

Lesson 1 -MiniBridge

Board 1

North Deals	♠ A Q 6 5 4		
None Vul	♥ 7 2		
	♦ A 3 2		
	♣ A 9 2		
♠ 3 2		♠ J 7	
♥ K Q 9 4		♥ A 10 8	
♦ K Q 8 6		♦ 9 7 5 4	
♣ 8 7 6		♣ Q J 10 3	
	♠ K 10 9 8		
	♥ J 6 5 3		
	♦ J 10		
	♣ K 5 4		

N-S have 22 points and North (14) is declarer. North contracts to make a part score of 7 tricks with spades as trumps. East leads ♣ Q (top of an honour sequence)

North wins and draws trumps in two rounds. North plays ♦ A and a second diamonds to void dummy's diamond suit. Declarer should make 9 tricks; 6 spades (including a diamond ruff, ♦ A and ♣ AK)

Board 2

East Deals	♠ A J 8 6		
N-S Vul	♥ 5 4		
	♦ K 6		
	♣ A 8 7 6 4		
♠ 3		♠ Q 10 4	
♥ Q 9 8 7		♥ A K J 3 2	
♦ J 8 7 5 2		♦ Q 10 4	
♣ Q J 10		♣ K 9	
	♠ K 9 7 5 2		
	♥ 10 6		
	♦ A 9 3		
	♣ 5 3 2		

E-W have 21 points and East (15) is declarer. East contracts to make a part score of 7 tricks with hearts as trumps.

South leads ♠ 5, fourth highest from her longest and strongest suit.

The defence win the first trick with the ♠ A or ♠k, and can then win ♦ AK and ♣ A before losing the lead. Declarer then draws trumps in two rounds and makes all the remaining 9 tricks.

Board 3

South Deals	♠ J 10 5 4		
E-W Vul	♥ K Q 5 3		
	♦ 6 4		
	♣ A 6 2		
♠ K 8 2		♠ A Q 3	
♥ 10 2		♥ J 8 7 6	
♦ A K Q 10 9 8		♦ J 5 2	
♣ J 7		♣ 10 9 3	
	♠ 9 7 6		
	♥ A 9 4		
	♦ 7 3		
	♣ K Q 8 5 4		

E-W have 21 points and West (13) is declarer. West contracts to make a part score of 7 tricks with diamonds as trumps.

North leads ♥ K, top of a 2+ honour sequence. The defence win the first two tricks with ♥ AK and then cashes ♣ A and then may lead a club to South's ♣ K. Declarer makes all 9 remaining tricks, starting by drawing trumps.

Board 4

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

N-S have 26 points and South (15) contracts to make a game contract of 9 tricks in No Trumps (no 8 card fit in any suit.)

West leads ♦ 4, fourth highest from her longest and strongest suit. The defence win the first two tricks in diamonds but declarer will win any continuation. Declarer can count 7 top tricks. Her only hope is that the missing hearts split 3-3 (only 40% probability_ so that she can make five heart tricks. It's her lucky day!

Board 5

North Deals
N-S Vul

♠ A K Q 9 6 2
♥ A 8 3
♦ J 5
♣ 4 2



♠ J 5 4
♥ 5 4
♦ K 10 8 4 2
♣ K Q 3

♠ 8 7
♥ K Q 7 6
♦ Q 3
♣ J 10 9 7 5

E-W have 22 points and West (14) is declarer and contracts to make a part score of 7 tricks with spades as trumps.

East leads ♥ J (top of an honour sequence)

Declarer wins the lead, draws trumps in three rounds and makes 6 spade tricks and 3 heart tricks.

Board 6

East Deals
E-W Vul

♠ Q 10 7 2
♥ Q
♦ 9 6 5 4 3 2
♣ 6 2



♠ K J 5 3
♥ 9 8 6 2
♦ 10 8
♣ K 9 3

♠ 9 6 4
♥ 10 3
♦ K Q J 7
♣ A 10 8 7

N-S have 26 points and North (19) is declarer and contracts to make a game contract of 10 tricks with hearts as trumps. tricks with spades as trumps.

East leads ♦ K (top of an honour sequence)

Declarer wins the lead, draws trumps in two rounds and loses only one trick, the ♣ A.

Board 7

South Deals
Both Vul

♠ A 7 6 3
♥ —
♦ Q J 7 5 4
♣ 10 9 6 4



♠ J 5 2
♥ A J 6 5 3
♦ 3
♣ A Q J 3

♠ K 8
♥ K 9 8
♦ A 10 9 8 6
♣ 8 7 2

N-S have 23 points and South (13) contracts to make a part score contract of 7 tricks in hearts. West leads the ♦ Q. Dummy's ♦ K loses to East's ♦ A. Declarer ruffs the diamond return. Declarer can make four more heart tricks, losing only to the ♥ K, and four club tricks, 9 tricks in all. If declarer guesses the location of the ♥ K she can cross to her ♣ K as soon as she wins the lead, and run the ♥ Q. If West plays the ♥ K declarer will capture it with her ♥ A, making 10 tricks. This technique is known as a finesse.

Board 8

West Deals
None Vul

♠ 10 7 6 2
♥ Q 10 9 3
♦ K 8
♣ A 8 6



♠ 9 4 3
♥ K 6 4
♦ 10 7 4
♣ K 5 4 2

♠ A K 8
♥ J 7 5
♦ A 6 5 3
♣ Q J 3

E-W have 24 points and East (15) contracts to make a part score of 7 tricks in No Trumps.

South leads ♣ 2 (fourth highest from her longest and strongest suit. West should play low. East wins with her ♣ J and counts top tricks (2 spades, 2 diamonds and the ♣ A, so 5 top tricks and ♣ J at trick one. Declarer should play on hearts, where she has a solid 4 card honour sequence. Once the ♥ AK are driven out there are two heart winners. Declarer should avoid playing on the defence's two long suits, clubs and diamonds. Declarer should make 8 tricks.