



# **My First Competition**

**Deals**

# Lesson 10 - My First Competition

1. N/None ♠AT83

♥Q876

♦JT

♣742

♠94

♥JT932

♦A95

♣J85



♠752

♥AK

♦Q8642

♣Q63

♠KQJ6

♥54

♦K73

♣AKT9

West	North	East	South
6 hcp	7 hcp	16 hcp	11 hcp
1NT			

The combined hcp are not enough to bid a game and East chooses to play 1NT. It will be a difficult task. South should lead the two of diamonds and declarer must be very careful in order to make his contract.

East has two tricks each in clubs and diamonds, and has to establish three more. Spades can be established for two tricks extra and a club finesse may provide two or three tricks depending on who has the queen of clubs. But first, declarer should think about threats against the contract.

If the queen of clubs is with South, spades do not break, and diamonds are 5-2, the contract most probably cannot be made. So declarer should play low from both hands and let North win the ten of diamonds, to *block* the suit.

North does best to continue diamonds. Declarer wins and plays the king of spades. North gains the lead with the ace, but has no more diamonds to play. If he switches to a low heart, South wins and plays another diamond. Declarer wins the ace

of diamonds and must now try the club finesse. However, it fails, and the defense wins one spade, two hearts, three diamonds, and one club trick for a result of one down.

However, there is a way to make this contract. With the play as before, when declarer wins the ace of diamonds, he can cash the queen and jack of spades and the ace of clubs, and then *exit* with a low heart. South must win. He can cash his remaining diamonds, but then he has no alternative except to play clubs, which will give declarer one extra club trick.

The idea behind this technique is to let the player to the left of the king-jack in clubs (the finessing position) gain the lead. If South plays clubs, declarer wins the jack, whether the queen of clubs is with North or South. This is called an *end-play* or *throw-in*.

2. E/NS ♠AQT3

♥JT87

♦K832

♣9

♠J5

♥54

♦Q754

♣QJT52



♠K92

♥AKQ32

♦J

♣K743

♠8764

♥96

♦AT96

♣A86

West	North	East	South
6 hp	10 hp	8 hp	16 hp
4♥			

With 26 combined hcp, South tries his luck in 4♥. West leads the top card from his sequence, the queen of clubs. East knows from the bidding that West can only have six hcp, and he must have

three of them in clubs. East can also see that declarer may be able to throw a diamond loser on the spades in dummy.

East should realize that the best defense is to win the ace of clubs, cash the ace of diamonds, and hope to win two tricks somehow.

If East does not cash the ace of diamonds, declarer will draw trumps, cash spades and discard the losing jack of diamonds, and then crossruff for twelve tricks.

3. S/EW ♠T932

♥KQ2

♦QJ743

♣8

♠AKJ75

♥86

♦T2

♣AKQT



♠84

♥A974

♦K86

♣J432

♠Q6

♥JT53

♦A95

♣9765

West	North	East	South
17 hp	8 hp	7 hp	8 hp
1NT			


With 24 combined hcp, West should go for 1NT rather than a club contract. The concentrated values in his black suits makes his hand stronger than the pure hcp count.

The defense cannot stop West from making nine tricks, or even ten if West finesses in clubs. However, the normal choice of contract is most probably 1NT.

Declarer wins the ace of diamonds and cashes the ace and king of clubs. When South discards on the second club, declarer knows that the clubs were 4-1. He

crosses to dummy with the queen of spades and finesses in clubs (knowing it will work), winning five spades, one diamond, and four club tricks, for a total of ten.

Those brave Wests that took the chance of bidding 3NT are well rewarded.

4. W/All	<p>♠K753 ♥AKJ62 ♦K7 ♣AT</p>	<p>♠842 ♥98 ♦64 ♣KQJ543</p>
<p>♠AJT6 ♥Q754 ♦T53 ♣98</p>	 <p>♠Q9 ♥T3 ♦AQJ982 ♣762</p>	

West	North	East	South
7 hp	18 hp	6 hp	9 hp
	3NT		

With 27 combined hcp but no eight-card major, North should bid 3NT rather than 5♦. East leads the king of clubs, and declarer should stop and think about the situation before playing any card.

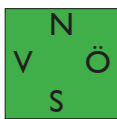
The goal is nine tricks and North most likely has them already. There are two hearts, six diamonds, and one club trick.

Here, declarer should aim to win some overtricks. In the bidding, East stated six points, and with the king and queen in clubs, West must have the other high cards.

