

U3ABC04 Practice Session

Welcome!

Here is a list of all 16 hands available to play in today's MiniBridge Practice Session. It tells you useful stuff like the cards in each hand, the High Card Points, the "correct" contract and lead. It also explains how to play each hand – **don't worry too much about any of this!** The explanations are quite detailed, they are there if you want them, but don't feel bad if they make no sense right now or the play is totally different to how you played the hands. You're just getting started; these first few practice sessions are more about getting used to playing on your computer, meeting the other students and your instructors.

Bridge is a great game, but it can be overwhelming, so much to think about. Don't worry, it will get easier. We're here to help it all make sense. Don't worry about making mistakes, we all do. We're always happy to explain or answer questions. Remember, you're playing with other people who are just starting out, too. Let's have fun together!

-Ed

Boards 1 – 4: MiniBridge No Trump contracts

North East South West

16 13 9 2

	♠ J975		
	♥ AKQ		
	♦ KQJT		
	♣ 32		
♠ T4		♠ AKQ32	
♥ J875		♥ T32	
♦ 9876		♦ A52	
♣ J84		♣ T9	
	♠ 86		
	♥ 964		
	♦ 43		
	♣ AKQ765		

Board: 1 Dealer: North Lead: ♠A #17

We have 25 points so we choose game in No Trumps. East leads ♠A (top of a sequence). We can see 6 top winners: 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. We must not throw away any of South's Clubs on the Spades.

Win the ♠J and play Clubs from the top. COUNT THEM! After ♣A K Q our little Clubs are all winners.

On this defence we finish with ten tricks, making ♠J and dummy's ♣765 in addition to the six top winners mentioned above.

(East could have held us to nine tricks by cashing ♦A.)

East South West North

20 9 8 3

♠ JT854	
♥ QT2	
♦ T9	
♣ 972	
♠ K97	♠ AQ6
♥ 53	♥ A97
♦ KQ752	♦ AJ4
♣ 864	♣ KQ53
	♠ 32
	♥ KJ864
	♦ 863
	♣ AJT

South West North East

17 8 4 11

	♠ 32
	♥ 642
	♦ Q75
	♣ Q7642
♠ QT987	♠ AJ4
♥ AQ8	♥ JT9
♦ 642	♦ KJ98
♣ T3	♣ J95
	♠ K65
	♥ K753
	♦ AT3
	♣ AK8

Board: 2 Dealer: East Lead: ♥6 #18

We have 28 points so we choose game in No Trumps. South leads ♥6 (fourth highest from his longest suit as it contains an honour). North plays ♥Q, which sets up four Heart winners for E/W.

We can see 8 top winners: 3♠, 1♥, 4♦, 0♣. A Club trick could be set up by driving out ♣A, but if we did that South can cash four Heart winners to defeat us. Instead you have to hope that Diamonds break 3-2 or 4-1 rather than 5-0. Cash the ♦A J and play ♦4 to dummy. As long as Diamonds don't break 5-0, the fifth Diamond will be our ninth trick.

Board: 3 Dealer: South Lead: ♠T #19

We have 21 points so we choose part score in No Trumps (7 tricks).

West leads ♠10 (top of an internal sequence). East wins ♠A and returns ♠J, forcing out ♠K and setting up 3 Spade winners for West.

We can see 5 top winners: 1♠, 0♥, 1♦, 3♣.

Our best chance is to hope that Clubs break 3-2, as then there will be five Club tricks for us to cash. Play the ♣A, ♣K and the ♣8 to dummy. Count the Clubs played and you'll see that ♣7 and ♣6 are winners. Cash these two extra tricks before winning a seventh trick with ♦A.

Note: it's important to start Clubs by cashing ♣AK. If we use dummy's ♣Q at an earlier stage we won't be able to get back to dummy to play the last two Clubs. When playing a suit where one hand contains more cards than the other, it's usually best to start with the honours from the short hand first to avoid blocking the suit.

West North East South

12 12 9 7

	♠KQJT8		
	♥K3		
	♦532		
	♣K64		
♠A974		♠632	
♥Q95		♥7642	
♦J		♦AKQT7	
♣AJ753		♣8	
	♠5		
	♥AJT8		
	♦9864		
	♣QT92		

Board: 4 Dealer: West Lead: ♠K #20

We have 21 points so we choose part score in No Trumps.

