

Acrol Lessons 1-11 Practice

Board 1
 North Deals
 None Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 NT	Pass	Pass

Lead: ♠ Q

We have 7 top tricks (2 ♠ , 4 ♥ , 1 ♦ , 0 ♣).

In the heart suit we must remember to 'play the high cards from the short side first' i.e. must start with the Queen and the Jack.

As we have no entries in dummy, we must overtake ♥ J with ♥ A (or ♥ K). Luckily we also have ♥ 10 which will give us a 4th heart trick even though we had to play ♥ J and ♥ A on the same trick.

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Board 2
 East Deals
 N-S Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3 NT	All pass	1 NT	Pass

Lead: ♠ J

We have 7 top winners. 3 in ♠ , 3 in ♥ and 1 in ♦ . The best chance for two extra tricks is to promote two club tricks by forcing out the opponents ♣ A and ♣ K. It is important that we do this as early as possible. We will have to lose the lead twice so we need our other high cards for winning back the lead.

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Board 3

South Deals ♠ K 8 7
 ♥ 7 6
 E-W Vul ♦ 8 3 2
 ♣ K Q 6 4 3

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

♠ A Q J
 ♥ K Q J 10 9
 ♦ Q 5 4
 ♣ A 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 NT ¹	Pass	1 ♥
Pass	Pass	Pass	3 NT ²
Pass	Pass	Pass	

1. Dustbin 1 NT, 6-9 points, not necessarily balanced; no 4 card major
2. 19 HCP balanced so a combined 25+ HCP, enough to bid game.

Lead: ♦ J

Our ♠ AKQ and ♣ AKQ give us six top winners. We can easily set up four extra tricks in hearts, but we need to be aware that the opponents have attacked our weak suit. If East held ♦ AKJ10 he would normally start with the ace, so we should place West with one of the top diamonds. We therefore can't gain by playing dummy's ♦ Q, so we play low from dummy. In practice West wins with ♦ K and returns a diamond. East wins with ♦ A and continues the suit to knock out dummy's ♦ Q. Five club tricks would now give us the contract, but when we cash ♣ A and ♣ K West discards on the second round. We therefore have to switch to hearts, hoping that West has ♥ A. When East is unable to win with that card we finish with ten tricks.

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Board 4

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

♠ A 10 9 8 6 5 2 ♠ —
 ♥ 7 ♥ 9 8 5 4
 ♦ A K 9 8 ♦ Q 10 6 4
 ♣ J ♣ K Q 7 3 2

♠ K Q
 ♥ A 10 6 3
 ♦ J 5
 ♣ 9 8 6 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	1 NT ¹	Pass
2 ♠ ²	Pass	Pass	Pass

1. Dustbin 1 NT, 6-9 points, maybe unbalanced, denying four spades.
2. Minimum opening hand so signs off in 2 ♠.

Lead: ♥ K

Dummy's void in trumps is a disappointment, but we probably have enough in hand to draw the opponent's trumps. If we can restrict our trump losers to three we should make the contract, since our only other probable losers are the two missing aces. We ruff the second round of hearts and play ♠ A followed by ♠ 10, noting the fact that South has followed with ♠ KQ. We ruff the heart return in hand. We still have three trumps left and the only remaining missing trumps are ♠ J7, so we still have time to draw them both. We lead ♠ 9 to North's ♠ J. We ruff the heart return and draw the last trump with ♠ 8. We're now out of trumps, but the opponents' hearts are also all gone. We can therefore knock out ♣ A to set up dummy's ♣ KQ.

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Board 5

North Deals
N-S Vul

♠ 6 3 2
♥ Q J 10
♦ A K Q 5
♣ A 5 4

♠ J 9
♥ A 5
♦ J 10 9 6 2
♣ K J 10 8



♠ K 10 8 5
♥ K 9 8 6 3
♦ 8 7
♣ Q 2

♠ A Q 7 4
♥ 7 4 2
♦ 4 3
♣ 9 7 6 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	Pass	1 ♠
Pass	1 NT	Pass	Pass
Pass			

Lead: ♥ 6

We have 5 top winners (1 in ♠, 3 in ♦, 1 in ♣). One extra trick will come from hearts and there is a possible finesse in spades.

