

Beginners' Lesson 2 - Declarer Play in a NT Contract ♠♥♦♣

Board 1
North Deals
 None Vul

♠ 9 7
 ♥ J 6 5
 ♦ A K 8
 ♣ A K 8 4 3

♠ Q 10 4 2
 ♥ K 9 8 2
 ♦ 6 5 2
 ♣ Q 2

♠ K 8 6
 ♥ A 10 7
 ♦ Q J 10 7
 ♣ J 10 5

♠ A J 5 3
 ♥ Q 4 3
 ♦ 9 4 3
 ♣ 9 7 6

West **North** **East** **South**
 1 NT All pass

Lead: ♦ Q

North's 1NT shows 15-17 HCP & a balanced hand. South has 7 HCP - no chance of game so passes

Theme: Length in clubs

Lead: ♦Q top of 3 card seq

Winners: 1♠ 2♦ 2♣

Play: Win lead, play ♣A & ♣K (noting opponents play to both the ♣ tricks). Lead a 3rd ♣ which loses but ♣4 & ♣3 are now winners. (Alternative is lose first ♣ trick)

Board 3
South Deals
 None Vul

♠ 10 9 4
 ♥ 9 6 2
 ♦ A K
 ♣ K Q J 6 5

♠ 7 5 3
 ♥ J 8 5 4
 ♦ Q J 10 5 4
 ♣ 2

♠ K 6 2
 ♥ A 10
 ♦ 8 7 6
 ♣ 9 8 7 4 3

♠ A Q J 8
 ♥ K Q 7 3
 ♦ 9 3 2
 ♣ A 10

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

Lead: ♦ Q

North bids game knowing N/S have min 28 HCP

Theme: Finesse, high from short side

Lead: ♦Q - top of 3 card sequence

Winners: 1♠ 2♦ 5♣

Play: Win lead & try ♠ finesse (play ♠T from North) & only play ♠A if East plays ♠K - can make 4♣ tricks. Play ♣A & ♣T & then back over to ♦A to play remaining ♣s

Board 2
East Deals
 None Vul

♠ J 7 3
 ♥ K 8 7 5
 ♦ 8 6
 ♣ Q J 8 5

♠ 6 4
 ♥ A J 6
 ♦ J 7 2
 ♣ A 10 7 3 2

♠ A Q 9
 ♥ Q 10 3
 ♦ K Q 10 9 5
 ♣ K 9

♠ K 10 8 5 2
 ♥ 9 4 2
 ♦ A 4 3
 ♣ 6 4

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

Lead: ♠ 5

West has 10 HCP so bids game. East has 15-17HCP

Theme: Length in ♦s

Lead: ♠5 (4th highest from an honour)

Winners: 1♠ 1♥ 2♣

Play: Win lead with ♠Q & immediately play ♦s as can win 4♦ tricks. The ♠Q making the 9th trick.

(Advanced: best to hold up on 2nd round of ♠s)

Board 4
West Deals
 None Vul

♠ 8 5 3
 ♥ Q J 10
 ♦ 6 4 3
 ♣ 5 4 3 2

♠ A 4 2
 ♥ 8 4 2
 ♦ J 10 9 8 5
 ♣ J 8

♠ K 7 6
 ♥ A K 9 3
 ♦ Q 2
 ♣ K Q 10 9

♠ Q J 10 9
 ♥ 7 6 5
 ♦ A K 7
 ♣ A 7 6

West **North** **East** **South**
 Pass Pass 1 NT All pass

Lead: ♠ Q

East opens 1NT (17 HCP & balanced), West passes as no chance of game

Theme: High from short side

Lead: ♠Q - top of 3 card sequence

Winners: 2♠ 2♥

Play: Win lead in West & then play ♣J - East can make 3 ♣ tricks once ♣A is forced out.

Board 5
North Deals
None Vul

♠ A Q 8 2
♥ J 5
♦ A Q 9 3
♣ Q 8 5

♠ 6
♥ Q 10 9 8 3 2
♦ K 8 7
♣ K 3 2

♠ J 10 9 5 3
♥ 7 6
♦ 6 5 4
♣ A 6 4

♠ K 7 4
♥ A K 4
♦ J 10 2
♣ J 10 9 7

West	North	East	South
	1 NT	Pass	3 NT

All pass
Lead: ♠ J

Easy bid for South, balanced & pts for game
Theme: finesse ♦s
Lead: ♠J (top of seq.)
Winners: 3♠ 2♥ 1♦
Play: In Plan determine need 3 extra tricks so try ♦J & only play ♦A if West plays ♦K. It works so carry on with the ♦T & end up making 4♦ tricks. (Note: playing ♣s only gains 2 tricks - not enough)

