  
♦ 8 7  
♣ 10 9 5 3 2

West	North	East	South
1NT	pass	3NT	all pass

With 12 HCP and a good five-card suit, responder knows his side has the values for game and rockets into 3NT.

#### THE PLAY

North has two four-card suits to choose from as his lead, but the spades are much stronger and that looks to be the way to go.

If you remember from earlier in the lesson, the KJ10 is an interior sequence. From these holdings, you lead not the top card, but the higher of the touching honors, in this case the jack.

Even when the jack is led, South must let it ride if declarer plays low from dummy. While he can't be sure who has the missing king, playing the ace immediately would allow the queen to score, so he should hold that card back for later.

No matter what West does, the defenders will take four spades and the ♠A for down one.

**Lead:** ♠J (top of sequence - interior sequence)

**Winners:** 9 - 4 likely 5D 4C

**Play:** East's ♠Q is trapped & E/W straight away make 5 ♠ tricks & 1 ♥ trick.