

Practice Hands Module 3

Board 1

North Deals
None Vul

	♠ Q 10 6 4		
	♥ A 2		
	♦ K 6 2		
	♣ 9 6 4 3		
♠ K 9 2		♠ A 7 5 3	
♥ J 10 9 7 5		♥ Q 6 3	
♦ A 7		♦ 8 5 4	
♣ J 7 2		♣ K 10 8	
	♠ J 8		
	♥ K 8 4		
	♦ Q J 10 9 3		
	♣ A Q 5		
West	North	East	South
	Pass	Pass	1 NT

All pass

After 2 passes, South opens 1 NT.
North can calculate that their side doesn't have enough HCP for game. As they have a balanced hand they pass to leave partner to play in 1 NT.

West leads: ♥ J

South needs to play on ♦s to establish 4 tricks in that suit to make their contract.

Board 2

East Deals
N-S Vul

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

East opens 1 NT with a balanced 13 HCP.
Having 6 ♥s West knows there's a ♥ fit. With their 13 HCP there's enough to bid to the 4 ♥ game.

North leads: ♠ 4 or ♣ 2

Declarer first draws trumps then plays ♦s (e.g. ♦ K) to force out the ♦ A and establish 2 tricks in that suit. with ♦ Q then later ♦ J as winners (when in dummy) to discard their ♣ loser. This play makes 11 tricks for an overtrick in 4 ♥.

Board 3

South Deals
E-W Vul

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

Opposite West's 1 NT opening, East can see they don't have enough for game. With their unbalanced hand with a 5-card Major suit, they sign off in 2 ♠s.

South leads: ♥ K

Declarer wins ♥ A and leads the ♠ 10 to draw trumps with a finesse.

Later Declarer can establish an extra trick with their long ♣ to make 9 tricks, for an overtrick.

Board 4

West Deals
Both Vul

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

North's hand is a balanced 13 HCP, so they open 1 NT.
South has 14 HCP, so they know 26+ between their hands - enough for game. South, also balanced, therefore chooses 3 NT.

East leads: ♦ Q (sequence)

Declarer wins ♦ A then plays on ♣s. After losing one ♣ trick they can make 4 tricks in that suit. With the 5 top tricks in the other suits, this is enough to make 9 tricks for 3 NT.

Practice Hands Module 3

Board 5

North Deals
N-S Vul

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



West	North	East	South
	Pass	1 NT	Pass
3 ♠	Pass	3 NT	All pass

West has game values opposite their partner's 1 NT opening. They respond a forcing 3 ♠ looking for 3 card support. As East has only 2 ♠s they bid 3 NT.

South leads: ♣ 4

Once they get the lead, Declarer needs to play on ♠s to force out the Ace and establish 2 extra tricks in that suit.

Board 6

East Deals
E-W Vul

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



West	North	East	South
	1 NT	Pass	Pass
Pass		Pass	2 ♥
All pass			

Opposite partner's 1 NT opening, South bids a weak takeout to 2 ♥ which is likely to play better than 1 NT.

West leads: ♦ K

Declarer can ruff (trump) the third round of ♦s and then should draw trumps. 2 ♥ should make 8 tricks. If North played 1 NT, it should be defeated.

Board 7

South Deals
Both Vul

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



West	North	East	South
	3 ♠	Pass	1 NT
Pass		Pass	4 ♠
All pass			

Once South opens 1 NT North sees they have combined values for game. They take charge of the auction to check for a ♠ fit, using a forcing 3 ♠ response. Partner should raise to 4 ♠ with their 3 card support.

East leads: ♥ K

North crosses to dummy with a top ♦ to draw trumps via a finesse of ♠ K, leading ♠ Q or ♠ 9 and running it.

Board 8

West Deals
None Vul

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



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

With 12 HCP East invites game in NT opposite their partner's opening. West has a maximum, so they accept the invite and go onto 3 NT.

North leads: ♠ Q

Declarer wins the lead on dummy and leads ♥ Q and, if not covered, runs it to finesse the ♥ K.

After the successful ♥ finesse, Declarer plays ♦s to establish extra tricks in that suit for an overtrick in the 3 NT game.