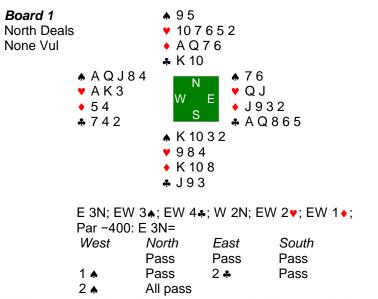
## NZB Beginner Module 7 – Opener Unbalanced Hands

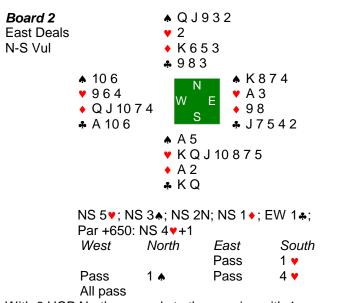


With a 5-card Major suit, West opens and rebids 2 ♠ - their suit at the lowest level to show a minimum hand with 5 + ♠s.

Opening lead: ♥ 2

Declarer wins the lead in dummy to lead a ♠ to their AQJ84 to finesse the ♠ K.

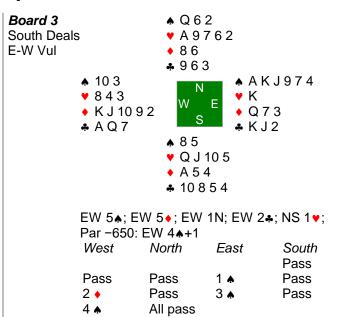
Next try the finesse of the ♣ K leading to the ♣ Q in dummy to get the lead across to repeat the ♠ finesse. Makes 9 tricks.



With 6 HCP North responds to the opening with 1 ♠. After this response, South knows they have enough for game and rebids 4 ♥ with their single-suited hand.

Lead: ◆ Q, top of sequence.

Declarer wins the lead with ◆ A in hand to preserve dummy's only entry ◆ K. Draw trumps, but when in dummy with ◆ K use the opportunity to lead ♠ Q to finesse ♠ K for an overtrick.

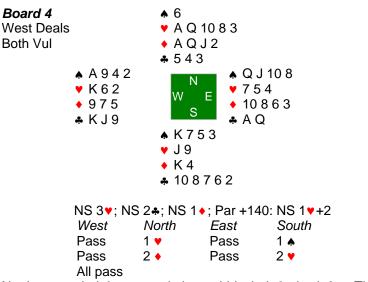


East rebids a jump 3 ♠ to show a 16-17 hand with a 6-card suit. West now knows there is a ♠ fit and enough for game, so they bid 4 ♠.

Lead: ♥ Q - top of sequence

North knows from partner's  $\lor$  Q lead that Declarer has  $\lor$  K, so they play their  $\lor$  A and drop the singleton  $\lor$  K. When Declarer gains the lead they cross to dummy with a  $\clubsuit$  to

try the trump finesse of A Q, which works - makes 11 tricks.

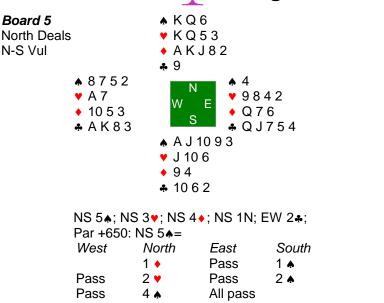


North opens their longest suit then rebids their 2nd suit 2 left. This is OK on their minimum hand - as it's below the barrier (2 left ). South has a minimum response and doesn't strongly prefer lefts, so they sign off in 2 left.

Lead: ♠ Q

Declarer crosses to dummy with ◆ K to draw trumps leading ♥ J & running it to finesse the ♥ K. Makes 9 tricks.

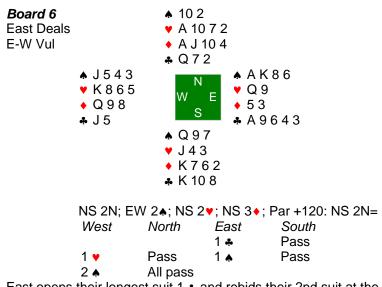
## NZB Beginner Module 7 – Opener Unbalanced Hands



As North has a stronger hand they can rebid their 2nd suit above the barrier with 2 ♥. South is forced to bid again so they rebid their 5-card ♠ suit, which is raised to 4 ♠ by Opener - now that they know there is a suit fit in ♠s.

West leads: \* A

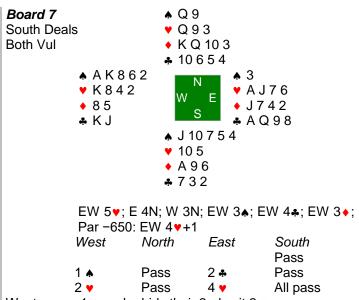
Declarer should postpone drawing trumps to establish winners &/or eliminate their \* losers before dummy's trumps are used up.



East opens their longest suit 1 & and rebids their 2nd suit at the 1-level with 1 &. West has a & fit and a minimum hand so they raise to 2 & - the final contract.

Lead: ♦ 2

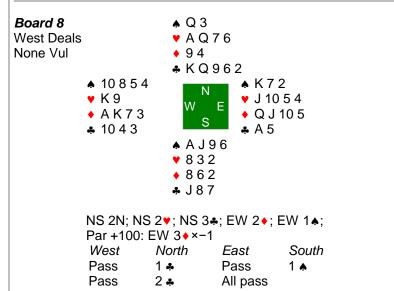
From the lead North knows South has • K, so they can win the trick cheaply with • 10. Once Declarer gets the lead, they play 2 rounds of trumps, then the side suits - makes 8 tricks.



West opens 1 ♠ and rebids their 2nd suit 2 ♥. East has enough for game with 12 HCP and good distribution, so they raise to 4 ♥.

Lead: ♦ K

Declarer can draw trumps starting with ♥ K and then lead towards ♥ J to finesse North's ♥ Q to make an overtrick.



With a minimum hand, North opens and rebids their ♣s at the minimum level. North cannot rebid their ♥ suit because this would push up the bidding too high. Their rebid needs to be below "the barrier"

Lead: ♦ Q

Declarer eventually wins the ◆ continuation and draws trumps. Subsequently they can win ♠ and ♥ finesses - to make a lucky 9 tricks.