



# MiniBridge Teaching Hands

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## No Trump Contracts

### Notes to the teacher on using these hands

This first section contains all no trump hands. There are ten lots of four hands. See the summary on the next page for the points that are covered. An additional sixteen hands are provided for revision. Eight of these can be used after the first five lessons, whilst the remainder cover the topics included in the later five lessons.

The hands are designed to be a clear illustration of the particular topic. Don't worry that more tricks can be made by superior play, just say "Very well done" if enough tricks are made.

There are four players at the table and each must play their part. But being dummy is boring and there is no reason why dummy should not come round the table and sit by declarer. They can discuss the problem together.

Whilst the topics are based on declarer play, do not ignore the defenders. The aim of the defence is to set up winners that they can cash. So leads are often top of a sequence or an internal sequence. A few are from a good long suit, where any low card will do (don't worry about fourth highest yet).

Simple defence lessons include:

- You must follow suit if you can
- Third player plays high if partner leads a low card
- Return partner's lead if you win a trick and get on lead
- Keep winners; throw losers if the occasion arises.

Remember to say "Well done" to the defenders too.

A reminder that there are exactly 13 cards in each suit is useful when you come to sets 5 and 6. This is where counting is first required. You may need to teach how to count to 13. There are various methods:

- Count each card as it is played. Remember that four cards are played for each round of a suit where everyone follows, so you can usually count up in fours.
- Or work out how many cards you hold, subtract from 13. This is the number the opponents must hold. Count down every time one of those cards is played until you reach zero. Then the small cards you hold must be winners.
- Use your fingers.

It is useful to keep a record of how many points the declaring side had and how many tricks they made. The idea of being in a no trump game with 26+ points comes out of this record keeping. In MiniBridgE the contract is decided after dummy is seen, so the tricks can be counted. But points are still a useful guide.

Sharp declarers can often place defenders' cards because of the points they have shown.

Don't use bridge jargon. Don't talk too much!

## Section 1 – No trump hands

Hand No	Contract in	Declarer	Game/not	Play point
<b>Contract is there in top tricks</b>				
Set 1 hand 1	no trumps	N	Game	Count the number of top tricks available. Make plan to cash the tricks if you have enough.
Set 1 hand 2	no trumps	E	Game	
Set 1 hand 3	no trumps	S	Part score	
Set 1 hand 4	no trumps	W	Part score	
<b>Contract is there in top tricks. Cash in right order</b>				
Set 2 hand 1	no trumps	E	Part score	There is a potential blockage if top tricks taken in the wrong order. Play honour from short hand first.
Set 2 hand 2	no trumps	S	Game	
Set 2 hand 3	no trumps	W	Game	
Set 2 hand 4	no trumps	N	Part score	
<b>Establish extra top tricks but knocking out an ace or king</b>				
Set 3 hand 1	no trumps	E	Game	Game needs nine tricks. Any nine will do, not necessarily the first nine. Be prepared to lose the lead. Make a plan.
Set 3 hand 2	no trumps	N	Part score	
Set 3 hand 3	no trumps	S	Game	
Set 3 hand 4	no trumps	W	Part score	
<b>Establish extra top tricks by knocking out two high cards in a suit or two aces</b>				
Set 4 hand 1	no trumps	W	Game	Knock out two high cards. Check it's OK to lose the lead twice.
Set 4 hand 2	no trumps	N	Part score	
Set 4 hand 3	no trumps	E	Game	
Set 4 hand 4	no trumps	S	Part score	
<b>Realise that small cards must be winners because of length held</b>				
Set 5 hand 1	no trumps	N	Game	There are exactly 13 cards in each suit. If you have eight of them, the defence have 5. These are often divided three in one hand, two in the other.
Set 5 hand 2	no trumps	E	Game	
Set 5 hand 3	no trumps	S	Part score	
Set 5 hand 4	no trumps	W	Part score	
<b>Lose the lead to create a small card as a winner in a long suit</b>				
Set 6 hand 1	no trumps	E	Part score	If it's safe to lose the lead, do so before cashing other winners. Count the small cards as they are played.
Set 6 hand 2	no trumps	S	Game	
Set 6 hand 3	no trumps	W	Game	
Set 6 hand 4	no trumps	N	Part score	
<b>Hold up to cut communications between defenders</b>				
Set 7 hand 1	no trumps	N	Game	You don't have to win a trick just because you can. To hold up can exhaust one defender of cards in the suit led.
Set 7 hand 2	no trumps	W	Part score	
Set 7 hand 3	no trumps	S	Game	
Set 7 hand 4	no trumps	E	Part score	
<b>Try to gain an extra trick by taking a finesse. It's not a certainty</b>				
Set 8 hand 1	no trumps	W	Game	Take a simple finesse AQ
Set 8 hand 2	no trumps	N	Part score	Take a simple finesse AQJ
Set 8 hand 3	no trumps	E	Game	Take a simple finesse AQJ10
Set 8 hand 4	no trumps	S	Part score	Take a simple finesse A K J
<b>Gain a trick with other finesse positions</b>				
Set 9 hand 1	no trumps	N	Part score	A Q 10
Set 9 hand 2	no trumps	E	Game	K J 10
Set 9 hand 3	no trumps	S	Part score	Axx opposite QJ10
Set 9 hand 4	no trumps	W	Part score	Lead from Axx to Qxx
<b>Hold up then finesse into safe hand</b>				
Set 10 hand 1	no trumps	E	Part score	With a choice, finesse into the safe hand which has no winners to cash.
Set 10 hand 2	no trumps	S	Game	
Set 10 hand 3	no trumps	W	Game	
Set 10 hand 4	no trumps	N	Game	

## Set 1 Cashing top tricks

<p>           ♠ A K 2            ♥ A 5 4 3            ♦ A K Q J            ♣ 3 2            ♠ 7 5 4 3      ♠ 8 6            ♥ Q 2            ♥ J 10 9 8 7            ♦ 9 8 7          ♦ 10 6 2            ♣ K J 9 7        ♣ 10 8 4              ♠ Q J 10 9            ♥ K 6            ♦ 5 4 3            ♣ A Q 6 5         </p>	<p>           1      <b>North East South West</b>                  21     1     12     6            N/S have 33 points. E/W have 7 points.            N/S should choose game in no trumps.            East should lead ♥J (top of a sequence)            North can see 11 top tricks (4♠, 2♥, 4♦, 1♣)            North can cash four spade tricks and discard a club loser on the fourth spade, but that still leaves two losing hearts on the North hand. East must keep his hearts to stop North making more than 11 tricks.         </p>
<p>           2      ♠ 5 3 2                  ♥ Q 6 4 2                  ♦ K 9 8 7                  ♣ 3 2            ♠ K 7            ♠ A 8 6            ♥ K J 8         ♥ A 7 3            ♦ Q 3 2         ♦ 10 6 4            ♣ K J 9 6 4     ♣ A Q 10 8              ♠ Q J 10 9 4            ♥ 10 9 5            ♦ A J 5            ♣ 7 5         </p>	<p>           2      <b>North East South West</b>                  5     14     8     13            N/S have 13 points. E/W have 27 points.            E/W should choose game in no trumps.            South should lead ♠Q (top of a sequence)            East can see 9 top tricks (2♠, 2♥, 0♦, 5♣)            East will play the hand and should cash the nine top tricks. Play clubs starting with ♣A then the ♣Q.         </p>
<p>           3      ♠ A 3 2                  ♥ 9 2                  ♦ Q J 10 5 2                  ♣ K 7 5            ♠ K Q J         ♠ 9 7 4            ♥ K Q J 10 7 6   ♥ 5 4 3            ♦ 9 8 7          ♦ 6 4            ♣ 6                ♣ A Q 9 3 2              ♠ 10 8 6 5            ♥ A 8            ♦ A K 3            ♣ J 10 8 4         </p>	<p>           3      <b>North East South West</b>                  10    6     12    12            N/S have 22 points. E/W have 18 points.            N/S should choose part score in no trumps.            West should lead. ♥K            South can see 7 top tricks (1♠, 1♥, 5♦, 0♣)            South wins the ♥A and immediately takes his five diamond tricks, by playing ♦A K and then ♦3.         </p>
<p>           4      ♠ 6 4                  ♥ J 8 7 5 4 3                  ♦ A Q 8                  ♣ 3 2            ♠ J 10 3         ♠ K Q 2            ♥ A K 6         ♥ 2            ♦ J 10 5 2       ♦ 9 6 3            ♣ A 10 9         ♣ K Q J 8 7 5              ♠ A 9 8 7 5            ♥ Q 10 9            ♦ K 7 4            ♣ 6 4         </p>	<p>           4      <b>North East South West</b>                  7     11     9     13            N/S have 16 points. E/W have 24 points.            E/W should choose part score in no trumps.            North should lead a little heart, as it is his longest suit and the best chance to set up winners.            West can see eight top tricks (0♠, 2♥, 0♦, 6♣)            West will play the hand and can make 8 tricks without losing the lead. Dummy has a very useful hand when it holds six clubs.         </p>

