

NZB Beginner Module 6 – Opener NT Rebids

Board 1

North Deals
None Vul

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

NS 6♦; NS 5N; NS 5♠; NS 5♣; NS 3♥;
Par +920: NS 6♦=

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

South rebids 1 NT to show 15-17 and a balanced hand.
North has 10 HCP - and a balanced hand - enough for game so they bid 3 NT.

Lead: ♣ K top of sequence

Declarer wins with ♣ A and leads a ♦ towards AKJ10 - playing the J or 10 to finesse East's ♦ Q.
There is also a winning ♠ finesse available leading towards ♠ AJ3 from dummy.

Board 2

East Deals
N-S Vul

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

EW 3♠; EW 2N; EW 2♦; EW 2♣;
Par -140: EW 1♠+2

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

West rebids 1 NT to show a 15-17 HCP balanced hand.
East has only 7 HCP, so they can calculate there is a maximum of 24 between the two hands - not enough for game. Also with a balanced hand they pass 1 NT.

Lead: ♥ 3 - low from honour

Declarer finesses the ♠ Q playing the ♠ A and back to the ♠ J and leads 2 more to establish a long ♠. Later a finesse of ♦ Q also works.

Board 3

South Deals
E-W Vul

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

NS 5♠; S 4N; N 3N; NS 4♦; NS 2♥; NS 1♣;
Par +450: NS 4♠+1

West	North	East	South
			1♦
Pass	1♠	Pass	2NT
Pass	4♠	All pass	

South rebids a jump to 2 NT to show 18-19 HCP and a balanced hand.

North, knowing there is now a ♠ fit, bids 4 ♠.

Lead: ♥ 4 - low from honour

Declarer is best to play on ♣s first to ruff a ♣ in dummy before drawing more than one round of trumps. Alternatively, if all their trumps are already gone, they can lead towards ♣ Q10 and play the 10.

Board 4

West Deals
Both Vul

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

EW 5N; EW 5♠; EW 5♣; EW 3♥; EW 2♦;
Par -660: EW 3N+2

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

East rebids 1 NT showing 15-17 balanced. West isn't sure of enough for game, but can invite if partner is maximum, so they invite with 2 NT. East with a maximum hand accepts the invite.

Lead: ♦ Q

Declarer crosses to dummy with a low ♠ to the ♠ K or Q so they can lead ♣ Q and run it for a successful finesse.

NZB Beginner 06 – Responders Rebids

Board 5

North Deals
N-S Vul

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

NS 2♠; NS 1N; NS 1♥; EW 1♦; EW 1♣;
Par +110: NS 2♠=

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

North rebids 1NT to show 15-17 and a balanced hand.
South knows there is not enough for game and that there is a ♠ fit, so they sign off in 2♠.

West leads: ♣ 6 - low from honours.

On this hand the ♦ finesse doesn't work, so the contract can be kept to 8 tricks.

Board 6

East Deals
E-W Vul

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

EW 5N; EW 5♥; EW 3♠; EW 3♣; EW 2♦;
Par -660: EW 3N+2

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

East rebids a jump to 2NT to show 18-19 HCP and a balanced hand.

West, knowing there is now a ♥ fit, bids 4♥.

Lead: ♠ J - top of sequence

South should duck the ♠ J lead and Declarer wins the ♠ Q. Next they try the finesse in trumps of the K, by leading ♥ Q from hand and letting it run, if not covered. Later set up a trick in ♦s to make 11 tricks.

Board 7

South Deals
Both Vul

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

NS 5♥; NS 3N; NS 4♦; NS 2♠; EW 1♣;
Par +650: NS 4♥+1

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

South rebids 1NT to show a 15-17 balanced hand. With 10 HCP, North now has game values, but they investigate if there's a ♥ fit to choose the best final contract. A jump to 3♥ is forcing, looking for and finding 3-card support.

East leads: ♣ K

Declarer wins ♣ A then runs the ♥ J to finesse West's ♥ Q and force out East's ♥ A.

Board 8

West Deals
None Vul

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

EW 3N; EW 3♥; EW 3♦; EW 1♠; EW 1♣;
Par -400: EW 3N=

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

East rebids 2NT with 15-17 HCP balanced. Although West's hand isn't balanced, their shortage is in partner's suit and there's enough for game, so they are happy to raise to 3NT.

Lead: ♣ 2

Declarer wins ♣ Q in hand and develops tricks in ♦s. Start by leading ♦ Q and force out both the ♦ A and ♦ K to establish 3 extra tricks to make the contract.