



Minibridge Teaching Hands

| Contents | Page |
|---------------------------------------|--------------|
| No trump Contracts | |
| Notes for the Teacher | 2 |
| Summary of Hands | 3 |
| Sets 1 - 5 | 4 - 8 |
| Sets 6 - 10 | 9 -13 |
| Revision Hands for sets 1 - 5 | 14 |
| Revision Hands for sets 6 - 10 | 16 |

No Trump Contracts

Notes to the teacher on using these hands

This first section contains all no trump hands. There are ten lots of four hands. See the summary on the next page for the points that are covered. An additional sixteen hands are provided for revision. Eight of these can be used after the first five lessons, whilst the remainder cover the topics included in the later five lessons.

The hands are designed to be a clear illustration of the particular topic. Don't worry that more tricks can be made by superior play, just say "Very well done" if enough tricks are made.

There are four players at the table and each must play their part. But being dummy is boring and there is no reason why dummy should not come round the table and sit by declarer. They can discuss the problem together.

Whilst the topics are based on declarer play, do not ignore the defenders. The aim of the defence is to set up winners that they can cash. So leads are often top of a sequence or an internal sequence. A few are from a good long suit, where any low card will do (don't worry about fourth highest yet).

Simple defence lessons include:

- You must follow suit if you can
- Third player plays high if partner leads a low card
- Return partner's lead if you win a trick and get on lead
- Keep winners; throw losers if the occasion arises.

Remember to say "Well done" to the defenders too.

A reminder that there are exactly 13 cards in each suit is useful when you come to sets 5 and 6. This is where counting is first required. You may need to teach how to count to 13. There are various methods:

- Count each card as it is played. Remember that four cards are played for each round of a suit where everyone follows, so you can usually count up in fours.
- Or work out how many cards you hold, subtract from 13. This is the number the opponents must hold. Count down every time one of those cards is played until you reach zero. Then the small cards you hold must be winners.
- Use your fingers.

It is useful to keep a record of how many points the declaring side had and how many tricks they made. The idea of being in a no trump game with 26+ points comes out of this record keeping. In Minibridge the contract is decided after dummy is seen, so the tricks can be counted. But points are still a useful guide.

Sharp declarers can often place defenders' cards because of the points they have shown.

Don't use bridge jargon. Don't talk too much!

Section 1 – No trump hands

| Hand No | Contract in | Declarer | Game/not in | Play point |
|--|-------------|----------|-------------|--|
| Contract is there in top tricks | | | | |
| Set 1 hand 1 | no trumps | N | Game | Count the number of top tricks available. Make plan to cash the tricks if you have enough. |
| Set 1 hand 2 | no trumps | E | Game | |
| Set 1 hand 3 | no trumps | S | Part score | |
| Set 1 hand 4 | no trumps | W | Part score | |
| Contract is there in top tricks. Cash in right order | | | | |
| Set 2 hand 1 | no trumps | E | Part score | There is a potential blockage if top tricks taken in the wrong order. Play honour from short hand first. |
| Set 2 hand 2 | no trumps | S | Game | |
| Set 2 hand 3 | no trumps | W | Game | |
| Set 2 hand 4 | no trumps | N | Part score | |
| Establish extra top tricks but knocking out an ace or king | | | | |
| Set 3 hand 1 | no trumps | E | Game | Game needs nine tricks. Any nine will do, not necessarily the first nine. Be prepared to lose the lead. Make a plan. |
| Set 3 hand 2 | no trumps | N | Part score | |
| Set 3 hand 3 | no trumps | S | Game | |
| Set 3 hand 4 | no trumps | W | Part score | |
| Establish extra top tricks by knocking out two high cards in a suit or two aces | | | | |
| Set 4 hand 1 | no trumps | W | Game | Knock out two high cards. Check it's OK to lose the lead twice. |
| Set 4 hand 2 | no trumps | N | Part score | |
| Set 4 hand 3 | no trumps | E | Game | |
| Set 4 hand 4 | no trumps | S | Part score | |
| Realise that small cards must be winners because of length held | | | | |
| Set 5 hand 1 | no trumps | N | Game | There are exactly 13 cards in each suit. If you have eight of them, the defence have 5. These are often divided three in one hand, two in the other. |
| Set 5 hand 2 | no trumps | E | Game | |
| Set 5 hand 3 | no trumps | S | Part score | |
| Set 5 hand 4 | no trumps | W | Part score | |
| Lose the lead to create a small card as a winner in a long suit | | | | |
| Set 6 hand 1 | no trumps | E | Part score | If it's safe to lose the lead, do so before cashing other winners. Count the small cards as they are played. |
| Set 6 hand 2 | no trumps | S | Game | |
| Set 6 hand 3 | no trumps | W | Game | |
| Set 6 hand 4 | no trumps | N | Part score | |
| Hold up to cut communications between defenders | | | | |
| Set 7 hand 1 | no trumps | N | Game | You don't have to win a trick just because you can. To hold up can exhaust one defender of cards in the suit led. |
| Set 7 hand 2 | no trumps | W | Part score | |
| Set 7 hand 3 | no trumps | S | Game | |
| Set 7 hand 4 | no trumps | E | Part score | |
| Try to gain an extra trick by taking a finesse. It's not a certainty | | | | |
| Set 8 hand 1 | no trumps | W | Game | Take a simple finesse AQ |
| Set 8 hand 2 | no trumps | N | Part score | Take a simple finesse AQJ |
| Set 8 hand 3 | no trumps | E | Game | Take a simple finesse AQJ10 |
| Set 8 hand 4 | no trumps | S | Part score | Take a simple finesse A K J |
| Gain a trick with other finesse positions | | | | |
| Set 9 hand 1 | no trumps | N | Part score | A Q 10 |
| Set 9 hand 2 | no trumps | E | Game | K J 10 |
| Set 9 hand 3 | no trumps | S | Part score | Axx opposite QJ10 |
| Set 9 hand 4 | no trumps | W | Part score | Lead from Axx to Qxx |
| Hold up then finesse into safe hand | | | | |
| Set 10 hand 1 | no trumps | E | Part score | With a choice, finesse into the safe hand which has no winners to cash. |
| Set 10 hand 2 | no trumps | S | Game | |
| Set 10 hand 3 | no trumps | W | Game | |
| Set 10 hand 4 | no trumps | N | Game | |

| Set 1 Cashing top tricks | | | | | | | | | |
|--|--|-------|------|-------|------|----|----|----|----|
| <p> ♠ AK2 ♥ A543 ♦ AKQJ ♣ 32 ♠ 7543 ♠ 86 ♥ Q2 ♥ J10987 ♦ 987 ♦ 1062 ♣ KJ97 ♣ 1084 ♠ QJ109 ♥ K6 ♦ 543 ♣ AQ65 </p> | <p>Board 1 : Dealer North</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>1</td> <td>12</td> <td>6</td> </tr> </tbody> </table> <p>N/S have 33 points. E/W have 7 points. N/S should choose game in no trumps. East should lead ♥J (top of a sequence)</p> <p>North can see 11 top tricks (4♠, 2♥, 4♦, 1♣) North can cash four spade tricks and discard a club loser on the fourth spade, but that still leaves two losing hearts on the North hand. East must keep his hearts to stop North making more than 11 tricks.</p> | North | East | South | West | 21 | 1 | 12 | 6 |
| North | East | South | West | | | | | | |
| 21 | 1 | 12 | 6 | | | | | | |
| <p> ♠ 532 ♥ Q642 ♦ K987 ♣ 32 ♠ K7 ♠ A86 ♥ KJ8 ♥ A73 ♦ Q32 ♦ 1064 ♣ KJ964 ♣ AQ108 ♠ QJ1094 ♥ 1095 ♦ AJ5 ♣ 75 </p> | <p>Board 2 : Dealer East</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>14</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points. E/W should choose game in no trumps.</p> <p>South should lead ♠Q (top of a sequence) East can see 9 top tricks (2♠, 2♥, 0♦, 5♣) East will play the hand and should cash the nine top tricks. Play clubs starting with ♣A then the ♣Q.</p> | North | East | South | West | 5 | 14 | 8 | 13 |
| North | East | South | West | | | | | | |
| 5 | 14 | 8 | 13 | | | | | | |
| <p> ♠ A32 ♥ 92 ♦ QJ1052 ♣ K75 ♠ KQJ ♠ 974 ♥ KQJ1076 ♥ 543 ♦ 987 ♦ 64 ♣ 6 ♣ AQ932 ♠ 10865 ♥ A8 ♦ AK3 ♣ J1084 </p> | <p>Board 3 : Dealer South</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>6</td> <td>12</td> <td>12</td> </tr> </tbody> </table> <p>N/S have 22 points. E/W have 18 points. N/S should choose part score in no trumps. West should lead ♥K</p> <p>South can see 7 top tricks (1♠, 1♥, 5♦, 0♣) South wins the ♥A and immediately takes his five diamond tricks, by playing ♦A K and then ♦3.</p> | North | East | South | West | 10 | 6 | 12 | 12 |
| North | East | South | West | | | | | | |
| 10 | 6 | 12 | 12 | | | | | | |
| <p> ♠ 64 ♥ J87543 ♦ AQ8 ♣ 32 ♠ J103 ♠ KQ2 ♥ AK6 ♥ 2 ♦ J1052 ♦ 963 ♣ A109 ♣ KQJ875 ♠ A9875 ♥ Q109 ♦ K74 ♣ 64 </p> | <p>Board 4 : Dealer West</p> <table> <thead> <tr> <th>North</th> <th>East</th> <th>South</th> <th>West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>11</td> <td>9</td> <td>13</td> </tr> </tbody> </table> <p>N/S have 16 points. E/W have 24 points. E/W should choose part score in no trumps.</p> <p>North should lead a little heart, as it is his longest suit and the best chance to set up winners. West can see eight top tricks (0♠, 2♥, 0♦, 6♣) West will play the hand and can make 8 tricks without losing the lead. Dummy has a very useful hand when it holds six clubs.</p> | North | East | South | West | 7 | 11 | 9 | 13 |
| North | East | South | West | | | | | | |
| 7 | 11 | 9 | 13 | | | | | | |