Knowing this, declarer wins the ace of clubs and the king of diamonds. He then cashes all his diamonds in dummy, while discarding three spades and one club from his hand. Then he plays

the ten of hearts, intending to duck from the hand if West does not cover with the queen.

If West has made the mistake of discarding one heart already (it may easily happen), declarer will win five tricks in hearts, for a total of twelve. However, if West holds on to all his hearts, declarer can only make ten tricks.

5. N/NS	<p>♠AQ87 ♥9 ♦KQT52 ♣K83</p>	<p>♠T9642 ♥QT6 ♦98 ♣JT9</p>
<p>♠KJ ♥8752 ♦J76 ♣AQ76</p>	 <p>♠53 ♥AKJ43 ♦A43 ♣542</p>	

West	North	East	South
11 hp	14 hp	3 hp	12 hp
	3NT		

Here is one more deal where you prefer 3NT rather than five of a minor.

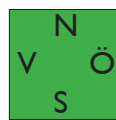
North has valuable information from the bidding. East has only three hcp, which means that North knows where the high cards are located, so he does not have to guess and be wrong. For example, West must have the ace of clubs.

East probably leads his longest suit, spades. It goes two, three, king, and ace. Declarer has two spades, two hearts, three diamonds (but probably five), and no club trick. When West has the ace of clubs, declarer can lead from dummy to his king, to make an extra trick, but then he loses control in the black suits.

In order to maximize the number of tricks, declarer should try another way.

First, he finesses in hearts, while he still has an entry to dummy in diamonds. When the queen of hearts is onside, he continues with a club towards the king.

West is helpless. He may win the ace, but then declarer will win two spades, three hearts, five diamonds, and one club trick, for a total of eleven.

6. E/E-W	<p>♠T984 ♥Q2 ♦T875 ♣T62</p>	<p>♠J632 ♥AJ75 ♦Q6 ♣AK4</p>
<p>♠A7 ♥K843 ♦AKJ ♣QJ53</p>	 <p>♠KQ5 ♥T96 ♦9432 ♣987</p>	

West	North	East	South
18 hp	2 hp	15 hp	5 hp
6♥			

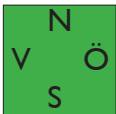
East-West has a combined strength of 33 hcp, which means they should bid a slam. They have an eight-card major, so West decides to bid 6♥, which should be safer than 6NT, even though both hands are balanced.

North probably leads the ten of spades, and West studies his cards. The lead looks like it is from the top of a sequence, and if so, the conclusion is that South has the king and queen of spades, and then North must have the queen of hearts.

Declarer counts his winners. As-

suming that trumps are 3-2 (they better be, since declarer is missing queen-ten-nine-six, so there is no way to avoid losing a heart trick if they are 4-1), he counts one spade, four hearts, three diamonds, and four club tricks, which makes twelve.

There is no way to avoid a spade loser, so declarer wins the ace of hearts, finesses in hearts, and wins his twelve tricks.

7. S/All	♠652 ♥JT97 ♦Q962 ♣J4	♠QT7 ♥A3 ♦A853 ♣KQ92
♠J983 ♥K862 ♦104 ♣863		♠AK4 ♥Q54 ♦KJ7 ♣AT75

West	North	East	South
4 hp	4 hp	15 hp	17 hp
			1NT

North-South has a narrow point lead and South decides to play 1NT. West has a guess between leading hearts or spades. The latter is the luckier, since the defense can establish some spade tricks.

Declarer knows that most of the points are with East. He needs to plan the play carefully with the few entries he has in dummy.

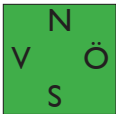
West leads a low spade, and declarer lets East win the queen, looking to block spades (a holdup, in case spades are 5-2).

East continues with the ten of spades, and declarer wins the king and now leads the king of

diamonds, to establish that suit. The best defense is to duck diamonds twice (another holdup), win the third diamond, and return spades. Declarer gains the lead, but has no entry to dummy, to cash the final diamond. He then leads the queen of hearts.

So far, the defense has two spades, two hearts, and one diamond trick. If West wins, he can cash the last spade, but then he has to play clubs or hearts, giving declarer an extra trick. If East wins, it is the same thing.

Thus, declarer will reach dummy with the jack of hearts, to cash his last diamond, and will make a total of seven tricks.