## Set 2

## Cashing top tricks when a blockage might occur

<p>1</p> <p>♠ 7 6 ♥ 10 9 6 4 ♦ K Q J 10 ♣ K 6 2</p> <p>♠ A 5                      ♠ K 4 3 ♥ K J 8 7                  ♥ A Q ♦ 9 6 2                      ♦ A 7 5 3 ♣ J 5 4 3                    ♣ 10 9 8 7</p> <p>♠ Q J 10 9 8 2 ♥ 5 3 2 ♦ 8 5 ♣ A Q</p>	<p>1      North   East   South   West</p> <p>          9        13       9        9</p> <p>N/S have 18 points. E/W have 22 points. E/W should choose part score in no trumps. South should lead ♠Q. East can see seven top tricks (2♠, 4♥, 1♦, 0♣) East must win the first spade with the ♠K and cash the ♥A Q. Then cross to the West hand with ♠A and cash ♥K J. Finally win the ♦A for seven tricks. <b>Cash the honour from the short hand first.</b></p>
<p>2</p> <p>♠ 10 6 2 ♥ 10 7 ♦ K 6 5 3 ♣ A Q J 6</p> <p>♠ 9 4                      ♠ 8 7 5 3 ♥ K Q J 9 8              ♥ 6 5 4 ♦ Q J 8                    ♦ A 7 ♣ 10 8 7                  ♣ 5 4 3 2</p> <p>♠ A K Q J ♥ A 3 2 ♦ 10 9 4 2 ♣ K 9</p>	<p>2      North   East   South   West</p> <p>         10        4        17       9</p> <p>N/S have 27 points. E/W have 13 points. N/S should choose game in no trumps. West should lead ♥K South can see nine top tricks (4♠, 1♥, 0♦, 4♣) South will win ♥A and must cash ♣K then lead ♣9. That way four club tricks can be cashed, followed by four spades. <b>Cash the honour from the short hand first.</b></p>
<p>3</p> <p>♠ 3 2 ♥ K Q J 10 7 6 ♦ Q 6 5 ♣ 7 5</p> <p>♠ A Q                      ♠ K J 7 4 ♥ 4 3 2                    ♥ A ♦ J 8 7 4                  ♦ 10 9 3 2 ♣ A K Q 6                ♣ J 9 3 2</p> <p>♠ 10 9 8 6 5 ♥ 9 8 5 ♦ A K ♣ 10 8 4</p>	<p>3      North   East   South   West</p> <p>          8        9        7        16</p> <p>N/S have 15 points. E/W have 25 points. E/W should choose game in no trumps. North should lead ♥K West can see 9 top tricks (4♠, 1♥, 0♦, 4♣) West must win the ♥A and immediately play a spade to cash ♠A Q. West can get back to dummy by leading ♣6 to the ♣J and can then cash the ♠K J. The ♣J is a vital card. It is the entry to two winners in dummy. <b>Cash the honour from the short hand first.</b></p>
<p>4</p> <p>♠ A K 2 ♥ A Q 3 ♦ A 6 4 2 ♣ 10 8 6</p> <p>♠ 7 6 3                      ♠ Q J 9 8 5 4 ♥ 9 8 6 5                  ♥ 7 4 ♦ K Q 10                   ♦ 9 8 ♣ K Q 3                    ♣ A 7 2</p> <p>♠ 10 ♥ K J 10 2 ♦ J 7 5 3 ♣ J 9 5 4</p>	<p>4      North   East   South   West</p> <p>         17        7        6        10</p> <p>N/S have 23 points. E/W have 17 points. N/S should choose part score in no trumps. North plays the hand. East should lead ♠Q. North can see seven top tricks (2♠, 4♥, 1♦, 0♣). After winning the ♠A. North should play ♥A Q then the ♥3, to get to dummy to win the last heart. <b>Cash the honour from the short hand first.</b></p>

## Set 3

## Giving up the lead to establish a winner

<p>           ♠ 9 7 3            ♥ 8 5 4            ♦ Q J 8            ♣ Q 10 9 5            ♠ K 4 2                      ♠ A 6            ♥ K 6 2                      ♥ Q J 10 9            ♦ 7 4 3                      ♦ A K 6 2            ♣ A K 8 7                    ♣ 6 4 3                                             ♠ Q J 10 8 5                                             ♥ A 7 3                                             ♦ 10 9 5                                             ♣ J 2         </p>	<p>           1            North   East    South   West                             5           14       8        13            N/S have 13 points. E/W have 27 points.            E/W should choose game in no trumps.            East will play the hand. South should lead ♠Q.            East can see 6 top tricks (2♠, 0♥, 2♦, 2♣).            East can make 3 heart tricks by driving out ♥A.            East must play hearts before cashing winners in the other suits.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>
<p>           ♠ A K 5            ♥ 10 4 3            ♦ 4 3 2            ♣ A Q 10 9            ♠ 8 7                            ♠ Q J 10 9 6            ♥ K J 8 6                      ♥ Q 9 7            ♦ K J 9                        ♦ Q 10 8            ♣ 6 4 3 2                      ♣ K 8                                             ♠ 4 3 2                                             ♥ A 5 2                                             ♦ A 7 6 5                                             ♣ J 7 5         </p>	<p>           2            North   East    South   West                             13       10       9        8            N/S have 22 points. E/W have 18 points.            N/S should choose a part score in no trumps.            North will play the hand. East should lead ♠Q.            North can see 5 top tricks (2♠, 1♥, 1♦, 1♣).            North can make 7 tricks by driving out ♣K before cashing the winners in other suits. Cash the ♣A and play another club. This ensures three club tricks.            North makes 2 spades, 1 heart, 1 diamond, and 3 clubs.         </p>
<p>           3            ♠ J 9 2                             ♥ A J 3 2                             ♦ A 10 6                             ♣ 10 4 2            ♠ 7 6 4                        ♠ A 8 3            ♥ 8 6 5                        ♥ Q 10 9            ♦ 9 8 3                        ♦ J 7 5 2            ♣ K Q J 7                      ♣ 8 6 5                                             ♠ K Q 10 5                                             ♥ K 7 4                                             ♦ K Q 4                                             ♣ A 9 3         </p>	<p>           3            North   East    South   West                             10       7        17      6            N/S have 27 points. E/W have 13 points.            N/S should choose game in no trumps.            South will play the hand. West should lead ♣K.            South can see 6 top tricks (0♠, 2♥, 3♦, 1♣).            South can set up three spade tricks by driving out ♠A before cashing the winners in other suits.            North makes 3 spades, 2 hearts, 3 diamonds, and 1 clubs.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>
<p>           4            ♠ J 10 9 6 2                             ♥ A 10 8                             ♦ J 4 2                             ♣ A 9            ♠ A K 5                        ♠ Q 7 4            ♥ Q J 6 3 2                    ♥ 9 4            ♦ A 10                         ♦ 9 8 7 5            ♣ J 3 2                         ♣ K Q 10 6                                             ♠ 8 3                                             ♥ K 7 5                                             ♦ K Q 6 3                                             ♣ 8 7 5 4         </p>	<p>           4            North   East    South   West                             10       7        8        15            N/S have 18 points. E/W have 22 points.            E/W should choose part score in no trumps.            West will play the hand. North should lead ♠J.            West can see 4 top tricks (3♠, 0♥, 1♦, 0♣).            West can make 7 tricks by driving out ♣A before cashing the winners in other suits.            West makes 3 spades, 0 hearts, 1 diamond, 3 clubs.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>