| Set 2 Cashing top tricks when a blockage might occur | | | | | | | | | |
|--|---|----|-------------------|--|-------------------|--|----|----|----|
| <p>♠ 76 ♥ 10964 ♦ KQJ10 ♣ K62</p> <p>♠ A5 ♠ K43 ♥ KJ87 ♥ AQ ♦ 962 ♦ A753 ♣ J543 ♣ 10987</p> <p>♠ QJ10982 ♥ 532 ♦ 84 ♣ AQ</p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">North East</td> <td></td> <td style="text-align: center;">South West</td> </tr> <tr> <td></td> <td style="text-align: center;">9</td> <td style="text-align: center;">13</td> <td style="text-align: center;">9</td> </tr> </table> <p>N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. South should lead ♠Q. East can see seven top tricks (2♠, 4♥, 1♦, 0♣) East must win the first spade with the ♠K and cash the ♥A Q. Then cross to the West hand with ♠A and cash ♥K J. Finally win the ♦A for seven tricks. Cash the honour from the short hand first.</p> | | North East | | South West | | 9 | 13 | 9 |
| | North East | | South West | | | | | | |
| | 9 | 13 | 9 | | | | | | |
| <p>♠ 1062 ♥ 107 ♦ K653 ♣ AQJ6</p> <p>♠ 94 ♠ 8753 ♥ KQJ98 ♥ 654 ♦ QJ8 ♦ A7 ♣ 1087 ♣ 5432</p> <p>♠ AKQJ ♥ A32 ♦ 10942 ♣ K9</p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">North East</td> <td></td> <td style="text-align: center;">South West</td> </tr> <tr> <td></td> <td style="text-align: center;">10</td> <td style="text-align: center;">4</td> <td style="text-align: center;">17</td> </tr> </table> <p>N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. West should lead ♥K South can see nine top tricks (4♠, 1♥, 0♦, 4♣) South will win ♥A and must cash ♣K then lead ♣9. That way four club tricks can be cashed, followed by four spades. Cash the honour from the short hand first.</p> | | North East | | South West | | 10 | 4 | 17 |
| | North East | | South West | | | | | | |
| | 10 | 4 | 17 | | | | | | |
| <p>♠ 32 ♥ KQJ1076 ♦ Q65 ♣ 75</p> <p>♠ AQ ♠ KJ74 ♥ 432 ♥ A ♦ J874 ♦ 10932 ♣ AKQ6 ♣ J932</p> <p>♠ 109865 ♥ 985 ♦ AK ♣ 1084</p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">North East</td> <td></td> <td style="text-align: center;">South West</td> </tr> <tr> <td></td> <td style="text-align: center;">8</td> <td style="text-align: center;">9</td> <td style="text-align: center;">7</td> </tr> </table> <p>N/S have 15 points. E/W have 25 points. E/W should choose game in no trumps. North should lead ♥K West can see 9 top tricks (4♠, 1♥, 0♦, 4♣) West must win the ♥A and immediately play a spade to cash ♠A Q. West can get back to dummy by leading ♣6 to the ♣J and can then cash the ♠K J. The ♣J is a vital card. It is the entry to two winners in dummy. Cash the honour from the short hand first.</p> | | North East | | South West | | 8 | 9 | 7 |
| | North East | | South West | | | | | | |
| | 8 | 9 | 7 | | | | | | |
| <p>♠ AK2 ♥ AQ3 ♦ A642 ♣ 1086</p> <p>♠ 763 ♠ QJ9854 ♥ 9865 ♥ 74 ♦ KQ10 ♦ 98 ♣ KQ3 ♣ A72</p> <p>♠ 10 ♥ KJ102 ♦ J753 ♣ J954</p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">North East</td> <td></td> <td style="text-align: center;">South West</td> </tr> <tr> <td></td> <td style="text-align: center;">17</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> </tr> </table> <p>N/S have 23 points. E/W have 17 points. N/S should choose part score in no trumps. North plays the hand. East should lead ♠Q. North can see seven top tricks (2♠, 4♥, 1♦, 0♣). After winning the ♠A. North should play ♥A Q then the ♥3, to get to dummy to win the last heart. Cash the honour from the short hand first.</p> | | North East | | South West | | 17 | 7 | 6 |
| | North East | | South West | | | | | | |
| | 17 | 7 | 6 | | | | | | |

Set 3 Giving up the lead to establish a winner

| <p> ♠ 973 ♥ 854 ♦ QJ8 ♣ Q1095 ♠ K42 ♠ A6 ♥ K62 ♥ QJ109 ♦ 743 ♦ AK62 ♣ AK87 ♣ 643 ♠ QJ1085 ♥ A73 ♦ 1095 ♣ J2 </p> | <p>Board 1 : Dealer North</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>14</td> <td>8</td> <td>13</td> </tr> </tbody> </table> <p> N/S have 13 points. E/W have 27 points. E/W should choose game in no trumps. East will play the hand. South should lead ♠Q. East can see 6 top tricks (2♠, 0♥, 2♦, 2♣). East can make 3 heart tricks by driving out ♥A. East must play hearts before cashing winners in the other suits. If you have to lose the lead, do so before cashing your other winners. </p> | North East | | South West | | 5 | 14 | 8 | 13 |
|---|--|------------|----|------------|--|----|----|----|----|
| North East | | South West | | | | | | | |
| 5 | 14 | 8 | 13 | | | | | | |
| <p> ♠ AK5 ♥ 1043 ♦ 432 ♣ AQ109 ♠ 87 ♠ QJ1096 ♥ KJ86 ♥ Q97 ♦ KJ9 ♦ Q108 ♣ 6432 ♣ K8 ♠ 432 ♥ A52 ♦ A765 ♣ J75 </p> | <p>Board 2 : Dealer East</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>10</td> <td>9</td> <td>8</td> </tr> </tbody> </table> <p> N/S have 22 points. E/W have 18 points. N/S should choose a part score in no trumps. North will play the hand. East should lead ♠Q. North can see 5 top tricks (2♠, 1♥, 1♦, 1♣). North can make 7 tricks by driving out ♣K before cashing the winners in other suits. Cash the ♣A and play another club. This ensures three club tricks. North makes 2 spades, 1 heart, 1 diamond, and 3 clubs. </p> | North East | | South West | | 13 | 10 | 9 | 8 |
| North East | | South West | | | | | | | |
| 13 | 10 | 9 | 8 | | | | | | |
| <p> ♠ J92 ♥ AJ32 ♦ A106 ♣ 1042 ♠ 764 ♠ A83 ♥ 865 ♥ Q109 ♦ 983 ♦ J752 ♣ KQJ7 ♣ 865 ♠ KQ105 ♥ K74 ♦ KQ4 ♣ A93 </p> | <p>Board 3 : Dealer South</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>7</td> <td>17</td> <td>6</td> </tr> </tbody> </table> <p> N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. South will play the hand. West should lead ♣K. South can see 6 top tricks (0♠, 2♥, 3♦, 1♣). South can set up three spade tricks by driving out ♠A before cashing the winners in other suits. North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs. If you have to lose the lead, do so before cashing your other winners. </p> | North East | | South West | | 10 | 7 | 17 | 6 |
| North East | | South West | | | | | | | |
| 10 | 7 | 17 | 6 | | | | | | |
| <p> ♠ J10962 ♥ A108 ♦ J42 ♣ A9 ♠ AK5 ♠ Q74 ♥ QJ632 ♥ 94 ♦ A10 ♦ 9875 ♣ J32 ♣ KQ106 ♠ 83 ♥ K75 ♦ KQ63 ♣ 8754 </p> | <p>Board 4 : Dealer West</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>7</td> <td>8</td> <td>15</td> </tr> </tbody> </table> <p> N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. West will play the hand. North should lead ♠J. West can see 4 top tricks (3♠, 0♥, 1♦, 0♣). West can make 7 tricks by driving out ♣A before cashing the winners in other suits. West makes 3 spades, 0 hearts, 1 diamond, 3 clubs. If you have to lose the lead, do so before cashing your other winners. </p> | North East | | South West | | 10 | 7 | 8 | 15 |
| North East | | South West | | | | | | | |
| 10 | 7 | 8 | 15 | | | | | | |

