

Lansdowne Beginner Lesson 1

Board 4

East Deals
None Vul

<p>♠ Q 7 ♥ 7 5 ♦ J 10 6 2 ♣ Q J 9 7 6</p> <p style="text-align: center;">16 6 4 14</p>		<p>♠ A K 6 ♥ 8 6 3 2 ♦ A Q 4 ♣ K 4 2</p>	<p>♠ J 9 8 4 ♥ Q J 10 9 ♦ 9 7 5 ♣ 10 8</p> <p>♠ 10 5 3 2 ♥ A K 4 ♦ K 8 3 ♣ A 5 3</p>
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3 NT by North

Lead: ♥ Q

9 top winners, and overtrick from attacking ♠s early, provided either QJ drop, or one of QJ drops and the other is in E.

Board 5

North Deals
None Vul

<p>♠ A J 7 2 ♥ Q 5 3 ♦ 10 4 ♣ Q 6 4 2</p> <p style="text-align: center;">9 9 15 7</p>		<p>♠ 9 6 5 ♥ A J 10 9 4 ♦ 8 5 ♣ A 10 5</p>	<p>♠ K Q 8 ♥ K 7 6 ♦ A 6 3 ♣ K 9 8 3</p> <p>♠ 10 4 3 ♥ 8 2 ♦ K Q J 9 7 2 ♣ J 7</p>
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1 NT by East

Lead: ♦ K

Duck two rounds of ♦s to ensure that when N wins its Aces, it cannot lead ♦s back to S.

Board 6

East Deals
E-W Vul

<p>♠ 7 5 4 3 ♥ Q J 10 9 ♦ K Q 10 ♣ 10 6</p> <p style="text-align: center;">11 8 7 14</p>		<p>♠ A K 10 2 ♥ A 5 4 ♦ 6 4 3 ♣ 8 5 3</p>	<p>♠ 9 8 6 ♥ K 8 7 ♦ A 9 7 ♣ 9 7 4 2</p> <p>♠ Q J ♥ 6 3 2 ♦ J 8 5 2 ♣ A K Q J</p>
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3 NT by South

Lead: ♥ Q

9 winners. No upside in ducking ♦ lead; as E-W will continue to play ♥s to force out A, then eventually take 3 ♦ tricks.

S should **TAKE CARE** in playing her ♠ winners - do not get stranded with no entry to N hand. The order of ♠ play should be:

♠ Q - 2; then ♠ J - A to cross to Dummy to cash last ♠ winners. 'Overtake'.

Board 7

South Deals
Both Vul

<p>♠ J 9 2 ♥ A K 2 ♦ K Q J ♣ 8 6 3 2</p> <p style="text-align: center;">3 14 13 10</p>		<p>♠ 10 7 5 3 ♥ 7 6 4 ♦ 9 7 3 2 ♣ K 9</p>	<p>♠ K Q 6 ♥ Q 5 3 ♦ A 10 6 5 ♣ Q 10 4</p> <p>♠ A 8 4 ♥ J 10 9 8 ♦ 8 4 ♣ A J 7 5</p>
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3 NT by West

Lead: ♠ 3

E plays ♠ K, and S wins with the ♠ A. If S returns partner's suit, it might set up a long ♠ eventually, but in short term is taken by ♠ Q. So, ♣ 5 may be better in hope that N has ♣ K. She does, and returns ♣ 9 for S to win ♣ A and J - 'finessee' (this is a future lesson).

But whatever S plays now, W wins and cashes remaining 9 tricks:

♠ Q J; ♥ A K Q; ♦ A K Q; ♣ 8

Board 8

West Deals
None Vul

<p>♠ K 5 4 2 ♥ J ♦ J 8 7 ♣ 10 5 4 3 2</p>	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	<p>♠ A 6 ♥ A Q 7 5 2 ♦ K 4 2 ♣ K J 6</p>	<p>♠ J 10 9 8 3 ♥ 9 8 6 ♦ Q 10 5 ♣ A 9</p>
N						
W E						
S						
<p>17 5 7 11</p>	<p>♠ Q 7 ♥ K 10 4 3 ♦ A 9 6 3 ♣ Q 8 7</p>					

4 ♥ by North

Lead: ♠ J

No obvious cross-trumping opportunity: no side suit shortage in hand with shorter trump holding. So play ♠ Q, expecting to have to play ♠ A over W's ♠ K. Then draw trumps and play ♣ to lose to ♣ A. E will take their ♠ 10 winner, but any continuation of ♠s is ruffed in Dummy. Worse still, N can ditch a ♦ loser ('Ruff and discard'), this making an extra trick.