## Set 4 Giving up the lead twice

<p>           ♠ J 9 7            ♥ Q J 10 8            ♦ J 5 2            ♣ A 6 4            ♠ 3 2            ♥ A K 4            ♦ A K 6            ♣ Q J 10 9 8            ♠ A K 5            ♥ 7 5 3 2            ♦ Q 8 7 3            ♣ 3 2            ♠ Q 10 8 6 4            ♥ 9 6            ♦ 10 9 4            ♣ K 7 5         </p>	<p> <b>1</b>      <b>North</b>   <b>East</b>   <b>South</b>   <b>West</b>                      9        9        5        17            N/S have 14 points. E/W have 26 points.            E/W should choose game in no trumps.            West plays the hand. North should lead ♥Q.            West can see 7 top tricks (2♠, 2♥, 3♦, 0♣)            West can make 9 tricks by winning ♥K and playing ♣Q.            North need not win his ace straightaway. If South wins ♣K first and returns a heart (partner's lead), West wins ♥A and plays ♣J. North wins ♣A and can cash two heart tricks but West makes the rest.         </p>
<p>           ♠ A K 5            ♥ K 4 3            ♦ 4 3 2            ♣ Q 10 9 4            ♠ 8 7            ♥ J 10 8 6            ♦ K J 9            ♣ A 6 3 2            ♠ Q J 10 9 6            ♥ Q 9 7            ♦ Q 10 8            ♣ K 8            ♠ 4 3 2            ♥ A 5 2            ♦ A 7 6 5            ♣ J 7 5         </p>	<p> <b>2</b>      <b>North</b>   <b>East</b>   <b>South</b>   <b>West</b>                      12      10      9        9            N/S have 21 points. E/W have 19 points.            N/S should choose a part score in no trumps.            North will play the hand. East should lead ♠Q.            North can make 7 tricks by driving out ♣A and ♣K before cashing the winners in other suits. Win ♠A and play ♣4 to South's ♣J at trick 2. Win the spade return with ♠K and play another club.            North makes 2 spades, 2 heart, 1 diamond, and 2 clubs.         </p>
<p>           ♠ 6 4 3            ♥ 5 2            ♦ 10 8 7 6 5            ♣ K Q 7            ♠ 9 7 5            ♥ 6 4 3            ♦ K Q J            ♣ A J 10 9            ♠ K Q J 10            ♥ A K Q            ♦ 4 3 2            ♣ 8 6 4            ♠ A 8 2            ♥ J 10 9 8 7            ♦ A 9            ♣ 5 3 2         </p>	<p> <b>3</b>      <b>North</b>   <b>East</b>   <b>South</b>   <b>West</b>                      5        15      9        11            N/S have 14 points. E/W have 26 points.            E/W should choose game in no trumps.            East will play the hand. South should lead ♥J.            East can see 4 top tricks (0♠, 3♥, 0♦, 1♣)            East should drive out ♠A at trick two. This sets up three spade winners. Say South plays another heart. East wins and plays on diamonds to drive out ♦A.            East makes 3♠, 3♥, 2♦, and 1♣.  <b>If you have to lose the lead, do so before cashing your other winners.</b> </p>
<p>           ♠ J 10 9 2            ♥ A 5 3            ♦ K 5 2            ♣ 9 6 5            ♠ A 8            ♥ Q J 10            ♦ Q J 10 8 4            ♣ K J 3            ♠ K 5 4 3            ♥ 9 8 7 4 2            ♦ 6            ♣ Q 7 2            ♠ Q 7 6            ♥ K 6            ♦ A 9 7 3            ♣ A 10 8 4         </p>	<p> <b>4</b>      <b>North</b>   <b>East</b>   <b>South</b>   <b>West</b>                      8        5        13      14            N/S have 21 points. E/W have 19 points.            N/S should choose part score in no trumps.            South plays the hand (even though West has more points than South.) West should lead ♦Q.            South can see 5 top tricks (0♠, 2♥, 2♦, 1♣).            South wins ♦A and plays ♠Q before touching any other suit. Say West wins and plays another diamond. South wins and plays another spade to drive out ♠K. South now has two spade tricks to go with the five top winners.         </p>

## Set 5

## Recognising when small cards in long suits are winners

<p>           ♠ J 9 7 5            ♥ A K Q            ♦ K Q J 10            ♣ 3 2            ♠ 10 4            ♥ J 8 7 5            ♦ 9 8 7 6            ♣ J 8 4            ♠ A K Q 3 2            ♥ 10 3 2            ♦ A 5 2            ♣ 10 9            ♠ 8 6            ♥ 9 6 4            ♦ 4 3            ♣ A K Q 7 6 5         </p>	<p>           1      <b>North East South West</b>                     16    13    9    2            N/S have 25 points. E/W have 15 points.            N/S should choose game in no trumps.            North plays the hand. East should lead ♠A.            North can see six top tricks (0♠, 3♥, 0♦, 3♣)            East will probably play ♠A K Q and the ♠2, hoping to            get in with ♦A to cash the last spade winner. North must            not throw away any of South's clubs on the spades. Win            the ♠J and play clubs from the top. <b>Count them!</b> After            ♣A K Q South's little clubs are all winners.         </p>
<p>           ♠ J 10 8 5 4            ♥ Q 10 2            ♦ 10 9            ♣ 9 7 2            ♠ K 9 7            ♥ 5 3            ♦ K Q 7 5 2            ♣ 8 6 4            ♠ A Q 6            ♥ A 9 7            ♦ A J 4            ♣ K Q 5 3            ♠ 3 2            ♥ K J 8 6 4            ♦ 8 6 3            ♣ A J 10         </p>	<p>           2      <b>North East South West</b>                     3      20    9    8            N/S have 12 points. E/W have 28 points.            East plays the hand and chooses game in no trumps.            South should lead a heart, his best suit. North plays ♥Q.            This sets up four heart winners for N/S.            East can see 8 top tricks (3♠, 1♥, 4♦, 0♣). A club trick            could be set up by driving out ♣A, but N/S can cash four            heart winners. Instead hope diamonds break 3-2 or 4-1.            Cash the ♦A J and play ♦4 to dummy. Unless diamonds            break 5-0 the fifth diamond will be the ninth trick.         </p>
<p>           ♠ 3 2            ♥ 6 4 2            ♦ Q 7 5            ♣ Q 7 6 4 2            ♠ Q 10 9 8 7            ♥ A Q 8            ♦ 6 4 2            ♣ 10 3            ♠ A J 4            ♥ J 10 9            ♦ K J 9 8            ♣ J 9 5            ♠ K 6 5            ♥ K 7 5 3            ♦ A 10 3            ♣ A K 8         </p>	<p>           3      <b>North East South West</b>                     4      11    17    8            N/S have 21 points. E/W have 19 points.            South plays the hand and chooses part score in no trumps.            West should lead ♠10, top of an internal sequence. East            wins ♠A and returns ♠J, to set up spade winners.            South can see 5 top tricks (1♠, 0♥, 1♦, 3♣)            South's best chance is that the opposition clubs break 3-2,            and then there will be five club tricks to cash. Play the            ♣A, ♣K and the ♣8 to dummy. Count the clubs played            and South finds the ♣7 and ♣6 are winners.  <b>Count the opponents' clubs as they are played.</b> </p>
<p>           ♠ K Q J 10 8            ♥ K 3            ♦ 5 3 2            ♣ K 6 4            ♠ A 9 7 4            ♥ Q 9 5            ♦ J            ♣ A J 7 5 3            ♠ 6 3 2            ♥ 7 6 4 2            ♦ A K Q 10 7            ♣ 8            ♠ 5            ♥ A J 10 8            ♦ 9 8 6 4            ♣ Q 10 9 2         </p>	<p>           4      <b>North East South West</b>                     12    9    7    12            N/S have 19 points. E/W have 21 points.            E/W can choose part score in no trumps (or diamonds).            West plays the hand. North should lead ♠K.            West can see 6 top tricks (1♠, 0♥, 4♦, 1♣)            Because West has only one diamond, the ♦J will have to            be overtaken with ♦Q to get to dummy. West must hope            the opponent's diamonds break 4-3 because then the ♦7            will be the seventh trick.  <b>Count the opponents' diamonds as they are played.</b> </p>

## Set 6

## Losing the lead to make a small card a winner

<p>           ♠ 6 4 2            ♥ K Q 9 5            ♦ K 9            ♣ J 10 6 4            ♠ J 5 3                      ♠ A Q            ♥ 10 8 4 2                  ♥ J 7 3            ♦ A 5 4 2                  ♦ 10 8 7            ♣ Q 3                         ♣ A K 9 5 2                                             ♠ K 10 9 8 7                                             ♥ A 6                                             ♦ Q J 6 3                                             ♣ 8 7         </p>	<p>           1        <b>North East South West</b>                      9        14      10      7            N/S have 19 points. E/W have 21 points.            East plays the hand and chooses part score in no trumps.            South should lead ♠10. Top of a sequence in best suit.            East can see six top tricks (2♠, 0♥, 1♦, 3♣)            East must make two spades on the lead and hopes for the            extra trick from clubs. Win ♠Q, play ♣2 to ♣Q and ♣3 to            ♣A. Cash ♣K. When South shows out, lose a club to            North to set up seventh trick. ♠A is entry to cash the club.  <b>Cash the honour in the short hand first.</b> </p>
<p>           ♠ K 5 4            ♥ K 7 2            ♦ A 4            ♣ K 5 4 3 2            ♠ J 8                            ♠ Q 10 9 3 2            ♥ Q 10 9 8 5                ♥ J 4 3            ♦ K J 9 3                    ♦ 10 7            ♣ 9 8                         ♣ Q J 10                                             ♠ A 7 6                                             ♥ A 6                                             ♦ Q 8 6 5 2                                             ♣ A 7 6         </p>	<p>           2        <b>North East South West</b>                      13      6        14      7            N/S have 27 points. E/W have 13 points.            South plays the hand and chooses game in no trumps.            West should lead ♥10, top of sequence in best suit.            East can see seven top tricks (2♠, 2♥, 1♦, 2♣)            East can make the two extra tricks by setting up the small            cards in the club suit. Win ♥A, play ♣A and ♣7 to ♣K.            Provided both opponents follow, there is only one club            outstanding. Play a third club and give East the trick. The            ♣5 4 are now winners and ♥K is an entry to cash them.         </p>
<p>           ♠ 7 5 3            ♥ A 7 6 4            ♦ 9            ♣ Q J 10 9 2            ♠ Q 9 2                        ♠ A K 6            ♥ J 10 3                       ♥ Q 9 8 5            ♦ A K Q 5 4                ♦ 6 3 2            ♣ A K                         ♣ 8 7 6                                             ♠ J 10 8 4                                             ♥ K 2                                             ♦ J 10 8 7                                             ♣ 5 4 3         </p>	<p>           3        <b>North East South West</b>                      7        9        5        19            N/S have 12 points. E/W have 28 points.            E/W should choose game in no trumps.            West plays the hand. North should lead ♣Q.            West can see eight top tricks (3♠, 0♥, 3♦, 2♣)            If opponents' diamonds break 3-2, West has two more            diamond winners. West plays diamonds from the top.            North shows out on the second round, so South has four            diamonds. Give South his diamond trick and ♦5 becomes            the ninth trick. The ♣A is the entry to cash it.         </p>
<p>           ♠ Q J 3            ♥ A 9 6            ♦ A K 7            ♣ 10 7 5 3            ♠ 9 8 6 5 4                  ♠ A 10 7            ♥ K 7 3 2                    ♥ J 5 4            ♦ 3 2                         ♦ J 10 9 6 5            ♣ K 9                         ♣ A Q                                             ♠ K 2                                             ♥ Q 10 8                                             ♦ Q 8 4                                             ♣ J 8 6 4 2         </p>	<p>           4        <b>North East South West</b>                      14      12      8        6            N/S have 22 points. E/W have 18 points.            North plays the hand and chooses part score in no trumps.            East should lead ♦J, longest suit to set up tricks.            North can see four top tricks (0♠, 1♥, 3♦, 0♣)            Win ♦K. South can drive out ♠A for two more tricks but            three are needed. Play on clubs and hope they break 2-2.            If they do, that sets up three more tricks with ♥A or ♦Q            as the entry to cash them.         </p>