| Set 4 Giving up the lead twice | | | | | | | | | |
|--|--|-------|------|-------|------|----|----|----|----|
| <p>♠ J97 ♥ QJ108 ♦ J52 ♣ A64</p> <p>♠ 32 ♠ AK5 ♥ AK4 ♥ 7532 ♦ AK6 ♦ Q873 ♣ QJ1098 ♣ 32</p> <p>♠ Q10864 ♥ 96 ♦ 1094 ♣ K75</p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> <tr> <td>9</td> <td>9</td> <td>5</td> <td>17</td> </tr> </table> <p>N/S have 14 points. E/W have 26 points. E/W should choose game in no trumps. West plays the hand. North should lead ♥Q. West can see 7 top tricks (2♠, 2♥, 3♦, 0♣) West can make 9 tricks by winning ♥K and playing ♣Q. North need not win his ace straightaway. If South wins ♣K first and returns a heart (partner's lead), West wins ♥A and plays ♣J. North wins ♣A and can cash two heart tricks but West makes the rest.</p> | North | East | South | West | 9 | 9 | 5 | 17 |
| North | East | South | West | | | | | | |
| 9 | 9 | 5 | 17 | | | | | | |
| <p>♠ AK5 ♥ K43 ♦ 432 ♣ Q1094</p> <p>♠ 87 ♠ QJ1096 ♥ J1086 ♥ Q97 ♦ KJ9 ♦ Q108 ♣ A632 ♣ K8</p> <p>♠ 432 ♥ A52 ♦ A765 ♣ J75</p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> <tr> <td>12</td> <td>10</td> <td>9</td> <td>9</td> </tr> </table> <p>N/S have 21 points. E/W have 19 points. N/S should choose a part score in no trumps. North will play the hand. East should lead ♠Q. North can make 7 tricks by driving out ♣A and ♣K before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club. North makes 2 spades, 2 heart, 1 diamond, and 2 clubs.</p> | North | East | South | West | 12 | 10 | 9 | 9 |
| North | East | South | West | | | | | | |
| 12 | 10 | 9 | 9 | | | | | | |
| <p>♠ 643 ♥ 52 ♦ 108765 ♣ KQ7</p> <p>♠ 975 ♠ KQJ10 ♥ 643 ♥ AKQ ♦ KQJ ♦ 432 ♣ AJ109 ♣ 864</p> <p>♠ A82 ♥ J10987 ♦ A9 ♣ 532</p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> <tr> <td>5</td> <td>15</td> <td>9</td> <td>11</td> </tr> </table> <p>N/S have 14 points. E/W have 26 points. E/W should choose game in no trumps. East will play the hand. South should lead ♥J. East can see 4 top tricks (0♠, 3♥, 0♦, 1♣) East should drive out ♠A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out ♦A. East makes 3♠, 3♥, 2♦, and 1♣. If you have to lose the lead, do so before cashing your other winners.</p> | North | East | South | West | 5 | 15 | 9 | 11 |
| North | East | South | West | | | | | | |
| 5 | 15 | 9 | 11 | | | | | | |
| <p>♠ J1092 ♥ A53 ♦ K52 ♣ 965</p> <p>♠ A8 ♠ K543 ♥ QJ10 ♥ 98742 ♦ QJ1084 ♦ 6 ♣ KJ3 ♣ Q72</p> <p>♠ Q76 ♥ K6 ♦ A973 ♣ A1084</p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> <th style="text-align: left;">West</th> </tr> <tr> <td>8</td> <td>5</td> <td>13</td> <td>14</td> </tr> </table> <p>N/S have 21 points. E/W have 19 points. N/S should choose part score in no trumps. South plays the hand (even though West has more points than South.) West should lead ♦Q. South can see 5 top tricks (0♠, 2♥, 2♦, 1♣). South wins ♦A and plays ♠Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out ♠K. South now has two spade tricks to go with the five top winners.</p> | North | East | South | West | 8 | 5 | 13 | 14 |
| North | East | South | West | | | | | | |
| 8 | 5 | 13 | 14 | | | | | | |

| Set 5 Recognising when small cards in long suits are winners | | | | | | | | | | | |
|--|--|-------------|--------------|-------------|--------------|-------------|--|----|----|----|----|
| <p>♠ J975 ♥ AKQ ♦ KQJ10 ♣ 32</p> <p>♠ 104 ♠ AKQ32 ♥ J875 ♥ 1032 ♦ 9876 ♦ A52 ♣ J84 ♣ 109</p> <p>♠ 86 ♥ 964 ♦ 43 ♣ AKQ765</p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>16</td> <td>13</td> <td>9</td> <td>2</td> </tr> </table> <p>N/S have 25 points. E/W have 15 points. N/S should choose game in no trumps. North plays the hand. East should lead ♠A. North can see six top tricks (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. North 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 South's little clubs are all winners.</p> | | North | East | South | West | | 16 | 13 | 9 | 2 |
| | North | East | South | West | | | | | | | |
| | 16 | 13 | 9 | 2 | | | | | | | |
| <p>♠ J10854 ♥ Q102 ♦ 109 ♣ 972</p> <p>♠ K97 ♠ AQ6 ♥ 53 ♥ A97 ♦ KQ752 ♦ AJ4 ♣ 864 ♣ KQ53</p> <p>♠ 32 ♥ KJ864 ♦ 863 ♣ AJ10</p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>3</td> <td>20</td> <td>9</td> <td>8</td> </tr> </table> <p>N/S have 12 points. E/W have 28 points. East plays the hand and chooses game in no trumps. South should lead a heart, his best suit. North plays ♥Q. This sets up four heart winners for N/S. East can see 8 top tricks (3♠, 1♥, 4♦, 0♣). A club trick could be set up by driving out ♣A, but N/S can cash four heart winners. Instead hope diamonds break 3-2 or 4-1. Cash the ♦A J and play ♦4 to dummy. Unless diamonds break 5-0 the fifth diamond will be the ninth trick.</p> | | North | East | South | West | | 3 | 20 | 9 | 8 |
| | North | East | South | West | | | | | | | |
| | 3 | 20 | 9 | 8 | | | | | | | |
| <p>♠ 32 ♥ 642 ♦ Q75 ♣ Q7642</p> <p>♠ Q10987 ♠ AJ4 ♥ AQ8 ♥ J109 ♦ 642 ♦ KJ98 ♣ 103 ♣ J95</p> <p>♠ K65 ♥ K753 ♦ A103 ♣ AK8</p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>4</td> <td>11</td> <td>17</td> <td>8</td> </tr> </table> <p>N/S have 21 points. E/W have 19 points. South plays the hand and chooses part score in no trumps. West should lead ♠10, top of an internal sequence. East wins ♠A and returns ♠J, to set up spade winners. South can see 5 top tricks (1♠, 0♥, 1♦, 3♣) South's best chance is that the opposition clubs break 3-2, and then there will be five club tricks to cash. Play the ♣A, ♣K and the ♣8 to dummy. Count the clubs played and South finds the ♣7 and ♣6 are winners. Count the opponents' clubs as they are played.</p> | | North | East | South | West | | 4 | 11 | 17 | 8 |
| | North | East | South | West | | | | | | | |
| | 4 | 11 | 17 | 8 | | | | | | | |
| <p>♠ KQJ108 ♥ K3 ♦ 532 ♣ K64</p> <p>♠ A974 ♠ 632 ♥ Q95 ♥ 7642 ♦ J ♦ AKQ107 ♣ AJ753 ♣ 8</p> <p>♠ 5 ♥ AJ108 ♦ 9864 ♣ Q1092</p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>12</td> <td>9</td> <td>7</td> <td>12</td> </tr> </table> <p>N/S have 19 points. E/W have 21 points. E/W can choose part score in no trumps (or diamonds). West plays the hand. North should lead ♠K. West can see 6 top tricks (1♠, 0♥, 4♦, 1♣) Because West has only one diamond, the ♦J will have to be overtaken with ♦Q to get to dummy. West must hope the opponent's diamonds break 4-3 because then the ♦7 will be the seventh trick. Count the opponents' diamonds as they are played.</p> | | North | East | South | West | | 12 | 9 | 7 | 12 |
| | North | East | South | West | | | | | | | |
| | 12 | 9 | 7 | 12 | | | | | | | |

