

# Beginners' Lessons: Hands from Lesson 6 to 8

**Board 1**  
North Deals  
None Vul

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

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



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

West	North	East	South
1 NT	Pass	Pass	1 ♠
Lead: ♠ 10	Pass	3 NT	All pass

**Lesson 7**  
West has a perfect 1 NT overcall (16-18 HCP and a good stop in the opponent's suit). East only needs 10 HCP to bid game.

The ♠ 10 lead is the top of partner's suit.

Declarer plays a club, so they can then play a heart towards the ♥ AQ. They play the Q♥ (a finesse), then Ace and another heart.

**Board 5**  
North Deals  
N-S Vul

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

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



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

West	North	East	South
2 ♥	1 ♦	1 ♥	1 ♠
Lead: ♥ A	2 ♠	Pass	4 ♠

**Lesson 7**

North opens their longest suit and then raises in partner's spades. EW should compete in hearts. South has great shape and should bid game once the spade fit is known.

Lead is ♥ A - partner's suit.

Declarer must ruff two small hearts in dummy before drawing trumps.

**Board 2**  
East Deals  
N-S Vul

♠ Q 9 7 4 2  
♥ 8 2  
♦ K 9 5  
♣ Q 4 2

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



♠ J 6  
♥ A 7 4  
♦ Q 10 6 4 3  
♣ 7 6 3

West	North	East	South
1 ♥	Pass	1 ♣	Pass
4 ♥	All pass	3 ♥	Pass

**Lesson 6**

West responds 1 ♥, their lowest ranking 4-card suit. East with heart support and 16 HCP jumps to 3 ♥ to invite game. With 10 HCP, West accepts the invitation.

Lead of the 2 ♠ is promising an honour.

Declarer draws trumps then sets up clubs (their next longest suit).

**Board 6**  
East Deals  
E-W Vul

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

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



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

West	North	East	South
Pass	1 NT	1 ♠	Dbl
		All pass	

**Lesson 8**

North's best suit is the opponent's spade suit so should bid 1 NT to show a hold in spades and no more than 9 points.

Lead is ♠ 7.

Firstly, Declarer should play on clubs and later take a heart finesse.

**Board 3**  
South Deals  
E-W Vul

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

♠ A K J 9  
♥ Q 9 5 3  
♦ Q 9 6 5 3  
♣ —



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

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

West	North	East	South
Dbl	Pass	3 NT	All pass

**Lesson 8**

East, knowing that West has an opening hand, can bid 3 NT with an excellent club stop and enough HCP for game..

Lead is ♣ 3 and North plays the King.

Declarer should win ♣ A and play the ♣ J to set up the ♣ 10 for the 9th trick.

**Board 7**  
South Deals  
Both Vul

♠ 10 4  
♥ A Q 10 9 6 3  
♦ Q 8 6  
♣ A K

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



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

West	North	East	South
Pass	1 ♥	Pass	1 ♠
Pass	2 ♥	Pass	3 ♥
Pass	4 ♥	All pass	

**Lesson 6**

North's rebid shows 5+ hearts. South can invite to game with 3 hearts (10-12 HCP) and North now bids to game.

Lead: ♦ J - top of a sequence.

Declarer must ruff a small diamond in dummy before drawing trumps.

**Board 4**  
West Deals  
Both Vul

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

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



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

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

West	North	East	South
1 ♣	Pass	1 ♠	Pass
2 ♣	Pass	3 ♥	Pass
4 ♠	All pass		

**Lesson 6**

West's 2 ♣ bid shows a minimum hand. East must jump in hearts to force partner to bid again and choose the best game.

Lead: ♦ 10 - top of a sequence.

After winning the diamond lead, Declarer should play ♥ A then ruff a heart in dummy. Now play the ♦ K discarding a heart before drawing trumps.

**Board 8**  
West Deals  
None Vul

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

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



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

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

West	North	East	South
Pass	1 ♣	Dbl	1 ♦
1 ♥	1 ♠	2 ♥	All pass
Lead: ♣ 6			

**Lesson 8**

East's double promises support for all the unbid suits and an opening hand.

Whilst West only has 6 HCP, they can make a 1-level bid, as partner probably has 4 hearts.

West should draw 3 rounds of trumps and set up spades remembering to play ♠ K first, to avoid being blocked.

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**Board 9**  
North Deals  
E-W Vul

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

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

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

♠ K 8 2  
♥ Q 6 4  
♦ 10 9 8  
♣ Q 10 8 5

West	North	East	South
	Pass	1 ♠	Pass
1 NT	Pass	2 ♥	Pass
2 ♠	All pass		

Lead: ♣ 5

**Lesson 6**

East has shown at least 5 spades and 4 hearts. West has a weak hand (6-9) and with a better fit in spades, gives preference at the lowest possible level.

The small ♣ lead promises an honour.

Declarer should ruff a heart before drawing trumps.

**Board 12**  
West Deals  
N-S Vul

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

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

♠ 8 6  
♥ Q 10 6 4 2  
♦ A 8 6 3  
♣ 8 4

♠ Q J 10 9 7 2  
♥ 8 3  
♦ K 7  
♣ K 10 9

West	North	East	South
1 ♦	Dbl	1 ♥	2 ♠
All pass			

**Lesson 8**

With 6 spades and 8 HCP, South has enough to invite game, so bids 2 ♠. North is minimum and declines the invitation.

Lead is ♦ Q top of a broken sequence.

Declarer draws trumps should play West, the opener, for the ♣ Q.

Therefore play the ♣ K then ♣ 10 and let it run if West does not cover with the ♣ Q.

**Board 10**  
East Deals  
Both Vul

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

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

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

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

West	North	East	South
Pass	2 ♥	1 NT	Pass
All pass		Pass	4 ♥

**Lesson 7**

North overcalls 2 ♥ and South, with an opening hand and good support, bids to game.

Lead is a ♣ 4

Declarer wins then takes the heart finesse which loses. Once back in, draw the last trump and play on diamonds. ♦ A first and then low towards the ♦ Q.

**Board 11**  
South Deals  
Both Vul

♠ K Q 10 6 4  
♥ 4 3  
♦ 8 3 2  
♣ A Q 3

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

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

♠ J 7  
♥ A K J 9 5  
♦ A 10 5  
♣ K J 7

West	North	East	South
1 ♠	2 ♥	Pass	3 ♥
Pass	4 ♥	Pass	Pass

**Lesson 7**

NS bid to their 4 ♥ game.

Lead is ♠ K

Now play the board again in 4 ♠ by West to illustrate the power of big fits with few points.

North leads ♦ K (top of a sequence) or ♥ 6 (partner's suit)