West wins with ♥ A and returns ♥ 5. East wins with ♥ K and returns another heart. This gives us a trick with ♥ Q. Only one more trick is now required.

We next lead a low spade to dummy's ♠ Q, which wins the trick. We can then cash our remaining winners to make seven tricks.

Note for more experienced players: after winning trick 4 with ♠ Q we could try for an overtrick by leading a low spade from dummy. This would give us an eighth trick if spades break 3-3. In practice the 4-2 spade break means that we have to be content with seven tricks.

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Board 6

East Deals
E-W Vul

♠ 10 9
♥ A K
♦ J 9 5 2
♣ J 10 9 3 2

♠ K 5 4 2
♥ 10 8 6 4
♦ Q 8
♣ Q 5 4



♠ A 7 3
♥ 9 5 3
♦ A 7 4 3
♣ A K 6

♠ Q J 8 6
♥ Q J 7 2
♦ K 10 6
♣ 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	Pass
1 ♥	Pass	1 NT	Pass
Pass	Pass		

Lead: ♠ 6

We have 6 top winners (2 in ♠, 1 in ♦, and 3 in ♣). Diamonds are the best chance of an extra trick.

We win trick 1 in hand and hoping that South has ♦ K, lead a low diamond towards dummy. If South plays low, play the ♦ Q. If South plays the ♦ K, the ♦ Q will be a winner later. Either way we will make 7 tricks.

Note: Winning the first trick in dummy and then leading the ♦ Q is wrong. Even if North had the ♦ K he would cover the ♦ Q so you will end up playing the ♦ Q and the ♦ A on the same trick and the opponent's ♦ J will be promoted.

Without a sequence of honours it's generally right to lead a low card towards the honour you hope to make.

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Board 7
 South Deals
 Both Vul

♠ J
 ♥ K 3
 ♦ A K 6 3
 ♣ Q 10 9 8 7 5

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

	N	
W		E
	S	

♠ Q 9 3 2
 ♥ Q 4 2
 ♦ Q 10 8 2
 ♣ A 4

♠ A K 7 6 5
 ♥ A 8 7 6
 ♦ 9 5 4
 ♣ J

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♣	Pass	2 ♥
Pass	3 NT	All pass	

With 13 points West must ensure game is reached and with no fit and values in the unbid suit (diamonds) 3 NT is obvious.

East leads ♦ 2, the fourth highest of the unbid suit.

North wins ♦ A. North can count top tricks, 2 in ♠, 2 in ♥, and 2 in ♦. the best potential source of extra tricks is in clubs, by force once the ♣ A and ♣ K have been driven out, so North tackles clubs right away.

There is a twist here: he should play ♣ Q, swallowing up South's ♣ J. Because he has all the high clubs except ♣ AK he can afford to squander ♣ J, and just in case the defenders decide not to win the first club trick, the lead must remain with North so he can continue clubs.

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Board 8
 West Deals
 None Vul

♠ K 10 8 4
 ♥ 9 5
 ♦ K Q J 9
 ♣ 6 3 2

♠ A 7 6 5 2
 ♥ A 8 7 6
 ♦ A 5 4
 ♣ J

	N	
W		E
	S	

♠ Q
 ♥ K Q J 3
 ♦ 6 3
 ♣ K Q 10 9 8 7

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 ♣	Pass
2 ♥	Pass	4 ♥	All pass

West's bidding promises five spades and four hearts. With a heart fit and 13 points East must ensure game is reached, hence 4 ♥.

North leads ♦ K, top of a sequence.

West can count six top tricks, 1 in ♠, 4 in ♥, and 1 in ♦. Clubs will produce length tricks once the ♣ A is driven out.

