

North 10 HCP, South 12 HCP - so South becomes Declarer. Without any 8-card suit fit, South chooses to play in NT. With less than 25 HCP between the hands, they choose the cheapest partscore in 1 NT - a contract for 7 tricks. West leads the top of their sequence, \bigstar A, then they lead 3 more \bigstar tricks with the K, Q, and 10. On the 4th \bigstar the other players have to discard. Declarer discards a \clubsuit from one hand and a \blacklozenge from the other, keeping 4 \checkmark s in their hand to ensure they get 4 tricks in \clubsuit s, 2 top \blacklozenge s and \clubsuit A to make 7 in total,

which they can cash when they get the lead.

On trick 5 West will have to lead a new suit, the \blacklozenge 4 is the recommended switch.

When Declarer plays on ♥s, it is easiest to lead, or lead to the ♥ Q first.

(Honour in short hand first - more on this topic in Module 2 next week).



East chooses to play in 3 NT as they have no suit fit and more than 25 HCP.

South leads • Q top of their sequence.

To get enough tricks to make the 9 required for 3 NT, Declarer needs to establish 3 extra tricks in \clubsuit s. So, once they win the lead with \blacklozenge A, Declarer should next play on \clubsuit s to force out the \clubsuit A to give them the 9 tricks required to make 3 NT. They need to refrain from cashing the \blacklozenge K early, as they need this to retain control of the \blacklozenge suit to prevent the opponents getting their \blacklozenge tricks before their \clubsuit s are established.



North is Declarer in 3 NT. East leads \checkmark Q, top of the sequence.

Declarer is best to win the opening lead with the \checkmark K in their hand. As soon as they get the lead, they can play on \blacklozenge s to establish an extra 5 tricks in that suit. After that, they can win 3 top \clubsuit tricks to go with their 5 \blacklozenge tricks and 2 top \blacklozenge tricks to make 10 total tricks - an overtrick in their 3 NT contract.



West is Declarer in 3 NT. North leads \forall Q, top of the sequence.

Once Declarer wins the lead in their hand with \checkmark K or \checkmark A, they should play on \diamond s to establish 3 extra tricks in that suit by leading to the \diamond K 5 4 to force out the Ace. Then the 3 \diamond tricks together with the 4 \diamond tricks, 2 \checkmark tricks and \clubsuit A will be 10 tricks - one more than they need to make 3 NT, i.e. game plus an overtrick!

After establishing the \blacklozenge tricks, when Declarer plays on the \blacklozenge suit, they should play the \blacklozenge Q first, so they can on the next round of the suit cross to the other 3 other \blacklozenge winners in Dummy having the lead in the right hand.

(Honour in short hand first - more on this topic in Module 2).



North chooses a contract of 1 A. East leads VK.

With just 21 HCP in the 2 hands, N plays at the minimum level in the \clubsuit Major suit fit.

The defence can cash $2 \checkmark$ tricks, then Declarer can ruff (i.e. win with a trump) on the 3rd round of \checkmark s. Once Declarer gains the lead they should draw trumps, which takes 2 rounds of the suit. Then play on \clubsuit s to force out the opponent's Ace to establish 2 extra \clubsuit tricks. With the \blacklozenge A as well, Declarer should make 8 tricks, i.e. the contract made, plus an overtrick.



1 ♠ by E. South leads ♥ A.

South continues leading \checkmark s but Declarer can ruff the third round of the suit, winning with a small trump from their hand. Declarer should then draw trumps until the opponents' have no more (in 3 rounds), then play on \blacklozenge s to set up tricks in that suit to make their contract.



4 ♥ by W, North leads ▲ J.

When Declarer gains the lead, they should draw trumps, which takes 2 rounds. After drawing trumps they can cash their 3 \clubsuit tricks in addition to their 6 \checkmark tricks and 2 top \diamond tricks to make 11 tricks in total - an overtrick in the 4 \checkmark contract.



4 ♥ by S. West leads ♣ A.

Declarer should draw trumps as soon as they get the lead. Once they gain the lead, it is easiest for Declarer to draw trumps by leading or leading to the \checkmark Q first, then on the next round of \checkmark s the lead will cross to hand and they then have the lead in their own hand to draw the third round of trumps. (Honour in short hand first - more on this topic in Module 2).

The contract should make 11 tricks because of the lucky position of the \clubsuit Q.