| Set 6 Losing the lead to make a small card a winner | | | | | | | | | | | |
|---|--|-------------|--------------|-------------|--------------|-------------|--|----|----|----|----|
| <p> ♠ 642 ♥ KQ95 ♦ K9 ♣ J1064 ♠ J53 ♠ AQ ♥ 10842 ♥ J73 ♦ A542 ♦ 1087 ♣ Q3 ♣ AK952 ♠ K10987 ♥ A6 ♦ QJ63 ♣ 87 </p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>9</td> <td>14</td> <td>10</td> <td>7</td> </tr> </table> <p>N/S have 19 points. E/W have 21 points. East plays the hand and chooses part score in no trumps. South should lead ♠10. Top of a sequence in best suit. East can see six top tricks (2♠, 0♥, 1♦, 3♣) East must make two spades on the lead and hopes for the extra trick from clubs. Win ♠Q, play ♣2 to ♣Q and ♣3 to ♣A. Cash ♣K. When South shows out, lose a club to North to set up seventh trick. ♠A is entry to cash the club. Cash the honour in the short hand first.</p> | | North | East | South | West | | 9 | 14 | 10 | 7 |
| | North | East | South | West | | | | | | | |
| | 9 | 14 | 10 | 7 | | | | | | | |
| <p> ♠ K54 ♥ K72 ♦ A4 ♣ K5432 ♠ J8 ♠ Q10932 ♥ Q10985 ♥ J43 ♦ KJ93 ♦ 107 ♣ 98 ♣ QJ10 ♠ A76 ♥ A6 ♦ Q8652 ♣ A76 </p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>13</td> <td>6</td> <td>14</td> <td>7</td> </tr> </table> <p>N/S have 27 points. E/W have 13 points. South plays the hand and chooses game in no trumps. West should lead ♥10, top of sequence in best suit. East can see seven top tricks (2♠, 2♥, 1♦, 2♣) East can make the two extra tricks by setting up the small cards in the club suit. Win ♥A, play ♣A and ♣7 to ♣K. Provided both opponents follow, there is only one club outstanding. Play a third club and give East the trick. The ♣5 4 are now winners and ♥K is an entry to cash them.</p> | | North | East | South | West | | 13 | 6 | 14 | 7 |
| | North | East | South | West | | | | | | | |
| | 13 | 6 | 14 | 7 | | | | | | | |
| <p> ♠ 753 ♥ A764 ♦ 9 ♣ QJ1092 ♠ Q92 ♠ AK6 ♥ J103 ♥ Q985 ♦ AKQ54 ♦ 632 ♣ AK ♣ 876 ♠ J1084 ♥ K2 ♦ J1087 ♣ 543 </p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>7</td> <td>9</td> <td>5</td> <td>19</td> </tr> </table> <p>N/S have 12 points. E/W have 28 points. E/W should choose game in no trumps. West plays the hand. North should lead ♣Q. West can see eight top tricks (3♠, 0♥, 3♦, 2♣) If opponents' diamonds break 3-2, West has two more diamond winners. West plays diamonds from the top. North shows out on the second round, so South has four diamonds. Give South his diamond trick and ♦5 becomes the ninth trick. The ♣A is the entry to cash it.</p> | | North | East | South | West | | 7 | 9 | 5 | 19 |
| | North | East | South | West | | | | | | | |
| | 7 | 9 | 5 | 19 | | | | | | | |
| <p> ♠ QJ3 ♥ A96 ♦ AK7 ♣ T753 ♠ 98654 ♠ AT7 ♥ K732 ♥ J54 ♦ 32 ♦ JT965 ♣ K9 ♣ AQ ♠ K2 ♥ QT8 ♦ Q84 ♣ J8642 </p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td>North</td> <td>East</td> <td>South</td> <td>West</td> </tr> <tr> <td></td> <td>14</td> <td>12</td> <td>8</td> <td>6</td> </tr> </table> <p>N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in no trumps. East should lead ♦J, longest suit to set up tricks. North can see four top tricks (0♠, 1♥, 3♦, 0♣) Win ♦K. South can drive out ♠A for two more tricks but three are needed. Play on clubs and hope they break 2-2. If they do, that sets up three more tricks with ♥A or ♦Q as the entry to cash them.</p> | | North | East | South | West | | 14 | 12 | 8 | 6 |
| | North | East | South | West | | | | | | | |
| | 14 | 12 | 8 | 6 | | | | | | | |

Set 7 Holding up a high card to cut communications

| <p> ♠ A109 ♥ AKQ ♦ Q985 ♣ AQ2 ♠ 653 ♠ KQJ42 ♥ 8743 ♥ 1095 ♦ A6 ♦ 42 ♣ J1098 ♣ K76 ♠ 87 ♥ J62 ♦ KJ1073 ♣ 543 </p> | <p>Board 1 : Dealer North</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>9</td> <td>5</td> <td>5</td> </tr> </tbody> </table> <p>N/S have 26 points. E/W have 14 points. North plays the hand and chooses game in no trumps. East should lead ♠K. North can see five top tricks (1♠, 3♥, 0♦, 1♣) The diamonds provide four more tricks by driving out ♦A. The danger is that when defenders win ♦A, they can cash four spade winners. North must refuse to take ♠A until the third round. Now play a diamond and hope West wins ♦A and has no spade left to play.</p> | North East | | South West | | 21 | 9 | 5 | 5 |
|---|--|------------|----|------------|--|----|----|----|----|
| North East | | South West | | | | | | | |
| 21 | 9 | 5 | 5 | | | | | | |
| <p> ♠ KQJ105 ♥ 976 ♦ J94 ♣ 63 ♠ A63 ♠ 74 ♥ QJ54 ♥ 1032 ♦ AK3 ♦ Q87 ♣ AQ5 ♣ J9742 ♠ 982 ♥ AK8 ♦ 10652 ♣ K108 </p> | <p>Board 2 : Dealer East</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>3</td> <td>10</td> <td>20</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points. West plays the hand and chooses part score in no trumps. North leads ♠K. East can see five top tricks (1♠, 0♥, 3♦, 1♣) Clubs can provide the extra tricks. West should duck two rounds of spades, in case South has three. West knows from the points that South has all the remaining high cards, so plays ♣A and ♣Q to set up the clubs. The defence take two spades, two hearts and a club, but West has eight tricks.</p> | North East | | South West | | 7 | 3 | 10 | 20 |
| North East | | South West | | | | | | | |
| 7 | 3 | 10 | 20 | | | | | | |
| <p> ♠ A32 ♥ Q84 ♦ 54 ♣ Q7652 ♠ 54 ♠ 9876 ♥ 972 ♥ A65 ♦ KJ1098 ♦ Q76 ♣ 1094 ♣ K83 ♠ KQJ10 ♥ KJ103 ♦ A32 ♣ AJ </p> | <p>Board 3 : Dealer South</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>9</td> <td>19</td> <td>4</td> </tr> </tbody> </table> <p>N/S have 27 points. E/W have 13 points. South plays the hand and chooses game in no trumps. West should lead ♦J, top of internal sequence in best suit. South can see six top tricks (4♠, 0♥, 1♦, 1♣) The extra tricks can come from driving out ♥A to set up three heart tricks. The danger is that the defenders can cash four diamond tricks when they get the lead with ♥A. South must hold up ♦A until the third round and hope that whoever has ♥A is out of diamonds. You don't have to win a trick just because you can.</p> | North East | | South West | | 8 | 9 | 19 | 4 |
| North East | | South West | | | | | | | |
| 8 | 9 | 19 | 4 | | | | | | |
| <p> ♠ QJ98 ♥ J854 ♦ A4 ♣ AJ4 ♠ 6543 ♠ AK2 ♥ 962 ♥ AK3 ♦ KQ107 ♦ J983 ♣ 87 ♣ K92 ♠ 107 ♥ Q107 ♦ 652 ♣ Q10653 </p> | <p>Board 4 : Dealer West</p> <table border="0"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td>13</td> <td>18</td> <td>4</td> <td>5</td> </tr> </tbody> </table> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in no trumps. South should lead a club, low card from his best suit. North should win ♣A and return ♣J. East can see 5 top tricks (2♠, 2♥, 0♦, 1♣) After the club lead, East's ♣K is as good as an ace and East should hold up his ♣K until the third round. From the points he knows North has ♦A. Diamonds will provide three more tricks after the ♦A has been driven out and East can make eight tricks.</p> | North East | | South West | | 13 | 18 | 4 | 5 |
| North East | | South West | | | | | | | |
| 13 | 18 | 4 | 5 | | | | | | |