## Set 7

## Holding up a high card to cut communications

<p>           ♠ A 10 9            ♥ A K Q            ♦ Q 9 8 5            ♣ A Q 2            ♠ 6 5 3                      ♠ K Q J 4 2            ♥ 8 7 4 3                    ♥ 10 9 5            ♦ A 6                            ♦ 4 2            ♣ J 10 9 8                   ♣ K 7 6            ♠ 8 7            ♥ J 6 2            ♦ K J 10 7 3            ♣ 5 4 3         </p>	<p>           1        <b>North East South West</b>                      21     9     5     5            N/S have 26 points. E/W have 14 points.            North plays the hand and chooses game in no trumps.            East should lead ♠K.            North can see five top tricks (1♠, 3♥, 0♦, 1♣)            The diamonds provide four more tricks by driving out            ♦A. The danger is that when defenders win ♦A, they can            cash four spade winners. North must refuse to take ♠A            until the third round. Now play a diamond and hope West            wins ♦A and has no spade left to play.         </p>
<p>           ♠ K Q J 10 5            ♥ 9 7 6            ♦ J 9 4            ♣ 6 3            ♠ A 6 3                      ♠ 7 4            ♥ Q J 5 4                    ♥ 10 3 2            ♦ A K 3                      ♦ Q 8 7            ♣ A Q 5                      ♣ J 9 7 4 2            ♠ 9 8 2            ♥ A K 8            ♦ 10 6 5 2            ♣ K 10 8         </p>	<p>           2        <b>North East South West</b>                      7     3     10    20            N/S have 17 points. E/W have 23 points.            West plays the hand and chooses part score in no trumps.            North leads ♠K.            East can see five top tricks (1♠, 0♥, 3♦, 1♣)            Clubs can provide the extra tricks. West should duck two            rounds of spades, in case South has three. West knows            from the points that South has all the remaining high            cards, so plays ♣A and ♣Q to set up the clubs. The            defence take two spades, two hearts and a club, but West            has eight tricks.         </p>
<p>           ♠ A 3 2            ♥ Q 8 4            ♦ 5 4            ♣ Q 7 6 5 2            ♠ 5 4                            ♠ 9 8 7 6            ♥ 9 7 2                        ♥ A 6 5            ♦ K J 10 9 8                ♦ Q 7 6            ♣ 10 9 4                      ♣ K 8 3            ♠ K Q J 10            ♥ K J 10 3            ♦ A 3 2            ♣ A J         </p>	<p>           3        <b>North East South West</b>                      8     9     19    4            N/S have 27 points. E/W have 13 points.            South plays the hand and chooses game in no trumps.            West should lead ♦J, top of internal sequence in best suit.            South can see six top tricks (4♠, 0♥, 1♦, 1♣)            The extra tricks can come from driving out ♥A to set up            three heart tricks. The danger is that the defenders can            cash four diamond tricks when they get the lead with ♥A.            South must hold up ♦A until the third round and hope            that whoever has ♥A is out of diamonds.  <b>You don't have to win a trick just because you can.</b> </p>
<p>           ♠ Q J 9 8            ♥ J 8 5 4            ♦ A 4            ♣ A J 4            ♠ 6 5 4 3                    ♠ A K 2            ♥ 9 6 2                        ♥ A K 3            ♦ K Q 10 7                 ♦ J 9 8 3            ♣ 8 7                            ♣ K 9 2            ♠ 10 7            ♥ Q 10 7            ♦ 6 5 2            ♣ Q 10 6 5 3         </p>	<p>           4        <b>North East South West</b>                      13    18    4     5            N/S have 17 points. E/W have 23 points.            East plays the hand and chooses part score in no trumps.            South should lead a club, low card from his best suit.            North should win ♣A and return ♣J.            East can see 5 top tricks (2♠, 2♥, 0♦, 1♣)            After the club lead, East's ♣K is as good as an ace and            East should hold up his ♣K until the third round. From            the points he knows North has ♦A. Diamonds will            provide three more tricks after the ♦A has been driven            out and East can make eight tricks.         </p>

## Set 8

## Extra tricks by taking a finesse

<p>           ♠ Q J 9            ♥ K Q 10 9 7            ♦ K 8 3            ♣ 9 2            ♠ A 5 3                      ♠ K 8 6 4            ♥ A 8 4                      ♥ J 6            ♦ 9 7 5                      ♦ A Q 6            ♣ A K J 10                  ♣ Q 6 5 3              ♠ 10 7 2            ♥ 5 3 2            ♦ J 10 4 2            ♣ 8 7 4         </p>	<p>           1        <b>North East South West</b>                      11      12      1      16            N/S have 12 points. E/W have 28 points.            West plays the hand and chooses game in no trumps.            North leads ♥K and if it holds continues with ♥Q.            West can see eight top tricks (2♠, 1♥, 1♦, 4♣).            West holds up ♥A until the third round, to exhaust South of hearts. West's only hope is that diamonds provide the extra trick. At trick four, West leads ♦5. If North plays ♦3, the ♦Q is played from dummy. If North plays ♦K it is taken with ♦A and ♦Q is a winner.  <b>Play a finesse in hope, success is not a certainty.</b> </p>
<p>           ♠ A 7 5 2            ♥ A Q            ♦ 10 8 7 2            ♣ A Q J            ♠ 4 3                              ♠ Q J 10 9            ♥ 10 9 8 7 6                  ♥ 5 4 3 2            ♦ K 5                              ♦ A Q 9            ♣ K 10 8 3                      ♣ 9 7              ♠ K 8 6            ♥ K J            ♦ J 6 4 3            ♣ 6 5 4 2         </p>	<p>           2        <b>North East South West</b>                      17      9      8      6            N/S have 25 points. E/W have 15 points.            North plays the hand and chooses part score in no trumps.            East should lead ♠Q.            North can see five top tricks (2♠, 2♥, 0♦, 1♣)            Despite lots of points, North hasn't got seven tricks. Ten points in hearts only make two tricks. The best chance is to play the club finesse. Play ♠K from South and lead a club. When West plays low, North plays ♣J, which wins. Cross back to South by leading ♥Q and playing ♥K on it. Now another club finesse can be taken.         </p>
<p>           ♠ Q 6            ♥ 10 3 2            ♦ K 9 8 5            ♣ J 10 7 5            ♠ K 4 2                              ♠ A 9 5 3            ♥ 8 7 6                              ♥ A 4            ♦ 7 6 2                              ♦ A Q J 10            ♣ A K Q 3                          ♣ 9 8 2              ♠ J 10 8 7            ♥ K Q J 9 5            ♦ 4 3            ♣ 6 4         </p>	<p>           3        <b>North East South West</b>                      6      15      7      12            N/S have 13 points. E/W have 27 points.            East plays the hand and chooses game in no trumps.            South should lead ♥K.            East can see seven top tricks (2♠, 1♥, 1♦, 3♣)            East must win ♥A on the second round and has lots of hearts to lose if opponents get the lead. Diamond finesses provide the extra tricks. Win ♥A, cross to West on a club and play ♦2. If North plays ♦K, win it with ♦A! If North plays low, play the ♦10, cross to West on a club twice more, repeating the diamond finesse, makes 10 tricks.         </p>
<p>           ♠ 10 8 7 4            ♥ Q J 6 3            ♦ A 9            ♣ 8 7 3            ♠ Q J 6 2                          ♠ A K            ♥ 7 2                                  ♥ A 10 9 8            ♦ Q 10 6 5 4                      ♦ J 3 2            ♣ 6 2                                  ♣ Q 10 5 4              ♠ 9 5 3            ♥ K 5 4            ♦ K 8 7            ♣ A K J 9         </p>	<p>           4        <b>North East South West</b>                      7      14      14      5            N/S have 21 points. E/W have 19 points.            South plays the hand, choosing part score in no trumps.            West should lead a diamond, low from his best suit.            South can see four top tricks (0♠, 0♥, 2♦, 2♣)            Hearts provide at least two more tricks. Win ♦K and lead ♥K. If East refuses the trick, play a heart to ♥Q. Win the next diamond with ♦A and play ♥J. When West shows out, South needs another trick. The club finesse is the best chance. Lead ♣3 and play ♣J if East plays low.         </p>