North leads ♠K (top of a sequence).

We can see 6 top winners: 1♠, 0♥, 4♦, 1♣). We can't count five Diamond winners from our combined ♦AKQJT because we have only one Diamond and dummy has no outside entry. The ♦J will have to be overtaken with ♦Q to get to dummy. We must hope the opponents' Diamonds break 4-3 because then the ♦7 will be the seventh trick.

Count the opponents' Diamonds as they are played.

Boards 5 – 8: MiniBridge Suit contracts

North East South West

17 8 8 7

	♠AKQ		
	♥AQJT3		
	♦743		
	♣J2		
♠T8642		♠9753	
♥9		♥K84	
♦J65		♦KQT9	
♣AQ53		♣T4	
	♠J		
	♥7652		
	♦A82		
	♣K9876		

Board: 5 Dealer: North Lead: ♦K #61

We have 25 points, and choose game in Hearts.

East leads ♦K.

We can see 5 top winners (3♠, 1♥, 1♦, 0♣). Hearts give us at least 3 more tricks even if a Heart is lost. The danger is losing 2 Diamonds, 2 Clubs and 1 Heart. Play ♠AKQ throwing ♦82 from dummy. Ruff a Diamond. Play a trump to the ace. Ruff the last Diamond. Play another trump, losing to the king. East switches to ♣T and West wins the next two tricks with ♣AQ. When West plays a third round of Clubs it's important to ruff high. There's still a high trump to draw East's remaining trump and only 3 tricks are lost.

East South West North

11 10 10 9

	♠ 53		
	♥ AJT92		
	♦ 532		
	♣ A98		
♠ 764		♠ AQ82	
♥ KQ73		♥ 4	
♦ K94		♦ A86	
♣ Q64		♣ JT752	
	♠ KJT9		
	♥ 865		
	♦ QJT7		
	♣ K3		

South West North East

13 4 12 11

	♠ QJ32		
	♥ 932		
	♦ AKQ2		
	♣ 54		
♠ 95		♠ A8	
♥ K75		♥ AQ86	
♦ JT9		♦ 7653	
♣ T9862		♣ J73	
	♠ KT764		
	♥ JT4		
	♦ 84		
	♣ AKQ		

Board: 6 Dealer: East Lead: ♦Q #62

We have 21 points and choose part score in Clubs. South leads ♦Q.

We can see 3 top winners (1♠, 0♥, 2♦, 0♣). A Heart can be set up, a Spade finesse might win and 3 Club tricks are likely.

Win the ♦A and lead ♥4. The ♥K loses to the ♥A, but winning the next Diamond in dummy, we throw the Diamond loser on ♥Q.

The simplest continuation is to draw trumps, which will result in seven tricks.

It's also reasonable to try the Spade finesse at this point. In practice South wins with ♠K and the opponents will draw the trumps to stop us ruffing a Spade in dummy, after which we'll finish with the same seven tricks.

Board: 7 Dealer: South Lead: ♦J #63

We have 25 points and choose to play a game in Spades.

West leads ♦J.

We can see 6 top winners (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.

To stop this happening we must discard a Heart loser before playing trumps. The safest plan is to play ♣AKQ, discarding a Heart on the Queen. Only then is it safe to start drawing trumps, to knock out the ♠A. (You could play ♦AKQ instead of the Clubs, discarding a losing Heart on the Queen, but there's a higher risk of a ruff as you have 6 Diamonds but 5 Clubs.)

West North East South

18 10 10 2

♠T82	
♥9532	
♦A5	
♣KQJ9	
♠AKQ	♠654
♥K	♥AQ7
♦KQJ643	♦T987
♣764	♣AT3
	♠J973
	♥JT864
	♦2
	♣852

Board: 8 Dealer: West Lead: ♣K #64

We have 28 points and choose game in Diamonds. North leads ♣K setting up two Clubs for the defence. We can see 7 top winners (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 ♦A.

