Beginners' Lesson 12 - More on Hand Evaluation ♠ ♥ ♦ ♣

Board 1
North Deals
None Vul

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

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

Lead: ♣ 9

Theme: Hand evaluation

Bidding: Does South have a good or poor 16 HCP? He has scattered values with no intermediate strength (no Ts or 9s). His ♠ holding is very weak with a vulnerable ♠Q which may be useless. The holding with ♣ J supporting the ♣ Q looks a little better but overall, this is a poor 16 HCP so pass.

Lead: ♣9 - top of nothing (or ♣8)

Play: Winners: 0♠ 2♥ 1♦ 1♣
2 extra tricks in ♣s if let the ♣K win the first trick. A 2nd ♦ trick is available (assuming 3:2 split)but will have to lose the lead twice, & get a ♠ trick once ♠A is played

Board 2
East Deals
N-S Vul

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

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

Lead: ♥ 6

Theme: Hand Evaluation, Rule of 11, finesse

Bidding: East has great ♠s & both Queens are supported by intermediate cards. Bid 3 NT. (Some West's may bid Stayman)

Lead: ♥6 4th highest

Play: Winners: 3♠ 0♥ 1♦ 1♣. May get an extra trick if ♠s break 3:3. Finesse chances in ♦s & ♣s. Apply Rule of 11 to opening lead & determine North holds 1 card higher than the 6 & it (♥J) is played on the first round. Win with ♥K noting, with ♥J gone, the ♥9 & ♥10 provide a stopper. Run the ♦Q but the finesse fails & North will return a ♥. Later play a ♦ over to West & try ♣3 to East's ♣Q. Even if North wins this trick they are unable to return a ♥ & contract sneaks in with 4♠ 1♥ 2♦ 2♣

Board 3
South Deals
E-W Vul

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

West	*North*	*East*	*South*
			1 ♥
Pass	2 ♥	Pass	4 ♥
All pass			

Lead: ♠ K

Theme: LTC, ruff in the short hand

Bidding: North has 5 HCP, a fit & a 9 loser hand & raises (has extra trump as well). South has 5 losers & 14 HCP - LTC indicates 10 tricks & South bids game

Lead: ♠K top of honour sequence

Play: Try to establish the ♦ suit by ruffing. Ruffs of ♦s will be in the North hand. North has 4 trumps while South has 5 so North is the "short trump hand". Start by drawing trumps (2 rounds only needed here) then cash ♦A & ♦K & ruff a ♦. The ♦Q falls so South's remaining ♦J & ♦5 are good & make 4 ♦ winners

Board 4
West Deals
Both Vul

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

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

Lead: ♥ Q

Theme: Top of sequence

Bidding: East has 7 losers & chooses to do a delayed game raise. (Some will just jump to 4♠)

Lead: ♥Q top of honour sequence

Play: Winners: 2♠ 2♥ 0♦ 0♣

Where will extra tricks come from? Ruffs. 2 ♥s can be ruffed in East & a trick in both ♦s & ♣s can be promoted.

Is it safe to draw trumps straight away? Yes - even a 3:0 split that will leave 2 ♥s in East for ruffing.

Board 5
North Deals
N-S Vul

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

West	*North*	*East*	*South*
	1 ♥	Pass	3 ♥
Pass	4 ♥	All pass	

Lead: ♣ A

Theme: Rule of 20, LTC, finesse

Bidding: North opens using the Rule of 20. South with 8 losers & 10 tp jumps (has extra trump). North counts 6 LTC losers &, assuming South has 8 losers for their jump, bids game

Lead: ♣A top of sequence

Play: Losers: 1♠ 1♥ 1 or 2♦ 0♣ Declarer ruffs opening lead. Draw trumps straight away. Take the finesse for the ♥K. by leading from the North hand & putting on ♥Q if East plays low. Makes 11

Board 6
East Deals
E-W Vul

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

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

Lead: ♣ 8

Theme: Rule of 20, LTC

Bidding: East uses Rule of 20 to open. West has 7 loser hand, & extra trump, so bids game via a delayed game raise

Lead: Nothing attractive so either ♣8 top of nothing or ♦9

Play: Draw trumps. Then play ♦A & ♦K & lose a trick (being prepared to ruff 4th round if necessary to establish the 5th trick). ♦s break so 4 ♦ tricks can be made. There are 2 tricks in ♣s once the ♣A has been played.