## Set 9

## Extra tricks with a finesse

<p>           ♠ 9 3 2            ♥ Q J 10            ♦ A K Q 5            ♣ A 4 2            ♠ J 6 5                      ♠ K 8 7            ♥ A 5                          ♥ K 9 8 6 3            ♦ J 10 9 6                  ♦ 8 7 2            ♣ K J 8 5                    ♣ Q 10            ♠ A Q 10 4            ♥ 7 4 2            ♦ 4 3            ♣ 9 7 6 3         </p>	<p>           1        <b>North East South West</b>                      16      8      6      10            N/S have 22 points. E/W have 18 points.            North plays the hand and chooses part score in no trumps.            East leads a low heart from his best suit. West wins ♥A            and returns ♥5. East wins ♥K and plays a third heart,            which sets up two winners.            North can see six top tricks (1♠, 1♥, 3♦, 1♣).            Spades could provide an extra trick if East has either ♠K            or ♠J. Play ♠2 and put on ♠10. It loses to ♠J. Win the            next trick, play ♠3 and put on the ♠Q, which wins.         </p>
<p>           ♠ J 4 2            ♥ 9 7 5 4 3            ♦ 9 2            ♣ A 5 3            ♠ 7 6                          ♠ A K 3            ♥ K J                          ♥ A Q 6            ♦ 8 7 5 4                  ♦ A Q 6 3            ♣ K J 10 9 8              ♣ 6 4 2            ♠ Q 10 9 8 5            ♥ 10 8 2            ♦ K J 10            ♣ Q 7         </p>	<p>           2        <b>North East South West</b>                      5      19     8      8            N/S have 13 points. E/W have 27 points.            East plays the hand and chooses game in no trumps.            South leads ♠10, top of an internal sequence.            North can see six top tricks (2♠, 3♥, 1♦, 0♣).            Clubs offer the best chance of extra tricks. If South has            ♣Q, taking the club finesse sets up four club tricks. Win            the spade, play ♣2 to ♣8. If it holds come back by            overtaking ♥J with ♥Q and play another club, playing ♣9            if South plays low. When South's ♣Q appears, play the            ♣K and lose one trick only to ♣A, for ten tricks.         </p>
<p>           ♠ K Q 5            ♥ 6 5            ♦ K 7 3 2            ♣ Q J 10 3            ♠ 10 7 3                      ♠ J 4 2            ♥ A 10 4                      ♥ K Q J 9 7 2            ♦ Q J 10 8 6              ♦ –            ♣ 9 7                          ♣ K 8 6 5            ♠ A 9 8 6            ♥ 8 3            ♦ A 9 5 4            ♣ A 4 2         </p>	<p>           3        <b>North East South West</b>                      11     10     12     7            N/S have 23 points. E/W have 17 points.            South plays the hand and chooses part score in no trumps.            West should lead ♦Q. East throws away.            South can see six top tricks (3♠, 0♥, 2♦, 1♣). South has            been lucky to escape a heart lead. Surely if the lead is lost            opponents will switch to hearts. Clubs can provide the            extra tricks. If East has ♣K these can be won without            losing the lead. Cross to dummy and lead ♣Q. Play low            from South unless East plays ♣K.         </p>
<p>           ♠ Q 10 8 6 3            ♥ K 10 6            ♦ 8 7            ♣ A Q 4            ♠ A K 7                      ♠ 5 4 2            ♥ A 7 4 2                    ♥ Q 8 3            ♦ A K 6                      ♦ Q 5 4            ♣ 9 7 5                      ♣ J 8 6 2            ♠ J 9            ♥ J 9 5            ♦ J 10 9 3 2            ♣ K 10 3         </p>	<p>           4        <b>North East South West</b>                      11      5      6      18            N/S have 17 points. E/W have 23 points.            West plays the hand, choosing part score in no trumps.            North should lead a spade, a low one from his best suit.            East can see six top tricks (2♠, 1♥, 3♦, 0♣).            Hearts offer the best chance of an extra trick. Hope North            has ♥K, lead a low heart towards the ♥Q. If North plays            ♥K, play low from dummy. If North plays low, try the            ♥Q from dummy. This is a sort of finesse too; we hope            the key card will be well placed.         </p>

## Set 10

## Finessing into the safe hand

<p>           ♠ Q 2            ♥ K J 10 5 2            ♦ J 9 8 6            ♣ 9 5            ♠ 6 5                      ♠ A 10 3            ♥ 9 8 7                    ♥ A Q 3            ♦ A Q 3                    ♦ 10 5 4 2            ♣ K 10 7 3 2              ♣ A J 4              ♠ K J 9 8 7 4            ♥ 6 4            ♦ K 7            ♣ Q 8 6         </p>	<p>           1        <b>North East South West</b>                      7        15      9        9            N/S have 16 points. E/W have 24 points.            East plays the hand and chooses part score in no trumps.            South leads a small spade. North plays ♠Q and returns a spade if ♠Q holds.            West can see six top tricks (1♠, 1♥, 2♦, 2♣).            The clubs will provide the extra trick needed. East should duck the ♠Q and win the third round of spades. Now play ♣A then ♣J, letting it run if South plays low. That way East actually makes five club tricks and will wish he had chosen game!         </p>
<p>           ♠ K Q 7            ♥ 6 4 2            ♦ A 10 8 7 6            ♣ K 10            ♠ J 10 6 5 2              ♠ A 9 8            ♥ J 10 3                    ♥ Q 9 7 5            ♦ Q 9 3                    ♦ 4            ♣ 9 8                        ♣ Q J 7 3 2              ♠ 4 3            ♥ A K 8            ♦ K J 5 2            ♣ A 6 5 4         </p>	<p>           2        <b>North East South West</b>                      12      9        15      4            N/S have 27 points. E/W have 13 points.            South plays the hand and chooses game in no trumps.            West leads a small spade from his long suit. ♠K is played from North. East wins ♠A and returns ♠9.            South can see seven top tricks (1♠, 2♥, 2♦, 2♣).            Diamonds will provide the extra tricks. A trick can be lost to ♦Q; there will still be four diamond winners. If West wins the diamond, he has spades to cash. Win the third spade, play ♦6 to ♦K and lead ♦J. If West plays low, play low from dummy. It's OK losing a trick to East.         </p>
<p>           ♠ K J 8 6 5            ♥ 9 5 4            ♦ K 8 6            ♣ 5 4            ♠ A 9 7                      ♠ 4 2            ♥ K Q                        ♥ A 8 6            ♦ A Q J 10 2              ♦ 9 7 4            ♣ 9 6 3                      ♣ A Q J 10 2              ♠ Q 10 3            ♥ J 10 7 3 2            ♦ 5 3            ♣ K 8 7         </p>	<p>           3        <b>North East South West</b>                      7        11      6        16            N/S have 13 points. E/W have 27 points.            West plays the hand and chooses game in no trumps.            North leads a small spade from his best suit. South plays ♠Q and if that holds, plays back ♠10.            West can see six top tricks (1♠, 3♥, 1♦, 1♣).            Either diamonds or clubs can provide the three extra tricks needed. But as North has led spades, he will have winners to cash if he gets the lead. Hold up ♠A until the third round. Then lead ♣9 and run it if North plays low. South wins but hasn't got another spade to play.         </p>
<p>           ♠ A Q 4            ♥ K 4 3            ♦ A K Q 7            ♣ 7 6 4            ♠ J 10 6                      ♠ K 5 3            ♥ 10 9 7 6                  ♥ Q 8 2            ♦ 9 6 3 2                    ♦ 5 4            ♣ J 9                         ♣ K Q 8 5 2              ♠ 9 8 7 2            ♥ A J 5            ♦ J 10 8            ♣ A 10 3         </p>	<p>           4        <b>North East South West</b>                      18      10      10      2            N/S have 28 points. E/W have 12 points.            North plays the hand, choosing game in no trumps.            East should lead a club, low from his best suit. North can see eight top tricks (1♠, 2♥, 4♦, 1♣).            North should win the third club. The ninth trick can come from a successful finesse in spades or hearts. It is best to try hearts first as West is out of clubs. If that fails North must finesse the spade. If you remember the points announced you will know the heart must win!         </p>