| Set 8 Extra tricks by taking a finesse | | | | | | | | | |
|---|--|-------------------|----|-------------------|--|----|----|----|----|
| <p> ♠ QJ9 ♥ KQ1097 ♦ K83 ♣ 92 ♠ A53 ♠ K864 ♥ A84 ♥ J6 ♦ 975 ♦ AQ6 ♣ AKJ10 ♣ Q653 ♠ 1072 ♥ 532 ♦ J1042 ♣ 874 </p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>11</td> <td>12</td> <td>1</td> <td>16</td> </tr> </table> <p>N/S have 12 points. E/W have 28 points. West plays the hand and chooses game in no trumps. North leads ♥K and if it holds continues with ♥Q. West can see eight top tricks (2♠, 1♥, 1♦, 4♣). West holds up ♥A until the third round, to exhaust South of hearts. West's only hope is that diamonds provide the extra trick. At trick four, West leads ♦5. If North plays ♦3, the ♦Q is played from dummy. If North plays ♦K it is taken with ♦A and ♦Q is a winner. Play a finesse in hope, success is not a certainty.</p> | North East | | South West | | 11 | 12 | 1 | 16 |
| North East | | South West | | | | | | | |
| 11 | 12 | 1 | 16 | | | | | | |
| <p> ♠ A752 ♥ AQ ♦ 10872 ♣ AQJ ♠ 43 ♠ QJ109 ♥ 109876 ♥ 5432 ♦ K5 ♦ AQ9 ♣ K1083 ♣ 97 ♠ K86 ♥ KJ ♦ J643 ♣ 6542 </p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>17</td> <td>9</td> <td>8</td> <td>6</td> </tr> </table> <p>N/S have 25 points. E/W have 15 points. North plays the hand and chooses part score in no trumps. East should lead ♠Q. North can see five top tricks (2♠, 2♥, 0♦, 1♣) Despite lots of points, North hasn't got seven tricks. Ten points in hearts only make two tricks. The best chance is to play the club finesse. Play ♠K from South and lead a club. When West plays low, North plays ♣J, which wins. Cross back to South by leading ♥Q and playing ♥K on it. Now another club finesse can be taken.</p> | North East | | South West | | 17 | 9 | 8 | 6 |
| North East | | South West | | | | | | | |
| 17 | 9 | 8 | 6 | | | | | | |
| <p> ♠ Q6 ♥ 1032 ♦ K985 ♣ J1075 ♠ K42 ♠ A953 ♥ 876 ♥ A4 ♦ 762 ♦ AQJ10 ♣ AKQ3 ♣ 982 ♠ J1087 ♥ KQJ95 ♦ 43 ♣ 64 </p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>6</td> <td>15</td> <td>7</td> <td>12</td> </tr> </table> <p>N/S have 13 points. E/W have 27 points. East plays the hand and chooses game in no trumps. South should lead ♥K. East can see seven top tricks (2♠, 1♥, 1♦, 3♣) East must win ♥A on the second round and has lots of hearts to lose if opponents get the lead. Diamond finesses provide the extra tricks. Win ♥A, cross to West on a club and play ♦2. If North plays ♦K, win it with ♦A! If North plays low, play the ♦10, cross to West on a club twice more, repeating the diamond finesse, makes 10 tricks.</p> | North East | | South West | | 6 | 15 | 7 | 12 |
| North East | | South West | | | | | | | |
| 6 | 15 | 7 | 12 | | | | | | |
| <p> ♠ 10874 ♥ QJ63 ♦ A9 ♣ 873 ♠ QJ62 ♠ AK ♥ 72 ♥ A1098 ♦ Q10654 ♦ J32 ♣ 62 ♣ Q1054 ♠ 953 ♥ K54 ♦ K87 ♣ AKJ9 </p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>7</td> <td>14</td> <td>14</td> <td>5</td> </tr> </table> <p>N/S have 21 points. E/W have 19 points. South plays the hand, choosing part score in no trumps. West should lead a diamond, low from his best suit. South can see four top tricks (0♠, 0♥, 2♦, 2♣) Hearts provide at least two more tricks. Win ♦K and lead ♥K. If East refuses the trick, play a heart to ♥Q. Win the next diamond with ♦A and play ♥J. When West shows out, South needs another trick. The club finesse is the best chance. Lead ♣3 and play ♣J if East plays low.</p> | North East | | South West | | 7 | 14 | 14 | 5 |
| North East | | South West | | | | | | | |
| 7 | 14 | 14 | 5 | | | | | | |