Board 6
East Deals
None Vul

♠ A K J 6
♥ 6 4
♦ 10 8 6 4
♣ Q 8 3

♠ 5 4 2
♥ A J 7
♦ J 9 7
♣ 10 9 4 2

♠ Q 10 9
♥ K 8 2
♦ A K Q 2
♣ K 7 5

♠ 8 7 3
♥ Q 10 9 5 3
♦ 5 3
♣ A J 6

West	North	East	South
		1 NT	All pass

Lead: ♥ 5

West only has 6 HCP - not enough for game & passes
Theme: Finesse
Lead: ♥5 (4th highest from honour)
Winners: 2♥ 4♦
Play: Win lead ♥K & then cash 4♦ tricks. Next play ♥2 & West's ♥J (unless South plays ♥Q) - finesse works & play ♥A for 7 tricks. Could try finessing ♣K, hoping ♣A is in North but this fails

Board 7
South Deals
None Vul

♠ K J 3
♥ J 6 4
♦ A K 5 4 3
♣ K 7

♠ A 5 4
♥ 10 9
♦ Q 10
♣ Q J 10 5 4 2

♠ 10 9 8
♥ 8 7 5 3 2
♦ J 8 2
♣ 9 8

♠ Q 7 6 2
♥ A K Q
♦ 9 7 6
♣ A 6 3

West	North	East	South
Pass	3 NT	All pass	1 NT

Lead: ♣ Q

N/S have 30 HCP
Theme: Force out ♠A
Lead: ♣ Q (top of 3 card sequence)
Winners: 3♥ 2♦ 2♣
Play: The safe play is to promote ♠s as guarantees 2 extra tricks once the ♠A has been played. Here can make a 3rd ♠ trick using length (split 3:3). Playing ♦s may not work if split 4:1

Board 8
West Deals
None Vul

♠ 10 4 3
♥ 10 4 3 2
♦ Q J
♣ 8 7 6 3

♠ K 7 6 2
♥ A 5
♦ K 7 6
♣ A Q 9 5

♠ Q 9 8
♥ K J 8
♦ A 9 5 2
♣ K J 4

♠ A J 5
♥ Q 9 7 6
♦ 10 8 4 3
♣ 10 2

West	North	East	South
1 NT	Pass	3 NT	All pass

Lead: ♥ 2

East, balanced, knows they have enough HCP (30) for game so bids 3NT
Theme: High from Short Hand in ♣s, Promotion in ♠
Lead: ♥2 (4th highest)
Winners: 2♥ 2♦ 4♣
Play: Declarer wins ♥K (keeping ♥A as an entry) then plays ♣ K & ♣ J. Now declarer can cross to ♥A & play the rest of the ♣ suit

Hands to Illustrate Declarer Play Techniques

Board 9
 North Deals
 None Vul

♠ J 9 7 4 2
 ♥ J 10 8
 ♦ A 2
 ♣ Q 9 6

♠ A 6
 ♥ K 4 2
 ♦ Q 9 7
 ♣ A J 8 4 2

♠ K 5 3
 ♥ A 5 3
 ♦ K J 10 8 3
 ♣ 5 3

♠ Q 10 8
 ♥ Q 9 7 6
 ♦ 6 5 4
 ♣ K 10 7

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

Lead: ♠ 4

Force out the defenders' high cards

Count how many cards in a suit have been played & which high cards

Often a **race** with your opponents to **establish** your long suit before they can

Play ♦s immediately. Do not cash your top tricks in outside suits until you have established the extra tricks you need.

Board 10
 East Deals
 None Vul

♠ K 4 2
 ♥ A 8 7 2
 ♦ Q 10 8 5 2
 ♣ 4

♠ 9 7
 ♥ J 6 5
 ♦ A K 6
 ♣ A 7 5 3 2

♠ A J 5 3
 ♥ Q 4 3
 ♦ 9 4 3
 ♣ K 8 6

♠ Q 10 8 6
 ♥ K 10 9
 ♦ J 7
 ♣ Q J 10 9

West North East South
 1♣ Pass 1♠ Pass
 1NT All pass
 Lead: ♦ 5

Length

If clubs divide 3-2 you can generate 4 winners in that suit. Either play ♣K, ♣A and a third club or (better) first play a small club from both hands.