Play ♥A dropping the ♥K, and ♥Q throwing a Club. Now play Diamonds and lose just one Diamond and one Club.

It was necessary to "sacrifice" one of our Heart winners because there was no outside entry to dummy once ♣A had been knocked out. Swap one of West's Spade honours with dummy's ♠4 and twelve tricks would have been available.

Boards 9 – 12: MiniBridge No Trump contracts

North East South West

14 10 7 9

	♠AQ
	♥J73
	♦T87
	♣AK952
♠642	♠KT987
♥KQ95	♥A6
♦K9	♦QJ63
♣JT64	♣87
	♠J53
	♥T842
	♦A542
	♣Q3

Board: 9 Dealer: North Lead: ♠T #21

We have 21 points so we choose part score in No Trumps.

East leads ♠10 (top of sequence).

We can see six top winners: 2♠, 0♥, 1♦ and 3♣. We can count two Spades on the opening lead.

We must hope for an extra trick from Clubs.

Win the ♠Q, play ♣2 to ♣Q, and ♣3 to ♣A. Cash the ♣K. When East shows out, lose a Club to West to set up the seventh trick. The ♠A is our entry to cash the Club.

Cash the honour in the short hand first.

East South West North

14 7 13 6

♠QT932

♥J43

♦T7

♣QJT

♠K54

♥K72

♦A4

♣K5432

♠A76

♥A6

♦Q8652

♣A76

♠J8

♥QT985

♦KJ93

♣98

South West North East

19 7 9 5

♠AK6

♥Q985

♦632

♣876

♠753

♥A764

♦9

♣QJT92

♠JT84

♥K2

♦JT87

♣543

♠Q92

♥JT3

♦AKQ54

♣AK

Board: 10 Dealer: East Lead: ♥T #22

We have 27 points so we choose game in No Trumps. South leads ♥10 (top of sequence).

We can see seven top winners: 2♠, 2♥, 1♦, 2♣.

We can make the extra tricks by setting up the small cards in the Club suit.

Win ♥A, play ♣A and ♣7 to the ♣K. Provided both opponents follow, there is only one Club outstanding. Play a third Club and give North the trick. The ♣5 and ♣4 are now winners and ♥K is an entry to cash them.

Board: 11 Dealer: South Lead: ♣Q #23

We have 28 points so we choose game in No Trumps. West leads ♣Q (top of sequence). We can see eight top winners: 3♠, 0♥, 3♦ and 2♣.

If the opponents' Diamonds break 3-2, we have two more Diamond winners, giving us ten tricks in all.

We play the Diamonds from the top. West shows out on the second round, so East has four Diamonds. Give East his Diamond trick and ♦5 becomes the ninth trick. The ♣A is the entry to cash it.

West North East South

14 12 8 6

♠AT7
♥J54
♦JT965
♣AQ

♠QJ3 ♠K2
♥A96 ♥QT8
♦AK7 ♦Q84
♣T753 ♣J8642

♠98654
♥K732
♦32
♣K9

Board: 12 Dealer: West Lead: ♦J #24

We have 22 points so we choose part score in No Trumps.

North leads ♦J (top of sequence). We can see four top winners: 0♠, 1♥, 3♦ and 0♣.

After winning the first trick with ♦K we could drive out ♠A to set up two more tricks but three are needed. We should therefore play on Clubs, hoping that they break 2-2. We lose a Club to North's ♣Q, win the Diamond return with ♦A and try another Club. When South has to play ♣K under North's ♣A we have our seven tricks.

We win North's Diamond return with dummy's ♦Q as South shows out. If we've been counting the Diamonds carefully we'll realise that North has only two left. We can therefore afford to knock out ♠A. North cashes his Diamonds, but we discard Hearts from both hands and claim the rest. Eight tricks made.

Boards 13 – 16: MiniBridge Suit contracts

North East South West

18 3 7 12

♠KQJ962
♥AK
♦542
♣AJ

♠543 ♠7
♥T32 ♥Q86
♦AK3 ♦JT97
♣KQT8 ♣96543

♠AT8
♥J9754
♦Q86
♣72

Board: 13 Dealer: North Lead: ♦J #65

We have 25 points and choose game in Spades. East leads ♦J.

