

Module 8 Practice Hands

Board 1

North Deals
None Vul

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

NS 6♠; N 5♥; NS 4N; S 4♥; NS 3♣; NS 2♦;
Par +980: NS 6♠=

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

North opens the higher-ranking of their two 5-card suits. South with 11 HCP responds at the 2-level with 2 ♣. After North's 2 ♥ rebid, South knows there is a ♠ fit of at least 8 cards between their hands, plus they have invitational values, so they bid a jump preference to 3 ♠ showing 10-12 points with a suit fit.

Considering distribution, North has a good hand, so they accept the invite to game in 4 ♠.

Opening lead: ♦ 10

Declarer does best to delay drawing trumps & play ♥s, using dummy's trumps to establish their ♥ side-suit.

Board 2

East Deals
N-S Vul

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

EW 2♣; EW 1♥; Par -90: EW 1♠+1

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

West opens the higher ranking of their two 5-card suits 1 ♥. East responds 1 ♠ and after partner's rebid of 2 ♣, as they strongly prefer that suit, they pass on their minimum hand to leave partner to play there. East cannot afford to bid their ♦ suit at any stage as that pushes the bidding too high.

Opening lead: ♠ Q

Declarer should aim to establish tricks in their ♥ side suit before drawing trumps: Lead ♥ K and then use dummy's trumps to ruff ♥s before they are used up.

Board 3

South Deals
E-W Vul

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

NS 3♥; EW 1N; E 2♣; NS 1♠; N 1♦; W 1♣;
Par +140: NS 2♥+1

West	North	East	South
			1 ♣
Pass	1 ♦	Pass	1 ♥
Pass	2 ♥	All pass	

South opens their lowest-ranking 4-card suit, the suit below their singleton 1 ♣. After partner's 1 ♦ response, they rebid 1 ♥.

North, with a good minimum hand raises to 2 ♥, which should end the auction as South also has a minimum hand.

Opening lead: ♠ A

Declarer should take any opportunity to get the lead into dummy so that they can lead a ♥ towards the ♥ K in their hand while drawing two rounds of trumps.

Board 4

West Deals
Both Vul

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

EW 5♠; EW 3N; EW 5♣; EW 1♥;
Par -650: EW 4♠+1

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

With a minimum Opening hand, West opens 1 ♣ and rebids 2 ♣. East has a game-going hand opposite their partner's opening, so they need to make a forcing rebid after Opener's rebid. So they jump to 3 ♥ which shows their 5 ♠s plus 4 ♥s and game values. West now knows there is a suit fit in ♠ and therefore raises to 4 ♠.

South leads: ♣ 8 or ♦ 10.

If South leads ♣ 8 and partner gives them a ruff, the defence get the 1st two tricks. After that start the ♣s are all set up as winners, so Declarer can draw trumps and take their ♣ winners for 11 tricks.

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Board 5

North Deals
N-S Vul

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

EW 4♠; EW 3N; EW 3♥; EW 4♦; EW 3♣;
Par -420: EW 4♠=

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

North has a strong hand, so once partner has responded showing 6+ HCP they rebid a jump in a new suit to 3 ♦ to force to game. East has cover in the unbid suit, and no support for partner's suits, so they bid 3 NT.

North leads: ♣ 2

Declarer can establish 4 tricks on the ♥ suit by playing a small heart from dummy to the ♥ J in hand and forcing out the ♥ K. Together with tricks in the other suits that the opponents might lead, they should come to 9 tricks.

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Board 6

East Deals
E-W Vul

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

EW 4♥; EW 3♠; EW 2N; EW 2♣; NS 1♦;
Par -620: EW 4♥=

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

After partner's 1 ♥ opening and 2 ♣ rebid, West knows their partner should have 5 ♥s. With game values they rebid 4 ♥.

South leads: ♦ K

After the defence take the first two ♦ tricks, they should also make the ♣ A, sooner or later.

Declarer can then make the rest of the tricks - draw trumps and make the remaining tricks in ♠s and ♣s.

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Board 7

South Deals
Both Vul

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

S 4N; NS 4♥; NS 4♣; N 2N; NS 2♦; EW 1♠;
Par +630: S 3N+1

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

After partner's invitational 2 NT raise, North has a distributional hand and looks for an alternative place to play a game contract with 3 ♥s. As South has 5 ♥s they are happy to accept the alternative 4 ♥ game contract.

West leads: ♣ 7

Note: West should avoid leading ♠s - leading a suit with an unsupported ace often gives away a trick in a suit contract.

Declarer wins the opening lead in dummy to play on trumps taking a double finesse towards their hand.

Board 8

West Deals
None Vul

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

NS 3N; N 3♠; N 4♦; S 2♠; N 2♥; S 3♦; NS 3♣;
S 1♥; Par +400: NS 3N=

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

North has no support for either of partner's suits, so with cover in the unbid suit, they suggest game in NT, by rebidding 2 NT showing 10-12 HCP. This invite is accepted to 3 NT by partner who has a good minimum hand - enough for game.

East leads: ♠ 10

Declarer plays low on the opening lead which establishes three ♠ tricks, once West wins their ♠ K.

Then they play on ♦s to force out the ace and establish four tricks in that suit. Should make 9 or 10 tricks in total.