| Set 9 Extra tricks with a finesse | | | | | | | | | |
|---|--|-------------------|----|-------------------|--|----|----|----|----|
| <p> ♠ 932 ♥ QJ10 ♦ AKQ5 ♣ A42 ♠ J65 ♠ K87 ♥ A5 ♥ K9863 ♦ J1096 ♦ 872 ♣ KJ85 ♣ Q10 ♠ AQ104 ♥ 742 ♦ 43 ♣ 9763 </p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>16</td> <td>8</td> <td>6</td> <td>10</td> </tr> </table> <p>N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in no trumps. East leads a low heart from his best suit. West wins ♥A and returns ♥5. East wins ♥K and plays a third heart, which sets up two winners. North can see six top tricks (1♠, 1♥, 3♦, 1♣). Spades could provide an extra trick if East has either ♠K or ♠J. Play ♠2 and put on ♠10. It loses to ♠J. Win the next trick, play ♠3 and put on the ♠Q, which wins.</p> | North East | | South West | | 16 | 8 | 6 | 10 |
| North East | | South West | | | | | | | |
| 16 | 8 | 6 | 10 | | | | | | |
| <p> ♠ J42 ♥ 97543 ♦ 92 ♣ A53 ♠ 76 ♠ AK3 ♥ KJ ♥ AQ6 ♦ 8754 ♦ AQ63 ♣ KJ1098 ♣ 642 ♠ Q10985 ♥ 1082 ♦ KJ10 ♣ Q7 </p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>5</td> <td>19</td> <td>8</td> <td>8</td> </tr> </table> <p>N/S have 13 points. E/W have 27 points. East plays the hand and chooses game in no trumps. South leads ♠10, top of an internal sequence. North can see six top tricks (2♠, 3♥, 1♦, 0♣). Clubs offer the best chance of extra tricks. If South has ♣Q, taking the club finesse sets up four club tricks. Win the spade, play ♣2 to ♣8. If it holds come back by overtaking ♥J with ♥Q and play another club, playing ♣9 if South plays low. When South's ♣Q appears, play the ♣K and lose one trick only to ♣A, for ten tricks.</p> | North East | | South West | | 5 | 19 | 8 | 8 |
| North East | | South West | | | | | | | |
| 5 | 19 | 8 | 8 | | | | | | |
| <p> ♠ KQ5 ♥ 65 ♦ K732 ♣ QJ103 ♠ 1073 ♠ J42 ♥ A104 ♥ KQJ972 ♦ QJ1086 ♦ - ♣ 97 ♣ K865 ♠ A986 ♥ 83 ♦ A954 ♣ A42 </p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>11</td> <td>10</td> <td>12</td> <td>7</td> </tr> </table> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in no trumps. West should lead ♦Q. East throws away. South can see six top tricks (3♠, 0♥, 2♦, 1♣). South has been lucky to escape a heart lead. Surely if the lead is lost opponents will switch to hearts. Clubs can provide the extra tricks. If East has ♣K these can be won without losing the lead. Cross to dummy and lead ♣Q. Play low from South unless East plays ♣K.</p> | North East | | South West | | 11 | 10 | 12 | 7 |
| North East | | South West | | | | | | | |
| 11 | 10 | 12 | 7 | | | | | | |
| <p> ♠ Q10863 ♥ K106 ♦ 87 ♣ AQ4 ♠ AK7 ♠ 542 ♥ A742 ♥ Q83 ♦ AK6 ♦ Q54 ♣ 975 ♣ J862 ♠ J9 ♥ J95 ♦ J10932 ♣ K103 </p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td colspan="2">North East</td> <td colspan="2">South West</td> </tr> <tr> <td>11</td> <td>5</td> <td>6</td> <td>18</td> </tr> </table> <p>N/S have 17 points. E/W have 23 points. West plays the hand, choosing part score in no trumps. North should lead a spade, a low one from his best suit. East can see six top tricks (2♠, 1♥, 3♦, 0♣). Hearts offer the best chance of an extra trick. Hope North has ♥K, lead a low heart towards the ♥Q. If North plays ♥K, play low from dummy. If North plays low, try the ♥Q from dummy. This is a sort of finesse too; we hope the key card will be well placed.</p> | North East | | South West | | 11 | 5 | 6 | 18 |
| North East | | South West | | | | | | | |
| 11 | 5 | 6 | 18 | | | | | | |

Set 10 Finessing into the safe hand

| <p> ♠ Q2 ♥ KJ1052 ♦ J986 ♣ 95 ♠ 65 ♠ A103 ♥ 987 ♥ AQ3 ♦ AQ3 ♦ 10542 ♣ K10732 ♣ AJ4 ♠ KJ9874 ♥ 64 ♦ K7 ♣ Q86 </p> | <p>Board 1 : Dealer North</p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">15</td> <td style="text-align: center;">9</td> <td style="text-align: center;">9</td> </tr> </tbody> </table> <p>N/S have 16 points. E/W have 24 points.</p> <p>East plays the hand and chooses part score in no trumps. South leads a small spade. North plays ♠Q and returns a spade if ♠Q holds.</p> <p>West can see six top tricks (1♠, 1♥, 2♦, 2♣).</p> <p>The clubs will provide the extra trick needed. East should duck the ♠Q and win the third round of spades. Now play ♣A then ♣J, letting it run if South plays low. That way East actually makes five club tricks and will wish he had chosen game!</p> | North East | | South West | | 7 | 15 | 9 | 9 |
|---|---|------------|----|------------|--|----|----|----|----|
| North East | | South West | | | | | | | |
| 7 | 15 | 9 | 9 | | | | | | |
| <p> ♠ KQ7 ♥ 642 ♦ A10876 ♣ K10 ♠ J10652 ♠ A98 ♥ J103 ♥ Q975 ♦ Q93 ♦ 4 ♣ 98 ♣ QJ732 ♠ 43 ♥ AK8 ♦ KJ52 ♣ A654 </p> | <p>Board 2 : Dealer East</p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">12</td> <td style="text-align: center;">9</td> <td style="text-align: center;">15</td> <td style="text-align: center;">4</td> </tr> </tbody> </table> <p>N/S have 27 points. E/W have 13 points.</p> <p>South plays the hand and chooses game in no trumps. West leads a small spade from his long suit. ♠K is played from North. East wins ♠A and returns ♠9.</p> <p>South can see seven top tricks (1♠, 2♥, 2♦, 2♣).</p> <p>Diamonds will provide the extra tricks. A trick can be lost to ♦Q; there will still be four diamond winners. If West wins the diamond, he has spades to cash. Win the third spade, play ♦6 to ♦K and lead ♦J. If West plays low, play low from dummy. It's OK losing a trick to East.</p> | North East | | South West | | 12 | 9 | 15 | 4 |
| North East | | South West | | | | | | | |
| 12 | 9 | 15 | 4 | | | | | | |
| <p> ♠ KJ865 ♥ 954 ♦ K86 ♣ 54 ♠ A97 ♠ 42 ♥ KQ ♥ A86 ♦ AQJ102 ♦ 974 ♣ 963 ♣ AQJ102 ♠ Q103 ♥ J10732 ♦ 53 ♣ K87 </p> | <p>Board 3 : Dealer South</p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">11</td> <td style="text-align: center;">6</td> <td style="text-align: center;">16</td> </tr> </tbody> </table> <p>N/S have 13 points. E/W have 27 points.</p> <p>West plays the hand and chooses game in no trumps. North leads a small spade from his best suit. South plays ♠Q and if that holds, plays back ♠10.</p> <p>West can see six top tricks (1♠, 3♥, 1♦, 1♣).</p> <p>Either diamonds or clubs can provide the three extra tricks needed. But as North has led spades, he will have winners to cash if he gets the lead. Hold up ♠A until the third round. Then lead ♣9 and run it if North plays low. South wins but hasn't got another spade to play.</p> | North East | | South West | | 7 | 11 | 6 | 16 |
| North East | | South West | | | | | | | |
| 7 | 11 | 6 | 16 | | | | | | |
| <p> ♠ AQ4 ♥ K43 ♦ AKQ7 ♣ 764 ♠ J106 ♠ K53 ♥ 10976 ♥ Q82 ♦ 9632 ♦ 54 ♣ J9 ♣ KQ852 ♠ 9872 ♥ AJ5 ♦ J108 ♣ A103 </p> | <p>Board 4 : Dealer West</p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">North East</th> <th colspan="2">South West</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">18</td> <td style="text-align: center;">10</td> <td style="text-align: center;">10</td> <td style="text-align: center;">2</td> </tr> </tbody> </table> <p>N/S have 28 points. E/W have 12 points.</p> <p>North plays the hand, choosing game in no trumps.</p> <p>East should lead a club, low from his best suit. North can see eight top tricks (1♠, 2♥, 4♦, 1♣).</p> <p>North should win the third club. The ninth trick can come from a successful finesse in spades or hearts. It is best to try hearts first as West is out of clubs. If that fails North must finesse the spade. If you remember the points announced you will know the heart must win!</p> | North East | | South West | | 18 | 10 | 10 | 2 |
| North East | | South West | | | | | | | |
| 18 | 10 | 10 | 2 | | | | | | |