We can see 9 top winners (6♠, 2♥, 0♦, 1♣). The extra trick will have to come from setting up the Hearts.

The defence win the first three tricks in Diamonds and switch to a Club. Win with ♣A and cash ♥AK. Cross to dummy on a Spade to ♠8. Ruff a small Heart with a high trump. Cross to ♠10 (if needed you could ruff one more Heart now). Draw the last trump and discard ♣J on a Heart winner.

East South West North

21 9 4 6

♠K532

♥JT5

♦QT8

♣432

♠Q9

♥863

♦J9653

♣JT9

♠AJ64

♥9

♦AK

♣AKQ875

♠T87

♥AKQ742

♦742

♣6

South West North East

15 9 9 7

♠83

♥K953

♦J75

♣AJ85

♠QT

♥642

♦QT83

♣KQT9

♠KJ96

♥87

♦K96

♣7642

♠A7542

♥AQJT

♦A42

♣3

Board: 14 Dealer: East Lead: ♥A #66

We have 25 points and choose game in Clubs.

Although slightly light for a minor suit game, the extra trump length will help.

South leads ♥A followed by ♥K.

We can see 9 top winners (1♠, 0♥, 2♦, 6♣). The extra tricks can come from Diamonds or Spades.

If we decide to play on Diamonds we should ruff the second trick with ♣A. We cash ♦AK and play a Club to ♣9. We ruff the third round of Diamonds with ♣K, setting up two winners in dummy when the suit breaks 3-3.

We draw the remaining trumps with dummy's ♣JT and cash the Diamond winners, discarding ♠64 from hand. With 11 tricks assured it costs nothing to try the Spade finesse by leading to ♠J (or running dummy's ♠Q). When North turns up with ♠K we finish with 12 tricks.

If we decide to play on Spades the best approach is to enter dummy with ♣9 at trick 3. Dummy's ♠Q is covered by North's ♠K and our ♠A. We cash ♠J and ruff ♠4 in dummy. The fall of South's ♠T87 means that our ♠6 is now a winner, so we can now draw trumps and claim the rest. Again we finish with 12 tricks.

If we haven't been watching the spot cards in Spades it would be a simple matter to enter hand in Diamonds and ruff ♠6 in dummy. We ruff a Heart in hand, draw the remaining trumps and claim the rest.

Board: 15 Dealer: South Lead: ♣K #67

We have 24 points, and as we have only 3 losers, go for game in Hearts.

West leads ♣K.

We can see 7 top winners (1♠, 4♥, 1♦, 1♣) but Spade ruffs in dummy provide 2 or 3 more.

Win ♣A and play ♠A and another Spade. Win the return, ruff a Spade with ♥9, come to hand with a Heart and ruff another Spade, setting up ♠7 as a winner. Draw trumps before cashing the Spade winner.

West North East South

13 4 12 11

♠QT98

♥QT85

♦84

♣986

♠A65

♥AJ3

♦KJ9763

♣4

♠43

♥72

♦AQT

♣AQ7532

♠KJ72

♥K964

♦52

♣KJT

Board: 16 Dealer: West Lead: ♠T #68

We have 25 points and choose game in Diamonds as our trump length and Club singleton will provide extra tricks.

North leads ♠10.

We can see 9 top winners (1♠, 1♥, 6♦, 1♣). Best is to set up the Club suit. Do this before drawing trumps as the Diamonds provide the entry to cash the Clubs

We win the opening lead with ♠A, play a Club to ♣A and ruff a Club. We continue with a Diamond to ♦10 and a third round of Clubs, which we ruff with a high trump. When the suit breaks 3-3 we draw the

remaining trumps ending in dummy and discard three of our losers on dummy's remaining ♣Q75. We still have one loser in the major suits but finish with 12 tricks.

If Clubs had broken 4-2 we could still have ruffed the fourth round of Clubs to make at least 11 tricks.

The play is more difficult on a trump lead. Rather than ruff Clubs immediately, a better play is to finesse ♣Q. If it wins, a 4-2 Club break will suffice to give us the contract. If it loses, we can still hope for a 3-3 Club break.