## NO TRUMP REVISION HANDS FOR SETS 1-5

<p>1</p> <p style="margin-left: 40px;">♠ K 6 3 ♥ A 5 4 ♦ Q 10 8 5 ♣ A 7 6</p> <p style="margin-left: 10px;">♠ QJ 10 4 ♥ 8 2 ♦ 9 7 3 ♣ KJ 4 3</p> <p style="margin-left: 100px;">♠ 9 7 5 ♥ K Q J 10 9 ♦ A 4 ♣ 8 5 2</p> <p style="margin-left: 40px;">♠ A 8 2 ♥ 7 6 3 ♦ KJ 6 2 ♣ Q 10 9</p>	<p>2</p> <p style="margin-left: 40px;">♠ 7 2 ♥ K 8 6 5 ♦ Q 10 9 ♣ QJ 10 6</p> <p style="margin-left: 10px;">♠ A K 5 ♥ Q 10 9 4 ♦ K 5 2 ♣ 7 3 2</p> <p style="margin-left: 100px;">♠ Q 8 6 ♥ J 3 ♦ A 7 4 3 ♣ A K 8 5</p> <p style="margin-left: 40px;">♠ J 10 9 4 3 ♥ A 7 2 ♦ J 8 6 ♣ 9 4</p>
<p>3</p> <p style="margin-left: 40px;">♠ 9 8 6 ♥ K 7 2 ♦ A 4 ♣ KJ 4 3 2</p> <p style="margin-left: 10px;">♠ K 10 5 4 ♥ Q 10 ♦ QJ 10 7 2 ♣ 6 5</p> <p style="margin-left: 100px;">♠ QJ ♥ J 9 5 3 ♦ K 9 8 ♣ 10 9 8 7</p> <p style="margin-left: 40px;">♠ A 7 3 2 ♥ A 8 6 4 ♦ 6 5 3 ♣ A Q</p>	<p>4</p> <p style="margin-left: 40px;">♠ QJ 10 7 2 ♥ Q 10 2 ♦ 6 5 ♣ K 10 4</p> <p style="margin-left: 10px;">♠ K 5 3 ♥ A 8 6 4 ♦ A Q ♣ A 7 3 2</p> <p style="margin-left: 100px;">♠ A 4 ♥ J 7 ♦ KJ 9 3 2 ♣ 9 8 6 5</p> <p style="margin-left: 40px;">♠ 9 8 6 ♥ K 9 5 3 ♦ 10 8 7 4 ♣ QJ</p>
<p>5</p> <p style="margin-left: 40px;">♠ A Q J ♥ K 7 5 ♦ K 8 4 3 ♣ A Q 5</p> <p style="margin-left: 10px;">♠ 9 7 6 4 3 ♥ A 4 ♦ 9 7 5 ♣ J 7 3</p> <p style="margin-left: 100px;">♠ 10 8 5 2 ♥ QJ 10 8 2 ♦ A 6 ♣ 10 2</p> <p style="margin-left: 40px;">♠ K ♥ 9 6 3 ♦ QJ 10 2 ♣ K 9 8 6 4</p>	<p>6</p> <p style="margin-left: 40px;">♠ QJ ♥ A K Q 8 7 ♦ 10 7 6 2 ♣ K 6</p> <p style="margin-left: 10px;">♠ K 2 ♥ 10 5 ♦ A Q 9 8 4 ♣ 7 5 3 2</p> <p style="margin-left: 100px;">♠ A 6 5 4 ♥ J 4 2 ♦ K J ♣ QJ 10 9</p> <p style="margin-left: 40px;">♠ 10 9 8 7 3 ♥ 9 6 3 ♦ 5 3 ♣ A 8 4</p>
<p>7</p> <p style="margin-left: 40px;">♠ 10 9 8 ♥ 4 3 2 ♦ KJ 10 6 ♣ J 10 8 4</p> <p style="margin-left: 10px;">♠ A 5 4 2 ♥ KJ 10 9 5 ♦ 8 2 ♣ 9 7</p> <p style="margin-left: 100px;">♠ J 6 ♥ 7 6 ♦ 9 7 5 4 3 ♣ A K 6 4</p> <p style="margin-left: 40px;">♠ K Q 7 3 ♥ A Q 8 ♦ A Q ♣ Q 5 3 2</p>	<p>8</p> <p style="margin-left: 40px;">♠ QJ 10 9 8 ♥ Q 8 4 ♦ J 9 ♣ Q 10 9</p> <p style="margin-left: 10px;">♠ K 7 ♥ A 9 6 3 ♦ A K Q ♣ A 8 7 4</p> <p style="margin-left: 100px;">♠ A 3 2 ♥ 10 5 ♦ 8 7 6 5 3 2 ♣ 6 3</p> <p style="margin-left: 40px;">♠ 6 5 4 ♥ K J 7 2 ♦ 10 4 ♣ K J 5 2</p>

## NO TRUMP REVISION HANDS FOR SETS 6-10

<p>1</p> <p>♠ K 9 7 4 ♥ Q J 10 9 5 ♦ Q J ♣ J 8</p> <p>♠ Q J 10 ♥ K 6 4 3 ♦ A 5 4 ♣ A K 3</p> <p>♠ A 8 2 ♥ A 8 7 ♦ K 8 7 3 ♣ 7 5 2</p> <p>♠ 6 5 3 ♥ 2 ♦ 10 9 6 2 ♣ Q 10 9 6 4</p>	<p>2</p> <p>♠ A 8 3 ♥ K 7 3 ♦ J 9 5 2 ♣ Q 9 6</p> <p>♠ J 9 2 ♥ A 4 2 ♦ A 10 6 ♣ J 10 4 2</p> <p>♠ K Q 10 5 ♥ 8 5 ♦ K Q 4 ♣ A 8 5 3</p> <p>♠ 7 6 4 ♥ Q J 10 9 6 ♦ 8 7 3 ♣ K 7</p>
<p>3</p> <p>♠ 9 5 ♥ K 10 2 ♦ 6 3 ♣ A Q J 8 7 2</p> <p>♠ Q J 10 4 2 ♥ J 7 ♦ K 8 5 2 ♣ 5 4</p> <p>♠ A 8 7 ♥ 9 6 5 3 ♦ J 10 9 7 ♣ K 6</p> <p>♠ K 6 3 ♥ A Q 8 4 ♦ A Q 4 ♣ 10 9 3</p>	<p>4</p> <p>♠ 6 4 2 ♥ A K 7 ♦ A K 6 ♣ A 10 4 2</p> <p>♠ J 9 7 3 ♥ 9 3 ♦ 10 9 7 5 2 ♣ J 7</p> <p>♠ A 10 8 ♥ Q J 10 8 5 ♦ 4 ♣ K Q 9 3</p> <p>♠ K Q 5 ♥ 6 4 2 ♦ Q J 8 3 ♣ 8 6 5</p>
<p>5</p> <p>♠ 10 9 ♥ K 7 6 5 ♦ K Q 6 ♣ A K 5 2</p> <p>♠ 6 5 4 2 ♥ Q J 10 8 3 ♦ 3 ♣ 9 4 3</p> <p>♠ A K 7 ♥ 4 ♦ J 9 7 2 ♣ Q J 10 7 6</p> <p>♠ Q J 8 3 ♥ A 9 2 ♦ A 10 8 5 4 ♣ 8</p>	<p>6</p> <p>♠ J 10 9 8 2 ♥ Q 10 7 ♦ 2 ♣ 10 9 7 6</p> <p>♠ K 7 5 ♥ A 8 4 ♦ K Q 8 ♣ A 5 3 2</p> <p>♠ A 6 ♥ J 9 2 ♦ A 7 6 4 3 ♣ K J 4</p> <p>♠ Q 4 3 ♥ K 6 5 3 ♦ J 10 9 5 ♣ Q 8</p>
<p>7</p> <p>♠ 9 8 6 ♥ 9 8 6 5 ♦ K 9 8 7 ♣ 5 2</p> <p>♠ 5 2 ♥ 4 3 2 ♦ A Q J 10 ♣ A J 9 3</p> <p>♠ A 4 3 ♥ A Q J 10 ♦ 4 3 2 ♣ K Q 8</p> <p>♠ K Q J 10 7 ♥ K 7 ♦ 6 5 ♣ 10 7 6 4</p>	<p>8</p> <p>♠ A 5 ♥ 6 4 2 ♦ K Q 7 4 2 ♣ J 10 9</p> <p>♠ Q 9 7 6 3 ♥ J 8 3 ♦ J ♣ Q 6 5 4</p> <p>♠ J 10 2 ♥ K 7 5 ♦ 10 9 8 6 ♣ K 8 3</p> <p>♠ K 8 4 ♥ A Q 10 9 ♦ A 5 3 ♣ A 7 2</p>

## Suit contracts

### Notes to the teacher on using these hands

The second section is all about playing and defending suit contracts. There are ten lots of four hands. See the summary on the next page for the points that are covered. You need not do all the no trump hands first, but some techniques are introduced in no trump hands and then occur in this set e.g. knocking out high cards to set up winners, finessing.

The most important point, usually missed by all learners is that ruffs in the long trump hand are not extra winners. Say we have ♠A K J 10 9 facing ♥Q 7 4; we count this as five tricks when we count our top tricks. Whether we just put the five cards on the table one by one or we ruff a couple of dummy's losers, it is still only five tricks. But a ruff in the short hand, with ♥4 or ♥Q is an extra trick.