No Trump Contracts Revision Hands for sets 1 to 5

| <p> ♠ K 6 3 ♥ A 5 4 ♦ Q 10 8 5 ♣ A 7 6 ♠ QJ 10 4 ♠ 9 7 5 ♥ 8 2 ♥ KQJ 10 9 ♦ 9 7 3 ♦ A 4 ♣ KJ 4 3 ♣ 8 5 2 ♠ A 8 2 ♥ 7 6 3 ♦ KJ 6 2 ♣ Q 10 9 </p> | <p>Board 1 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>13</td> <td>10</td> <td>10</td> </tr> </tbody> </table> <p>With 2 balanced hands and 23 combined points North should choose part score/8 tricks in no trumps. East should lead ♥K to knock out the ace. North should 'hold up' his ace to try to run West out of hearts, but it will do no good. When he tries to set up the diamonds East will win his ace and take the rest of the hearts. The club layout means he can only make one club trick. North will make 2 spades, 1 heart, 3 diamonds and 1 club.</p> | West | North | East | South | 7 | 13 | 10 | 10 |
|--|---|------|-------|------|-------|----|----|----|----|
| West | North | East | South | | | | | | |
| 7 | 13 | 10 | 10 | | | | | | |
| <p> ♠ 7 2 ♥ K 8 6 5 ♦ Q 10 9 ♣ QJ 10 6 ♠ A K 5 ♠ Q 8 6 ♥ Q 10 9 4 ♥ J 3 ♦ K 5 2 ♦ A 7 4 3 ♣ 7 3 2 ♣ A K 8 5 ♠ J 10 9 4 3 ♥ A 7 2 ♦ J 8 6 ♣ 9 4 </p> | <p>Board 2 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>8</td> <td>14</td> <td>6</td> </tr> </tbody> </table> <p>East should choose game/9 tricks in no trumps. South leads ♠J – top of a sequence. There are 7 top tricks so a bit of work needs to be done to set up the hearts. Win the first spade with the queen and lead ♥J before you do anything else. When this loses win the return and play another heart. You will lose another heart trick but have two heart winners in the West hand plus an entry – either ♦K or ♠A to get to them. 9 tricks should be made.</p> | West | North | East | South | 12 | 8 | 14 | 6 |
| West | North | East | South | | | | | | |
| 12 | 8 | 14 | 6 | | | | | | |
| <p> ♠ 9 8 6 ♥ K 7 2 ♦ A 4 ♣ KJ 4 3 2 ♠ K 10 5 4 ♠ QJ ♥ Q 10 ♥ J 9 5 3 ♦ QJ 10 7 2 ♦ K 9 8 ♣ 6 5 ♣ 10 9 8 7 ♠ A 7 3 2 ♥ A 8 6 4 ♦ 6 5 3 ♣ A Q </p> | <p>Board 3 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>11</td> <td>7</td> <td>14</td> </tr> </tbody> </table> <p>South chooses game/9 tricks in no trumps. West should lead ♦Q – top of a sequence. South needs to be careful. There are 9 tricks available but you have to take them in the correct order. Win the ♦A and play a small club to the ♣A; now take the ♣Q. Your remaining clubs are winners in the North hand and you have ♥K as the entry to get to them. You make 1 spade, 2 hearts, 1 diamond and 5 club tricks.</p> | West | North | East | South | 8 | 11 | 7 | 14 |
| West | North | East | South | | | | | | |
| 8 | 11 | 7 | 14 | | | | | | |
| <p> ♠ QJ 10 7 2 ♥ Q 10 2 ♦ 6 5 ♣ K 10 4 ♠ K 5 3 ♠ A 4 ♥ A 8 6 4 ♥ J 7 ♦ A Q ♦ KJ 9 3 2 ♣ A 7 3 2 ♣ 9 8 6 5 ♠ 9 8 6 ♥ K 9 5 3 ♦ 10 8 7 4 ♣ QJ </p> | <p>Board 4 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>8</td> <td>9</td> <td>6</td> </tr> </tbody> </table> <p>West should choose game/9 tricks in no trumps and North will lead ♠Q – top of a sequence. West must be very careful to win the first spade trick with the king. Next he plays off ♦A and ♦Q before playing a spade to the ace and taking the three diamond winners. 2 spades, 1 heart, 5 diamonds and 1 club. If West wins the first spade with the ace and then plays the diamonds he will have no way back to the East hand to take the winners.</p> | West | North | East | South | 17 | 8 | 9 | 6 |
| West | North | East | South | | | | | | |
| 17 | 8 | 9 | 6 | | | | | | |

| <p> ^aAQJ ♥K75 ♦K843 ♣AQ5 ♠97643 ♠10852 ♥A4 ♥QJ1082 ♦975 ♦A6 ♣J73 ♣102 ♠K ♥963 ♦QJ102 ♣K9864 </p> | <p>Board 5 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>19</td> <td>7</td> <td>9</td> </tr> </tbody> </table> <p>With 28 points between the two hands North will choose game/9 tricks in no trumps. East should lead ♥Q – the top of the sequence. The correct play for West is to win ♥A and lead a heart straight back. North wins the ♥K; plays ♣A, ♣Q and then ♣5 to the king. By now all the clubs have been played so ♣9 and ♣8 make two more tricks. Now there are 3 spade tricks to take to make 9. When you lead ♠K you must 'overtake' with the ace and play off the ♠Q and ♠J. If you do anything else East will pounce with the ♦A and rattle off his heart winners.</p> | West | North | East | South | 5 | 19 | 7 | 9 |
|--|--|------|-------|------|-------|----|----|----|----|
| West | North | East | South | | | | | | |
| 5 | 19 | 7 | 9 | | | | | | |
| <p> ♠QJ ♥AKQ87 ♦10762 ♣K6 ♠K2 ♠A654 ♥105 ♥J42 ♦AQ984 ♦KJ ♣7532 ♣QJ109 ♠109873 ♥963 ♦53 ♣A84 </p> | <p>Board 6 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>9</td> <td>15</td> <td>12</td> <td>4</td> </tr> </tbody> </table> <p>With only 21 combined points East will choose part score/7 tricks in no trumps. Even with his dismal hand South should lead ♠10 – top of the sequence. Partner announced 15 points so has the best hand at the table. As it is East can win the first spade with the ace, play ♦K, ♦J and then a spade to the king to take ♦A Q 9. He makes 2 spades and 5 diamonds. If he mistakenly wins the first spade with the king and sets about the diamonds he will no entry back to West to take the winners. As soon as North gets the lead he can take 5 hearts and 2 clubs.</p> | West | North | East | South | 9 | 15 | 12 | 4 |
| West | North | East | South | | | | | | |
| 9 | 15 | 12 | 4 | | | | | | |
| <p> ♠1098 ♥432 ♦KJ106 ♣J108 ♠A542 ♠J6 ♥KJ1095 ♥76 ♦82 ♦97543 ♣97 ♣AK64 ♠KQ73 ♥AQ8 ♦AQ ♣Q532 </p> | <p>Board 7 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>5</td> <td>8</td> <td>19</td> </tr> </tbody> </table> <p>South has 24 combined points so part score/8 tricks in no trumps is the target. West leads ♥J – the top of the inner sequence which runs round to the queen. There are only 6 top tricks so still some work to do. You can try to set up a club and a spade. To make 4 diamond tricks you must play the ace first then overtake the queen with the king. But you may be beaten if East and West can take three hearts, a spade and the two top clubs.</p> | West | North | East | South | 8 | 5 | 8 | 19 |
| West | North | East | South | | | | | | |
| 8 | 5 | 8 | 19 | | | | | | |
| <p> ♠QJ1098 ♥Q84 ♦J9 ♣Q109 ♠K7 ♠A32 ♥A963 ♥105 ♦AKQ ♦876532 ♣A874 ♣63 ♠654 ♥KJ72 ♦104 ♣KJ52 </p> | <p>Board 8 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>8</td> <td>4</td> <td>8</td> </tr> </tbody> </table> <p>With 24 points between the two hands West might settle for part score/8 tricks in no trumps, but there is a way to make 9. North will lead ♠Q which West must win with the king. Now play off ♦A K Q. North and South are run out of diamonds leaving three diamond winners in East. You still have ♠A to get to them so you can make 2 spades, 1 heart, 6 diamonds and 1 club for 10 tricks. Again if you win the first spade with the ace your entry to the long diamonds has gone and you will probably make only 7 tricks.</p> | West | North | East | South | 20 | 8 | 4 | 8 |
| West | North | East | South | | | | | | |
| 20 | 8 | 4 | 8 | | | | | | |