8. W/None	♠T ♥JT7643 ♦54 ♣JT43	♠753 ♥KQ2 ♦93 ♣AKQ98
♠AQJ42 ♥85 ♦KJ8 ♣762		♠K986 ♥A9 ♦AQT762 ♣5

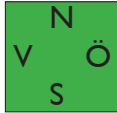
West	North	East	South
11 hp	2 hp	14 hp	13 hp
		4♠	

With 25 hcp, East should go for game in spades, 4♠. He has good, concentrated values in his hand, and he knows from the bidding that almost all high cards are with

South, which may be helpful.

South leads his club singleton, looking for a ruff. East wins and tries the obvious trump finesse, which works. He now leads hearts to the queen, and South wins the ace, and continues hearts. Declarer wins, repeats the finesse in trump, and discovers that spades were 4-1 with South. Bad luck.

Declarer cashes the ace of spades and leads a club to the king. South can ruff now or later. In any case, declarer will win four clubs, one diamond, one heart, and four spade tricks, making his contract, but with no overtrick.

9. N/EW	♠A876 ♥T962 ♦T ♣J932	♠2 ♥43 ♦AQJ754 ♣AQT8
♠KQ ♥AQ75 ♦K962 ♣K54		♠JT9543 ♥KJ8 ♦83 ♣76

West	North	East	South
17 hp	5 hp	13 hp	5 hp
			3NT/5♦/6♦

The brave will chance a slam in diamonds, but the normal bid is either 3NT or 5♦.

In diamonds, declarer will only lose one trick to the ace of spades, finessing in hearts.

The contract 3NT looks more dangerous, but in the end, it will also make five tricks when the king of hearts is onside.

10. E/All				11. S/None				12. W/NS			
<p>♠5 ♥Q73 ♦J654 ♣KQ543</p> <p>♠KJ96 ♥96 ♦AK83 ♣A62</p> <p>♠AQ ♥AKJT852 ♦QT9 ♣7</p>				<p>♠AKJ9 ♥AKT5 ♦T63 ♣A8</p> <p>♠QT432 ♥Q92 ♦QJ4 ♣J3</p> <p>♠85 ♥43 ♦AK9875 ♣Q62</p>				<p>♠97 ♥854 ♦JT86 ♣AK96</p> <p>♠AQJ42 ♥AKJ62 ♦4 ♣42</p> <p>♠K86 ♥QT3 ♦A97 ♣T853</p>			
<p>♠T87432 ♥4 ♦72 ♣JT98</p>				<p>♠76 ♥J876 ♦2 ♣KT9754</p>				<p>♠1053 ♥97 ♦KQ532 ♣QJ7</p>			

West	North	East	South	West	North	East	South	West	North	East	South
15 hp	8 hp	1 hp	16 hp	8 hp	19 hp	4 hp	9 hp	15 hp	8 hp	8 hp	9 hp
			1♥/4♥		3NT			1♠			

If you believe the bidding stair, North-South only have strength for a partscore. However, the long suits and concentrated honors mean that the hands are stronger than the pure hcp count says.

South should gamble a game in hearts, but probably, most players will be happy with 1♥. This contract proves to be high enough, when West leads ace, king, and a low diamond, which East can ruff. The defense will later win the ace of clubs, for nine tricks to declarer.

If East-West do not find their diamond ruff, South has no problems making ten tricks, playing clubs towards the king and queen.

Note that East-West has the highest contract on this deal. They can make nine tricks is 3♠, but they do not have the points to bid it.

North-South has a combined strength of 28 hcp, and it is obvious to bid a game. North should prefer 3NT to 5♦.

East leads the five of clubs and declarer tries the queen, which holds the trick. Now declarer should be careful. If diamonds are 3-1, he cannot cash the ace and king, because then he has no entry to the established diamonds in dummy.

If he does, he still makes his contract, since he has two clubs, two diamonds, two hearts, and can get three spades with the finesse, for a total nine tricks.

But compare what happens if declarer ducks one diamond around. Then he has two clubs, five diamonds, two hearts, and three spades, and makes twelve tricks. This is three more than if he plays the diamonds sloppily.

West has a strong hand, and a game seems very close. However, a prudent player will probably settle for 1♠ and when dummy appears, his eight hcp are more or less worthless. Compare with the situation where East would have had the king of spades and the queen of hearts instead.

Assume that North leads the ace and king of clubs and switches to diamonds. Declarer will win any continuation from South, cash the ace and king of hearts, and ruff a heart to enter dummy. He plays the ten of spades and finesses, for ten tricks.

West's hand *was* very strong, and combined with East having a two-card heart, the hearts 3-3 with the opponents, and the ten of spades, the strength was enough to win ten tricks.

Congratulations on your first bridge competition!