We ruff in the long trump hand for various reasons, like stopping defence cashing their winners or to gain a hand entry, but we don't create an extra trick when we do this. (Of course this is not true for dummy reversal, but that topic isn't covered!)

The hands are designed to be a clear illustration of the particular topic. It is very hard to create part score hands that make exactly seven tricks so tell the students to make as many tricks as they can, usually at least eight are possible. Since most suit contracts are played at the two level or higher, this is sensible.

The topics are based on declarer play, but do not ignore the defenders. The aim of the defence is different in a suit contract. Reasons for leads now include:

- ❑ Try to set up winners quickly before declarer can get discards
- ❑ Don't give tricks away; they don't so easily come back later. Don't underlead an ace.
- ❑ Lead trumps to stop ruffs
- ❑ Lead a singleton to get a ruff.
- ❑ A lead from a sequence is usually safe.

All contracts are designed to be made if played sensibly. It is easier to congratulate the defenders on their brilliance than to criticise declarer for going down.

If a hand causes a problem, turn the board through 90 degrees and let someone try to make the contract. In fact any hand can easily be played four times without anybody noticing!

Make sure everybody knows how to count 13 cards, particularly when they are trumps.

Sharp declarer's can often place defenders' cards because of the points they have shown in MiniBridge. This aspect has been deliberately omitted from the comments but be pleased if students remember the information from the 'bidding'.

## MiniBridge Hands for suit contracts

Hand No	Contract in	Declarer	Game/not	Play point
<b>Able to ruff to stop suit led. Contract is there in top tricks. Draw trumps.</b>				
Set 1 hand 1	Spades	N	Game	A shortage with no stopper means hand must be played in a suit. Ruff the suit led. Draw trumps, cash winners.
Set 1 hand 2	Hearts	E	Game	
Set 1 hand 3	Diamonds	S	Part score	
Set 1 hand 4	Clubs	W	Part score	
<b>A ruff provides the extra trick after drawing trumps</b>				
Set 2 hand 1	Spades	E	Part score	Draw all outstanding trumps and take a ruff with the long trump in each hand.
Set 2 hand 2	Hearts	S	Game	
Set 2 hand 3	Diamonds	W	Game	
Set 2 hand 4	Clubs	N	Part score	
<b>Draw trumps. Drive out an ace to create winners.</b>				
Set 3 hand 1	Clubs	E	Game	As in NT, we can't always take our tricks without losing the lead.
Set 3 hand 2	Hearts	N	Part score	
Set 3 hand 3	Diamonds	S	Game	
Set 3 hand 4	Spades	W	Part score	
<b>Draw trumps. Lose small cards to set up a ruff in dummy.</b>				
Set 4 hand 1	Clubs	W	Game	Like set 2, except we have to lose a couple of tricks to create a void where we can ruff.
Set 4 hand 2	Hearts	N	Part score	
Set 4 hand 3	Spades	E	Game	
Set 4 hand 4	Diamonds	S	Part score	
<b>Delay drawing trumps to take a ruff in short trump hand first</b>				
Set 5 hand 1	Clubs	N	Game	In a 5-3 fit, if trumps are drawn there are no trumps left in dummy to ruff a loser, so it must be done first.
Set 5 hand 2	Diamonds	E	Game	
Set 5 hand 3	Spades	S	Game	
Set 5 hand 4	Hearts	W	Game	
<b>Delay drawing trumps to discard a loser first</b>				
Set 6 hand 1	Hearts	E	Game	With a trump loser where the defence have tricks to cash in a side suit, a discard may need to be taken before any trumps are drawn.
Set 6 hand 2	Clubs	S	Part score	
Set 6 hand 3	Spades	W	PS or Game?	
Set 6 hand 4	Diamonds	N	Game	
<b>Delay drawing trumps to set up a side suit first for a discard</b>				
Set 7 hand 1	Spades	N	Game	Setting up a side suit, where the entry to cash the winners is in the trump suit. So it must be done first.
Set 7 hand 2	Clubs	W	Game	
Set 7 hand 3	Hearts	S	Game	
Set 7 hand 4	Diamonds	E	Game	
<b>Crossruff</b>				
Set 8 hand 1	Hearts	W	Game	Crossruff is like magic to a player who has never seen it before. A 4-4 fit can take as many as 8 tricks.
Set 8 hand 2	Spades	N	Game	
Set 8 hand 3	Clubs	E	Part score	
Set 8 hand 4	Diamonds	S	Part score	
<b>Extra tricks in trump contracts</b>				
Set 9 hand 1	Spades	N	Game	Normal finesse or some other play to get an extra trick.
Set 9 hand 2	Clubs/ Diamonds	E	Game	
Set 9 hand 3	Diamonds	S	Part score	
Set 9 hand 4	Clubs	W	Part score	
<b>Ruffing finesse</b>				
Set 10 hand 1	Clubs	E	Part score	The ruffing finesse can only be taken in a suit contract, so is a new technique to learn.
Set 10 hand 2	Diamonds	S	Game	
Set 10 hand 3	Spades	W	Game	
Set 10 hand 4	Hearts	N	Game	

## Notes on revision hands for suit contracts

### Revision Hands for sets 1 to 5

Deal	Declarer	Contract	Suit	Key point of the hand
1	N	PS	♦	Don't finesse diamonds with nine trumps
2	E	Game	♠	Ruff two clubs high in dummy before all the trumps are drawn
3	S	Game	♥	Take the heart finesse to avoid losing a trump
4	W	Game	♣	Play trumps straight away to knock out ♣A
5	E	PS	♠	Defenders play ♠A K Q. Only chance for extra tricks is a 3-3 diamond break. Ruff in long trump hand to establish.
6	N	Game	♥	Ruff club in dummy before drawing trumps.
7	S	PS	♥	Drive out ♠A before drawing all the trumps.
8	W	PS	♠	Play spades to drive out the top trumps. Lead up to ♥K Q.

### Revision hands for sets 6-10

Deal	Declarer	Contract	Suit	Key point of the hand
1	W	Game	♠	Crossruff but cash all the winners first.
2	E	PS	♦	Ruff in short trump hand before drawing trumps. Give up a heart and a spade to set up winners.
3	S	Game	♠	Set up clubs by ruffing or manage ♥ and ♦ ruffs in short trump hand.
4	N	Game	♥	Choose to play 4-4 heart fit. If ♠A led and a switch to diamonds at trick 2, the ♦10 makes sure of only two losers in diamonds
5	N	PS	♦	See merit of choosing diamonds. Take a ruff in the short trump hand.
6	W	PS	♠	Choose spades as they score more. Singleton club lead means defence can get a ruff of a club winner. Set up heart and diamond tricks for 8 tricks.
7	E	Game	♣	Cash winners. Crossruff after giving a diamond trick.
8	S	PS	♥	If clubs aren't lead all North's clubs can be discarded on spades, after one has been ruffed to set up an extra winner. Don't finesse in hearts with 11 cards.



**Set 2**

**Taking a ruff for the extra trick**

<p>1</p> <p>♠ A 7 ♥ 3 2 ♦ A K 6 4 2 ♣ J 9 4 3</p> <p>♠ K 8 6 4      ♠ Q J 10 9 ♥ K 7 6      ♥ A 8 5 4 ♦ J 5 3      ♦ 8 7 ♣ 7 6 5      ♣ A K 2</p> <p>♠ 5 3 2 ♥ Q J 10 9 ♦ Q 10 9 ♣ Q 10 8</p>	<p>1      <b>North East South West</b></p> <p>12    14    7    7</p> <p>N/S have 19 points. E/W have 21 points. East plays the hand and chooses part score in spades. South probably leads ♥Q (top of a sequence) North can see 4 top tricks (0♠, 2♥, 0♦, 2♣) but three more come from spades after the trump ace has been driven out. When trumps are drawn, there will be one trump left in each of East and West hands. East can ruff a diamond and this provides an eighth trick.</p>
<p>2</p> <p>♠ 10 7 5 3 ♥ A J 7 2 ♦ K 2 ♣ A 8 3</p> <p>♠ K J 2      ♠ Q 9 6 ♥ 10 8 5      ♥ 3 ♦ Q 10 7 3    ♦ J 9 5 4 ♣ Q 10 4      ♣ K J 9 6 5</p> <p>♠ A 8 4 ♥ K Q 9 6 4 ♦ A 8 6 ♣ 7 2</p>	<p>2      <b>North East South West</b></p> <p>12    7    13    8</p> <p>N/S have 25 points. E/W have 15 points. South plays the hand and chooses game in hearts. West might lead a trump, to avoid giving a trick away. South can see 9 top tricks (1♠, 5♥, 2♦, 1♣). The extra trick can come from ruffing a diamond in the North hand, which has the shorter trumps (so a ruff is an extra trick). As long as hearts break 2-2 or 3-1, South can draw all the trumps before taking the ruff with North's fourth trump.</p>
<p>3</p> <p>♠ Q J 9 5 ♥ A J 7 ♦ 10 ♣ K J 8 6 5</p> <p>♠ A K      ♠ 10 8 6 ♥ Q 9 6 4 2    ♥ 3 ♦ K 9 6 4      ♦ A Q J 8 7 2 ♣ A 9      ♣ 4 3 2</p> <p>♠ 7 4 3 2 ♥ K 10 8 5 ♦ 5 3 ♣ Q 10 7</p>	<p>3      <b>North East South West</b></p> <p>12    7    5    16</p> <p>N/S have 17 points. E/W have 23 points. West plays the hand and chooses game in diamonds. The good fit compensates for having fewer high cards. North might lead a low club or ♠Q (best). West sees 9 top tricks (2♠, 0♥, 6♦, 1♣), with only one heart and one club to lose on top. The extra tricks come from ruffing a spade and a club in the West hand (the one with shorter trumps). West draws trumps in two rounds and then gives up a club trick. Dummy is entered with heart ruffs to take the two ruffs in the West hand.</p>
<p>4</p> <p>♠ J 6 4 ♥ K J ♦ A K 9 3 ♣ Q 7 5 3</p> <p>♠ 8 5      ♠ A K Q 10 ♥ 9 7 5 3    ♥ 10 8 6 4 2 ♦ Q J 8 7 2    ♦ 10 ♣ A 4      ♣ K 9 8</p> <p>♠ 9 7 3 2 ♥ A Q ♦ 6 5 4 ♣ J 10 6 2</p>	<p>4      <b>North East South West</b></p> <p>14    12    7    7</p> <p>N/S have 21 points. E/W have 19 points. North plays the hand and chooses part score in clubs. East leads ♠A. Top card to cash spade winners. North can see 4 top tricks (0♠, 2♥, 2♦, 0♣). Clubs provide 2 more after the ace and king have been driven out. An extra trick comes from ruffing a spade in the North hand. If East plays four top spades, this happens at trick 4. Otherwise it can happen after trumps have been drawn.</p>