No Trump Contracts Revision Hands for sets 6 to 10

| <p style="margin: 0;">♠ K974 ♥ QJ1095 ♦ QJ ♣ J8</p> <p style="margin: 0;">♠ QJ10 ♠ A82 ♥ K643 ♥ A87 ♦ A54 ♦ K873 ♣ AK3 ♣ 752</p> <p style="margin: 0;">♠ 653 ♥ 2 ♦ 10962 ♣ Q10964</p> | <p style="margin: 0;">Board 1 : Dealer North</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>10</td> <td>11</td> <td>2</td> </tr> </tbody> </table> <p style="margin: 0;">West chooses game/ 9 tricks in no trumps and North leads ♥Q. Between clubs, diamonds and hearts there are 6 top tricks so West must try to make three spade tricks. He can do this by leading the queen from the West hand. If North covers with the king you take the ace and the J 10 are set up. If North plays low on the queen you play low from East. When the queen wins you do the same thing with the jack and finally the ten. If you cash the ♠A first this won't work and North will make his king.</p> | West | North | East | South | 17 | 10 | 11 | 2 |
|---|--|------|-------|------|-------|----|----|----|----|
| West | North | East | South | | | | | | |
| 17 | 10 | 11 | 2 | | | | | | |
| <p style="margin: 0;">♠ A83 ♥ K73 ♦ J952 ♣ Q96</p> <p style="margin: 0;">♠ J92 ♠ KQ105 ♥ A42 ♥ 85 ♦ A106 ♦ KQ4 ♣ J1042 ♣ A853</p> <p style="margin: 0;">♠ 764 ♥ QJ1096 ♦ 873 ♣ K7</p> | <p style="margin: 0;">Board 2 : Dealer East</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>10</td> <td>14</td> <td>6</td> </tr> </tbody> </table> <p style="margin: 0;">With 24 points between the two hands East's target should be part score/8 tricks in no trumps. South should lead ♥Q. You don't have to win a trick just because you can and it is correct play not to win ♥A immediately. Save it for the third round of hearts. This will clear out North's hearts which means when he gets in with ♠A he won't have a heart to return to South's heart winners. This way you make 3 spades, 1 heart, 3 diamonds and a club.</p> | West | North | East | South | 10 | 10 | 14 | 6 |
| West | North | East | South | | | | | | |
| 10 | 10 | 14 | 6 | | | | | | |
| <p style="margin: 0;">♠ 95 ♥ K102 ♦ 63 ♣ AQJ872</p> <p style="margin: 0;">♠ QJ1042 ♠ A87 ♥ J7 ♥ 9653 ♦ K852 ♦ J1097 ♣ 54 ♣ K6</p> <p style="margin: 0;">♠ K63 ♥ AQ84 ♦ AQ4 ♣ 1093</p> | <p style="margin: 0;">Board 3 : Dealer South</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>10</td> <td>8</td> <td>15</td> </tr> </tbody> </table> <p style="margin: 0;">South's target is game/9 tricks in no trumps. West leads ♠Q. This needs careful play. South must not take the ♠K until the third round to run East out of spades. Now you play the clubs by leading the ten and playing low from the North hand. East wins but cannot return a spade so you can win the return and take your 5 set up club tricks. You might also make four hearts tricks if you play carefully and watch the cards played.</p> | West | North | East | South | 7 | 10 | 8 | 15 |
| West | North | East | South | | | | | | |
| 7 | 10 | 8 | 15 | | | | | | |
| <p style="margin: 0;">♠ 642 ♥ AK7 ♦ AK6 ♣ A1042</p> <p style="margin: 0;">♠ J973 ♠ A108 ♥ 93 ♥ QJ1085 ♦ 109752 ♦ 4 ♣ J7 ♣ KQ93</p> <p style="margin: 0;">♠ KQ5 ♥ 642 ♦ QJ83 ♣ 865</p> | <p style="margin: 0;">Board 4 : Dealer West</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>18</td> <td>12</td> <td>8</td> </tr> </tbody> </table> <p style="margin: 0;">26 points is enough for North to go for game/9 tricks in no trumps. East leads ♥Q and North wins with the king. The contract is guaranteed! West announced only 2 points, so East must hold the ♠A. When North leads a spade towards the South hand East cannot prevent the K and Q making tricks. So North will wrap up 2 spades, 2 hearts, 4 diamonds and a club for his 9 trick target.</p> | West | North | East | South | 2 | 18 | 12 | 8 |
| West | North | East | South | | | | | | |
| 2 | 18 | 12 | 8 | | | | | | |

| <p> ♠ 109 ♥ K765 ♦ KQ6 ♣ AK52 ♠ 6542 ♠ AK7 ♥ QJ1083 ♥ 4 ♦ 3 ♦ J972 ♣ 943 ♣ QJ1076 ♠ QJ83 ♥ A92 ♦ A10854 ♣ 8 </p> | <p>Board 5 : Dealer North</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>15</td> <td>11</td> <td>11</td> </tr> </tbody> </table> <p>North's turn to try for game/9 tricks in no trumps. East leads ♣Q round to North's king. You must watch the cards that the other side play. On this hand when you play ♦K followed by ♦Q did you notice that West didn't play a second diamond? So you can play another diamond towards the A 10 8. East will have to play the jack or the 9 and you cover with the lowest card that will win the trick. You make 5 diamonds, 2 hearts and 2 clubs and maybe a spade if you are lucky.</p> | West | North | East | South | 3 | 15 | 11 | 11 |
|--|--|------|-------|------|-------|----|----|----|----|
| West | North | East | South | | | | | | |
| 3 | 15 | 11 | 11 | | | | | | |
| <p> ♠ J10982 ♥ Q107 ♦ 2 ♣ 10976 ♠ K75 ♠ A6 ♥ A84 ♥ J92 ♦ KQ8 ♦ A7643 ♣ A532 ♣ KJ4 ♠ Q43 ♥ K653 ♦ J1095 ♣ Q8 </p> | <p>Board 6 : Dealer East</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>16</td> <td>3</td> <td>13</td> <td>8</td> </tr> </tbody> </table> <p>North should lead ♠J against West's target of game/9 tricks in no trumps. It looks like plain sailing until you play ♦K and ♦Q because North shows out meaning South has four. You have to lose a diamond trick to set up the suit but you have ♣K (or maybe also the ♠A) as the entry to get to the winning diamonds. Sometimes you have to lose a trick in a suit to set it up for later.</p> | West | North | East | South | 16 | 3 | 13 | 8 |
| West | North | East | South | | | | | | |
| 16 | 3 | 13 | 8 | | | | | | |
| <p> ♠ 986 ♥ 9865 ♦ K987 ♣ 52 ♠ 52 ♠ A43 ♥ 432 ♥ AQJ10 ♦ AQJ10 ♦ 432 ♣ AJ93 ♣ KQ8 ♠ KQJ107 ♥ K7 ♦ 65 ♣ 10764 </p> | <p>Board 7 : Dealer South</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>3</td> <td>16</td> <td>9</td> </tr> </tbody> </table> <p>South leads ♠K against East game/9 trick target. East must 'hold up' his ace until the third round to try to run North out of spades. With AQJ10 in both red suits you are missing the kings. You can sometimes make a trick by leading towards the suit with AQJ10. If the next player plays low you try the queen. Sometimes the 'finesse' will work but here both kings are in the hand sitting over the queen. So does it matter which suit you finesse? Yes it does, because if the finesses fail (they both do) you don't want South being able to lead out his winning spades. You must finesse the ♦Q. Although it loses North can't lead back a spade. You should win 1 spade, 1 heart, 3 diamonds and 4 clubs. Well done if you got it right!</p> | West | North | East | South | 12 | 3 | 16 | 9 |
| West | North | East | South | | | | | | |
| 12 | 3 | 16 | 9 | | | | | | |
| <p> ♠ A5 ♥ 642 ♦ KQ742 ♣ J109 ♠ Q9763 ♠ J102 ♥ J83 ♥ K75 ♦ J ♦ 10986 ♣ Q654 ♣ K83 ♠ K84 ♥ AQ109 ♦ A53 ♣ A72 </p> | <p>Board 8 : Dealer West</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>10</td> <td>7</td> <td>17</td> </tr> </tbody> </table> <p>A final test for South with a target of game/9 tricks in no trumps. West should lead ♠6 – his 4th highest spade. Win the king and try the diamonds. You play ♦A, then the ♦3 – but West shows out, so you cannot make 5 diamond tricks. So plan B – you must take the heart finesse while you still have the ♠A in the North hand. Lead a heart and play the queen if East plays the 5 or 7. When it works you can lose a diamond trick to East. He should return a spade but you can win the ace and take your diamond winner.</p> | West | North | East | South | 6 | 10 | 7 | 17 |
| West | North | East | South | | | | | | |
| 6 | 10 | 7 | 17 | | | | | | |