Board 7
South Deals
Both Vul

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

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

Lead: ♣ Q

Theme: Hand Evaluation, double finesse

Bidding: South with 15 HCP & 6 losers jumps to 3♠. North has 8 HCP & 8 losers so bids game

Lead: ♣Q top of honour sequence

Play: Losers: 0♠ 1 or 2♥ 0♦ 1 or 2♣ Draw trumps ending in North. Lead ♥2 & play ♥T (deep finesse). West wins with ♥A so East is marked with ♥Q. Declarer can now make 2 ♥ tricks by leading low & finessing ♥Q (which falls anyway), then ruff a ♥. Later ruff a ♦ in dummy & then play last ♥ to make 10 tricks.

3♠ & 2 ruffs 3♥ 2♦ 0♣

Board 8
West Deals
None Vul

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

West	*North*	*East*	*South*
1 ♥	Pass	2 ♣	Pass
3 ♥	Pass	4 NT	Pass
5 ♣	Pass	6 ♥	All pass

Lead: ♠ 4

Theme: Bidding slam, RKCB

Bidding: Both East & West have 6 losers - good for slam. 5♣ RKCB shows 0 or 3 keycards - surely must be 3 keycards for a 16/17 HCP jump raise

Lead: ♠4 - second top of nothing from 4 weak in suit

Play: Even with the club finesse failing, there are twelve easy tricks.

Board 9
North Deals
E-W Vul

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

West	*North*	*East*	*South*
	1 ♥	Pass	3 ♥
Pass	4 ♥	All pass	

Lead: ♠ 5

Theme: LTC

Bidding: South has 8 losers so bids 3♥. The poor ♦ suit is offset by having 2 * 10s & a 9. North has 6 losers & bids game.

Lead: ♠5 low from an honour

Play: You can ruff a 3rd round of ♠s in dummy (the short hand). Can try the ♥ finesse, let ♥Q run, but it fails. Can make 4 ♥ tricks & a ♠ ruff in dummy, 4 ♦ tricks (break nicely) & a ♣ trick

Board 10
East Deals
Both Vul

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

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

Lead: ♣ Q

Theme: LTC with extra trump, finesse

Bidding: West has 8 losers after deducting one for the extra trump *(optional)*. East has 6 losers so bids game

Lead: ♣Q top of honour sequence

Play: The defence take the first 2 ♣ tricks. Ruff the third ♣. After the unlucky start, a bit of fortune is required. Play out ♠A & ♠K. Follow up with ♦A & dummy's ♦K. Now, play a low ♥ towards ♥K. This succeeds & the contract makes

Board 11
South Deals
None Vul

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

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

Lead: ♣ 6

Theme: Delayed game raise, entry management

Bidding: Both North & South have 7 losers. North bids game via 2♦ (delayed game raise)

Lead: ♣6 second top of nothing

Play: Win the opening lead, cash ♠A & try ♠ finesse. That fails & the defence likely try another ♣. Regain the lead & draw the last trump. There are 2 possible ♥ losers & they will have to disappear on dummy's long ♦s. Since dummy has no entries remaining outside ♦s, give up a ♦ right away. Win the return, play out the ♦s & discard ♥ losers.

Board 12
West Deals
N-S Vul

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

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

Lead: ♦ 7

Theme: Do not draw last trump

Bidding: South shows 6 card ♥ suit & 16/17 HCP, & 6 losers, with the 3♥ bid. With 8 losers North can bid game

Lead: ♦7 low from an honour, better than a club lead

Play: Win the lead & draw trumps. Cannot avoid losing 1 trump trick. Do not waste 2 of your trumps to draw the last master trump. Instead play spade winners, throwing losing club(s), forcing a defender to use their ruff