West wins ♦ A and draws trumps. Now he should overtake ♣ J with ♣ K and carry on playing clubs to force out ♣ A. Because he has all the high clubs except ♣ A he can afford to squander ♣ J, and just in case the defenders decide not to win the first club trick, the lead must be with East so he can continue clubs.

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Board 9
 North Deals
 E-W Vul

♠ K J 10
 ♥ K 6
 ♦ K Q 6 5 2
 ♣ K 9 8

♠ A Q 7
 ♥ 9 5 4 3
 ♦ A J 9
 ♣ Q 7 3

	N	
W		E
	S	

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

♠ 8 6 5 4
 ♥ Q 10 8 7 2
 ♦ 8 7 4
 ♣ 2

West	North	East	South
	1 ♦	2 ♣	Pass
3 NT	All pass		

2 ♣ shows 10+ points and a 6 card suit or a very good 5-card suit. With a good diamond stopper West treats the two-level overcall as he would treat an opening bid and prefers 3 NT to a club game.

North probably leads ♦ 5.

Declarer wins ♦ 9 and plays ♣ Q, intending to take a finesse. When North has ♣ K (as is likely because he opened the bidding) declarer makes ten tricks.

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Board 10
 East Deals
 Both Vul

♠ K Q 10 5 3 2
 ♥ 3
 ♦ 7 3 2
 ♣ K 5 4

♠ 9 8
 ♥ K 9 8 7 2
 ♦ 10 6
 ♣ J 8 6 2

	N	
W		E
	S	

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

♠ A J 7
 ♥ A Q 6 5 4
 ♦ 9 8
 ♣ A 9 7

West	North	East	South
		1 ♦	1 ♥
Pass	1 ♠	Pass	4 ♠
All pass			

1 ♥ shows 8 - 16 points and a 5 card suit.

North's 1 ♠ is constructive but not forcing and should show a suit at least as good as South's hearts. South's hand is as good as it could be so he bids game: 3 card spade support is ample for a spade game.

Lead: ♦ A

East cashes ♦ A K and might continue with ♦ Q if West plays hi- low. If declarer carelessly ruffs with ♠ 7 rather than the affordable ♠ J or ♠ A then West will overruff with ♠ 8 and declarer will go one off.

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Board 11

South Deals

None Vul

♠ A K J 6 ♥ K J 10 2 ♦ 8 2 ♣ J 9 8		♠ Q 9 8 7 4 ♥ 8 3 ♦ J 10 ♣ A K Q 2	♠ 10 5 ♥ A 9 6 ♦ A K 7 6 5 4 ♣ 7 4
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♦
Dbl	Pass	4 ♠	All pass

West's shape of 4-4-2-3 is not quite as suitable for a takeout double as 4-4-1-4, but it pays to get into the auction if you have two 4-card major suits. East is confident that West has at least three spades and has the values for game.

Lead: ♦ A

Declarer has 5 top spades and 4 top clubs. The 10th trick depends on the ♥ K finesse, which succeeds.

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Board 12

West Deals

N-S Vul

♠ 10 7 5 4 ♥ A Q 6 ♦ A K 6 5 4 ♣ K		♠ J 3 2 ♥ 10 9 7 5 ♦ 3 ♣ Q 10 6 5 3	♠ A K ♥ K J ♦ Q J 10 9 8 7 ♣ J 9 8
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			All pass
1 ♦			

Lead: ♦ 7

North is pretty confident he can beat 1 ♦ but he cannot double because that would be for takeout. 1 NT wouldn't be stupid, but it generally pays to pass if you have great strength in the opposition's suit.

It isn't just declarer who can draw trumps. This time a defender, North, has great trump strength. It is in his interests to prevent declarer using his small trumps, so the opening lead should be a trump.