So N wins any return and cashes remaining winners - in all: ♠ A; 5 ♥s; ♦ A K; ♣ K Q.

Board 9

North Deals
E-W Vul

<p>♠ Q 10 8 5 ♥ J 10 9 7 5 ♦ 4 ♣ K Q 7</p>	<table style="border: 1px solid black; width: 60px; height: 60px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	<p>♠ J 9 7 ♥ 3 ♦ A 9 8 7 6 ♣ A 8 6 5</p>	<p>♠ A K 3 2 ♥ A K 6 2 ♦ Q J 3 2 ♣ 2</p>
N						
W E						
S						
<p>9 8 17 6</p>	<p>♠ 6 4 ♥ Q 8 4 ♦ K 10 5 ♣ J 10 9 4 3</p>					

4 ♥ by East

Trick	Lead	2nd	3rd	4th
1. S	♣ J	Q	A	2
2. N	♥ 3	K	4	5
3. E	♠ 2	4	Q	7
4. W	♦ 4	A	2	5
5. N	♠ 9	K	6	5
6. E	♦ 3	10	♥ 7	8
7. W	♥ 9	♣ 6 ¹	A	8
8. E	♦ J	K	♥ 10	7
9. W	♣ K	8	♥ 2	3
10. E	♠ A	♥ Q	8	J
11. S	♣ 9	7	5	♥ 6
12. E	♠ 3	♣ 4	10	♦ 9
13. W	♥ J	♦ 6	♦ Q	♣ 10

1. HQ did not fall, so leave it, E will have to lose it at some point, but better not to 2 trumps.

Lead: ♣ J

5 top tricks, and expectation of a further 2-3 ♥s, depending on whether ♥ Q drops under E's ♥ A K; and one of ♣ K or Q. We can also probably make an extra ♠ if distribution is 3-2; and ruff ♦s in W and a ♣ in E.

But remember, any ♦ ruff in E is double counting, so we need to ruff ♦s twice to make one extra trick.

E plays ♣ Q on opening lead and N takes with ♣ A, returning ♥ 3. E wins and leads ♠ 2 to Dummy's ♠ Q. E plays ♦ 4 from dummy (leading to strength in closed hand), losing to ♦ A (no point in 2nd hand playing low with void in Dummy). Any return is won by E-W

Board 10

North Deals
None Vul

♠ A J 10	♠ Q 8 5 2	♠ 9 7 4 3
♥ J 5 4 2	♥ 9 6 3	♥ Q 10 8
♦ 8	♦ A 10 4 2	♦ J 6 5
♣ Q J 10 4 3	♣ 8 5	♣ A K 9

	♠ K 6	
	♥ A K 7	
	♦ K Q 9 7 3	
	♣ 7 6 2	

6	
9 10	
15	

1 ♦ by South

Lead: ♣ Q

8 winners once ♠ A is forced out:
♠ K/Q ; ♥ A K ; 5 ♦ s (unless
distribution is 4-0). We should also try
for a ♣ ruff in N on the 3rd round of
♣ s.

Draw trumps at the earliest
opportunity: there is no need to retain
more than 1 trump in the shorter
holding for a cross-ruff, and it is better
to ensure that you as Declarer do not get
ruffed.

Board 11

North Deals
None Vul

♠ A K 10 9 6	♠ 3 2	♠ J 8 7 4
♥ A Q 8 5 3	♥ J 2	♥ 10 9
♦ 7	♦ J 10 9 8	♦ K Q 4 3
♣ 10 9	♣ J 8 7 5 3	♣ A Q 2

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

3	
13 12	
12	

4 ♠ by West

Lead: ♦ J

Only 4 top tricks, but we expect an
extra 2-3 ♠ tricks (depending on
whether ♠ Q drops); ♦ K/Q once ♦ A
is forced out; ♥ Q if finesse works and
♥ K sits in S; and two ♥ ruffs into
Dummy.

Play ♦ Q expecting to lose to ♦ A in S.
Let's say S returns partner's ♦ suit,
then W can discard ♣ 9 (and not need
to lose the ♣ finessee) and win ♦ K.
Draw trumps, seeing ♠ Q drop. ♥ 10
from East looking for the ♥ K
(finessee) - if ♥ K is played by S, win
♥ A, cash the ♥ Q and then a ♥ ruff
into E, cash the ♣ A and ruff a ♣ into
W, for a ♥ ruff back to E. Another ♣
ruff into W, and cash the winning ♥
and spare trump.
12 tricks!