

Beginners' Lessons: Hands from Lesson 6 to 10

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

N
W E
S

♠ 9 8 3
♥ 6 5 4 3
♦ A 10 5 3
♣ A K

♠ Q 6 5 4 2
♥ K J
♦ K J 7 4
♣ Q 7

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

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 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

N
W E
S

♠ A 5
♥ K J 10 9
♦ 7 2
♣ A K J 10 5

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

N
W E
S

♠ 5 2
♥ 8 6
♦ A K J 8
♣ A J 10 7 4

West	North	East	South
			1 ♣
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 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

N
W E
S

♠ A Q 10 8 5
♥ A J 7 2
♦ A
♣ 7 6 2

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 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

N
W E
S

♠ 9 2
♥ K Q 10 8 2
♦ K J 5 2
♣ 5 2

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

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 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

N
W E
S

♠ A 10 9 8 7
♥ K 10 7 5
♦ 8 6
♣ A Q

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 7
South Deals
Both Vul

♠ Q 10 8
♥ K 5 4 2
♦ Q 8
♣ J 10 9 3

♠ 9 7 5 4
♥ 9
♦ A J 9 7 5
♣ A Q 5

N
W E
S

♠ A K J 6 3
♥ Q
♦ K 10 6 3
♣ 8 7 2

West	North	East	South
Pass	4 ♥	All pass	3 ♥
Lead: ♠ 7			

Lesson 9
North's raise to game is solely based on the 4-card trump support. EW can make 4 ♠ but will probably find it too difficult to bid.

DO NOT lead a small spade which would promise an honour

Declarer can make 8 tricks. EW could have made game in spades.

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

N
W E
S

♠ Q J 10 7
♥ A K 9 7
♦ A 9 5 3
♣ 4

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

♠ A K J 8 6 3
♥ A K J 4
♦ A Q
♣ 5

♠ Q 9 5
♥ 10 7 5
♦ 9 7 6
♣ A 9 8 2

N
W E
S

♠ 7
♥ Q 9 6 3
♦ K 8 5 2
♣ K Q 10 7

♠ 10 4 2
♥ 8 2
♦ J 10 4 3
♣ J 6 4 3

West	North	East	South
	2 ♣	Pass	2 ♦
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

Lesson 10

North's 2 ♣ is a game force bid. 2 ♦ by South shows 0-7 HCP. North's 2 ♠ bid shows at least 5 spades.

South must not pass, so bids to game 4 ♠

Lead is ♣ K.

Declarer should try to ruff two low hearts before drawing trumps.

Board 10
East Deals
Both Vul

♠ 9 7 2
♥ 7
♦ J 10 7 4
♣ Q J 9 8 3

N
W E
S

♠ A
♥ A K J 9 8 6 5
♦ A K Q 5
♣ 5

♠ Q J 8 6 4 3
♥ 10 3
♦ 9 8 6 2
♣ 6

West	North	East	South
	Pass	2 ♣	Pass
3 ♣	Pass	3 ♥	Pass
4 NT	Pass	5 ♠	Pass
6 ♥	Pass	Pass	Pass

Lesson 10

After East's game force bid, West bids 3 ♣ to show 8+ HCP.

Once the heart fit is found, West knows there are at least 32 points between the 2 hands. West should bid 4 NT to ask for aces and then bid the heart slam.

Lead is ♠ Q.

Board 11
South Deals
None Vul

♠ J 9 5 3
♥ 10 9 2
♦ K Q 5
♣ J 8 3

N
W E
S

♠ 8 6 4
♥ Q 7 5
♦ 6 4 3
♣ 10 9 7 4

♠ A K 7
♥ A J 8 3
♦ A 7 2
♣ K Q 5

West	North	East	South
	3 NT	Pass	2 NT
Pass			Pass
Pass			
Lead: ♦ J			

Lesson 10

North's 6 points are enough to bid game.

Declarer should use the diamond entries to double finesse in hearts.

Win the ♦ K and run the ♥ 10 which will lose to the ♥ K.

Back to dummy with a diamond and run the ♥ 9. After that, declarer should play on clubs.

Board 12
West Deals
N-S Vul

♠ K 9 6
♥ 10 9
♦ A Q J 8 7 4 3
♣ 7

N
W E
S

♠ A 10 8 5 2
♥ A 6 5 2
♦ K 9
♣ 9 6

♠ Q 4 3
♥ K Q 7 3
♦ 6 5
♣ K J 5 2

West	North	East	South
	3 ♦	All pass	
Pass			
Lead: ♣ 9			

Lesson 9

North opens 3 ♦ showing a weak 7 card suit. South must not be tempted to bid, as their hand is not good enough..

Lead is ♣ 9 - top of a doubleton.

North should play a heart towards dummy, then take a trump finesse

Board 13
North Deals
Both Vul

♠ 9 4 3
♥ J 10 7 2
♦ K 5 4
♣ A K 9

♠ 10 7
♥ A 9
♦ Q 7 3 2
♣ J 7 6 4 3

N
W E
S

♠ 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 14
East Deals
None Vul

♠ 7
♥ A Q 10 6 5 2
♦ A 8 6
♣ K 5 2

N
W E
S

♠ 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
	2 ♥	1 NT	Pass
Pass		Pass	4 ♥
All pass			

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 15
South Deals
N-S Vul

♠ A 8 6 5
♥ 10 5 3
♦ A 7 6 5 3
♣ 3

N
W E
S

♠ 10
♥ K Q 9 7
♦ Q J 10
♣ K 9 7 4 2

♠ K Q J 9 7 2
♥ J 2
♦ 4 2
♣ J 6 5

West	North	East	South
	4 ♠	All pass	2 ♠
Dbl			
Lead: ♦ 8			

Lesson 9

West double promises a good opening hand. North should bid 4 ♠ with 4 trumps. East has a difficult decision to make now and will probably pass. 4 ♠ is one down which is a good result as NS can make 5 ♥

Lead is ♦ 8

East draws trumps and ruffs 2 clubs in dummy.

Board 16
West Deals
E-W Vul

♠ K 7 3
♥ 5 3
♦ 9 8 6
♣ Q J 9 6 5

N
W E
S

♠ Q 9 6 5 2
♥ J 10 4
♦ K 3 2
♣ 8 2

♠ 10 8 4
♥ A 9 8 7 6
♦ Q 5 4
♣ 4 3

West	North	East	South
	Pass	3 ♠	Pass
2 NT	Pass		
3 NT	All pass		
Lead: ♣ Q			

Lesson 10

East bids 3 ♠ shows a 5-card suit. West only has a spade doubleton so bids 3 NT.

Lead is ♣ Q.

Declarer should win and play ♠ A and ♠ J to guarantee two spade tricks (♦ K is an entry).