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Board 13

North Deals

Both Vul

♠ A 9 4
♥ K 3 2
♦ 10 9 6 3
♣ A Q J

♠ K Q 10 7 6 5

♥ 8 6

♦ A 7 4

♣ 7 4



♠ 8
♥ Q J 10 5 4
♦ J 8
♣ K 10 9 3 2

♠ J 3 2
♥ A 9 7
♦ K Q 5 2
♣ 8 6 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2 ♠	Pass	3 ♠

All pass

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Board 14

East Deals

None Vul

♠ K
♥ A K 6 5
♦ A K 5 4
♣ K 9 6 5

♠ 9 7

♥ J 9 7 3

♦ 10 7 3

♣ 8 7 4 2



♠ A Q 10 6 5 4
♥ 4 2
♦ 6 2
♣ J 10 3

♠ J 8 3 2
♥ Q 10 8
♦ Q J 9 8
♣ A Q

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2 ♠	Pass

4 ♠ All pass

Lead: ♦ Q

Lead: ♥ Q

2 ♠ shows 5-10 points and a good 6-card suit.
3 ♠ just raises the stakes: it is not a game try.
Even though North is super maximum he mustn't raise to 4 ♠.

Declarer draw trumps as soon as possible, making 5 spade tricks, the ♥ A and three diamond tricks.

Note that East/West can make 4 ♥ if they can get into the auction.


2 ♠ shows 5-10 points and a good 6-card suit.
West jumps to 4 ♠, expecting to make. Note that 3 NT would be very misguided because there are no entries to make spade tricks in the East hand if played in no-trumps. If a player has a good suit in a weak hand it normally pays to make that suit trumps.

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Board 15

South Deals

N-S Vul

♠ 10 9 5 2 ♥ Q J 10 8 ♦ K J 8 ♣ 10 8		♠ 8 7 ♥ 9 4 ♦ A 10 6 4 3 ♣ J 9 7 6	
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	♠ K J 6 4 ♥ A 5 3 2 ♦ 9 2 ♣ A Q 5		
--	--	--	--

West	North	East	South
			1 NT
Pass	2 ♣	Pass	2 ♦
Pass	3 NT	All pass	

2 ♣ is Stayman, asking for a 4-card major and guaranteeing he holds one unless his next bid is 3 ♣, which would be a weak takeout into clubs. 2 ♦ denies holding a 4-card major. South bids the obvious game.

East leads a fourth highest ♦ 4.


West rises with ♦ K (third hand high) and returns ♦ J, allowing the defenders to take the first five tricks. On any other lead declarer can make 3 NT.

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Board 16

West Deals

E-W Vul

♠ 10 9 5 3 2 ♥ A 10 9 ♦ J 10 8 ♣ 8 7		♠ A Q ♥ K 8 7 6 ♦ Q 7 5 ♣ K 4 3 2	
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	♠ 8 7 ♥ J 4 ♦ A K 6 4 3 ♣ J 10 9 6		
--	---	--	--

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

2 ♣ is Stayman, asking for a 4-card major and guaranteeing he holds one unless his next bid is 3 ♣, which would be a weak takeout into clubs. 2 ♥ shows four hearts and possible four spades as well. 3 ♥ confirms the heart fit and is a game try, showing 11-12 points and inviting game if partner is maximum. East raises to game.

Lead: ♦ A, top of a 2+ honour sequence.

Declarer has 7 top tricks outside of the trump suit, so needs three heart tricks to make the contract, therefore can only afford to lose one trick in hearts.

South cashes ♦ A K and switches to ♣ J. Maybe declarer wins ♣ A and leads ♥ 2 to start drawing trumps. **Provided North plays low (as second hand)** the defenders will come to two trump tricks to beat the contract. If North plays the ♥ A (winning in thin air without capturing the ♥ K or ♥ Q), then declarer will win three trump tricks, ♥ KQx.

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Board 17

North Deals
None Vul

♠ A Q
♥ A K 6 4 3
♦ A 8 3
♣ A 9 2

♠ J 8 5
♥ Q 9 5 2
♦ Q 6
♣ K J 7 4



♠ K 10 7 4 2
♥ 8 7
♦ K J 9 5
♣ Q 6

♠ 9 6 3
♥ J 10
♦ 10 7 4 2
♣ 10 8 5 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2 NT ¹	All pass ²	

1. 20-22 HCP balanced
2. No hope of game.

Lead: ♠ 4

After the opening lead declarer can count ♠ AQ as top winners. The ♥ AK, ♦ A and ♣ A bring the total to six. Hearts is the only realistic source of extra tricks, so to make the contract declarer needs four tricks from hearts altogether. Declarer and dummy hold ♥ AKJ10 which will produce three tricks by force once the ♥ Q has been driven out, and a fourth heart length trick will be made provided hearts split no worse than 4-2.

At trick 1 West plays ♠ J. Declarer wins with ♠ Q, and leads the ♥ 3 hand. West wins with ♥ Q, The defence win the last four tricks but the contract makes exactly.

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Board 18

East Deals
N-S Vul

♠ 6 4
♥ Q J 10 8
♦ A J 6 3
♣ 10 8 3

♠ Q J 9 7 5 3
♥ 4 2
♦ 7 5 2
♣ 9 6



♠ K 8
♥ A K 7 3
♦ K Q 4
♣ A K J 5

♠ A 10 2
♥ 9 6 5
♦ 10 9 8
♣ Q 7 4 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2 ♣ ¹	Pass

2 ♦ ²	Pass	2 NT ³	Pass
4 ♠ ⁴	All pass		

1. 23 + HCP or equivalent in playing strength.
2. Artificial, just showing 0-7 HCP
3. 23-24 HCP balanced
4. South must have at least 2 spades

Lead: ♥ Q

Declarer should draw trumps as soon as possible and lead twice to dummy;'s ♦ KQ. Declarer should make 11 tricks, losing only the two red aces.

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Board 19

South Deals

E-W Vul

♠ 7 6 4
♥ A K 3 2
♦ 9 8 6
♣ 10 6 5

♠ K Q 3
♥ J
♦ A K Q 7 5
♣ A J 3 2

	N		
W		E	
	S		

♠ 8 2
♥ 9 7 5 4
♦ 10 4 3 2
♣ 9 8 7

♠ A J 10 9 5
♥ Q 10 8 6
♦ J
♣ K Q 4

West	North	East	South
			1 ♠
Pass	2 ♦ ¹	Pass	2 ♥ ²
Pass	4 NT ³	Pass	5 ♦ ⁴
Pass	6 ♠ ⁵	All pass	

1. Forcing
2. 5+ spades, 4+ hearts, 12-18 HCP
3. Blackwood; The partnership has at least 32 HCP + shortage points
4. one ace
5. Just one ace missing

Lead: ♥ A

Declarer wins the second round and takes the remaining 12 tricks.

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Board 20

West Deals

Both Vul

♠ 8 4 3
♥ 7 3 2
♦ J 10 9 8
♣ K 7 3

♠ K Q J 6
♥ A Q 10
♦ Q 6 4
♣ 8 4 2

	N		
W		E	
	S		

♠ A 10 7
♥ K J 5
♦ A K 3
♣ A J 10 5

♠ 9 5 2
♥ 9 8 6 4
♦ 7 5 2
♣ Q 9 6

West	North	East	South
1 NT	Pass	4 NT ¹	Pass
6 NT ²	Pass	Pass	Pass

1. 19 HCP, invitational to 6 NT.
2. 13 HCP that is worth an upgrade to 14 HCP so opener accepts the invitation

Lead: ♦ J

Declarer can count 11 top winners, 4 in ♠, 3 in ♥, 3 in ♦ and 1 in ♣. The only hope for an extra trick is clubs.

The best chance is a "double finesse". Declarer finesses ♣ J twice, and will make an extra trick as long as South does not hold both missing honours (75% chance of success).

Declarer wins the opening lead in hand and plays a small club to dummy's ♣ J. It will probably lose. On regaining the lead Declarer leads a 2nd small club to the ♣ 10. It wins, making twelve tricks.