**Set 3**

**Driving out a high card to set up tricks**

<p>1</p> <p>♠ 8 6 4 ♥ 8 7 6 ♦ J 10 9 6 2 ♣ 9 3</p> <p>♠ 7 5 3                      ♠ K Q J 10 ♥ A 9 5                      ♥ K 4 2 ♦ 8 3                            ♦ 7 ♣ Q J 10 6 2                ♣ A K 7 5 4</p> <p>♠ A 9 2 ♥ Q J 10 3 ♦ A K Q 5 4 ♣ 8</p>	<p>1            <b>North East South West</b></p> <p>                 1        16      16      7</p> <p>N/S have 17 points. E/W have 23 points. East chooses game in clubs because only two losers. South leads ♦A K. East can see 7 top tricks (0♠, 2♥, 0♦, 5♣). Ruffing the diamond provides one extra trick (as there are 5 clubs in dummy too). Spades provide 3 extra tricks once the ♠A has been driven out. Ruff diamond. Draw trumps. Play ♠K Q J 10. South wins ♠A at some point. Dummy's losing heart goes on fourth spade.</p>
<p>2</p> <p>♠ 7 5 2 ♥ K J 8 4 ♦ K Q 5 ♣ A 5 2</p> <p>♠ 10 8 4 3                    ♠ A K Q ♥ 5 2                            ♥ 10 7 6 ♦ A 9 7 2                    ♦ 8 4 ♣ K J 9                        ♣ Q 10 7 4 3</p> <p>♠ J 9 6 ♥ A Q 9 3 ♦ J 10 6 3 ♣ 8 6</p>	<p>2            <b>North East South West</b></p> <p>                 13      11      8        8</p> <p>N/S have 21 points. E/W have 19 points. North plays the hand and chooses part score in hearts. East plays ♠A K Q and switches to a club or a heart. North can see 5 top tricks (0♠, 4♥, 0♦, 1♣). The diamonds can provide three more and a club ruff in dummy also creates a trick. Win club switch. Draw three rounds of trumps (count the opponents' trumps). Play ♦K to drive out the ♦A. Three spades, one diamond and one club are lost.</p>
<p>3</p> <p>♠ K Q 8 4 ♥ – ♦ Q 10 8 7 5 2 ♣ 5 3 2</p> <p>♠ A 9 5 2                    ♠ 7 6 3 ♥ Q 10 8 7 3                ♥ K J 9 2 ♦ 4                                ♦ A 6 3 ♣ J 10 6                      ♣ Q 7 4</p> <p>♠ J 10 ♥ A 6 5 4 ♦ K J 9 ♣ A K 9 8</p>	<p>3            <b>North East South West</b></p> <p>                 7        10      16      7</p> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses game in diamonds. West leads ♣J, it's the safest lead. South can see 3 top tricks (0♠, 1♥, 0♦, 2♣) but the diamonds will provide five tricks when ♦A has gone. The spades provide three when the ♠A has been driven out. North's club loser goes on the ♥A. Win the opening lead and play trumps straight away. East wins ♦A but cannot do anything to beat the contract.</p>
<p>4</p> <p>♠ A 9 ♥ 7 6 ♦ J 10 9 8 5 ♣ K Q 10 2</p> <p>♠ K Q 7 4                    ♠ J 10 6 2 ♥ K Q 5 2                    ♥ J 10 9 ♦ A K Q                      ♦ 6 4 3 2 ♣ 9 4                            ♣ 8 6</p> <p>♠ 8 5 3 ♥ A 8 4 3 ♦ 7 ♣ A J 7 5 3</p>	<p>4            <b>North East South West</b></p> <p>                 10      2        9        19</p> <p>N/S have 19 points. E/W have 21 points. West plays the hand and chooses part score in spades. North might lead ♣K or ♦J. West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) but spades provide three more when the ♠A has been driven out and hearts also provide three more when the ♥A has been driven out. If North has led or switched to a diamond, South can ruff one of the diamond winners, to hold West to 8 tricks.</p>

**Set 4**

**Getting to a position where ruffs can be taken**

<p>1</p> <p>♠ A K 9 5 2 ♥ Q 10 7 4 3 ♦ 8 4 ♣ 6</p> <p>♠ Q 8                      ♠ J 6 ♥ A 8                      ♥ 6 2 ♦ A 10                      ♦ K 9 7 5 2 ♣ K Q J 5 4 3 2      ♣ A 10 8 7</p> <p>♠ 10 7 4 3 ♥ K J 9 5 ♦ Q J 6 3 ♣ 9</p>	<p>1      <b>North East South West</b></p> <p>         9      8      7      16</p> <p>N/S have 16 points. E/W have 24 points. West plays the hand and chooses game in clubs. North probably leads ♠A K and switches to a heart West can see 10 top tricks (0♠, 1♥, 2♦, 7♣) and the extra tricks can come from setting up a winner from East's diamonds. Draw one round of trumps, which removes all the opponents' clubs. Play ♦A and cross to dummy on ♦K. Ruff a diamond. Cross back on a club and ruff another diamond. The last diamond is now a winner on which West's losing heart can be discarded.</p>
<p>2</p> <p>♠ A J 8 5 2 ♥ A 7 4 3 ♦ J 2 ♣ K 6</p> <p>♠ K 10 3                      ♠ Q 9 4 ♥ 6 5                      ♥ J 10 9 ♦ A 10 7 3                      ♦ K Q 9 5 ♣ Q 8 5 3                      ♣ J 10 9</p> <p>♠ 7 6 ♥ K Q 8 2 ♦ 8 6 4 ♣ A 7 4 2</p>	<p>2      <b>North East South West</b></p> <p>         13      9      9      9</p> <p>N/S have 22 points. E/W have 18 points. North plays the hand and chooses part score in hearts. East might lead ♦K or ♥J or ♣J, all are good leads North can see 6 top tricks (1♠, 3♥, 0♦, 2♣). Hearts could give two more tricks if the outstanding trumps break 3-2. Extra tricks might be made by setting up the long spade suit with a ruff (in fact game can be made when spades break 3-3) but this is against the odds.</p>
<p>3</p> <p>♠ 9 ♥ J 10 8 7 ♦ K 7 6 4 ♣ Q 10 9 6</p> <p>♠ 8 6 4 2                      ♠ A K Q J 3 ♥ K                      ♥ A Q 6 4 2 ♦ J 8 5 3                      ♦ A ♣ J 5 4 2                      ♣ 8 7</p> <p>♠ 10 7 5 ♥ 9 5 3 ♦ Q 10 9 2 ♣ A K 3</p>	<p>3      <b>North East South West</b></p> <p>         6      20      9      5</p> <p>N/S have 15 points. E/W have 25 points. East plays the hand and chooses game in spades. East probably leads ♣A K 3. East can see 9 top tricks (5♠, 3♥, 1♦, 0♣). The other trick can come from ruffing a heart in the short trump hand and that may well make the fifth heart a winner. Ruff the club. Draw all the trumps. Play to ♥K and come back on ♦A. Cash ♥A Q and ruff a heart. Ruff a diamond to hand and cash the fifth heart for 11 tricks.</p>
<p>4</p> <p>♠ J 8 6 ♥ 6 4 3 2 ♦ K 9 7 5 ♣ A 8</p> <p>♠ A K 9 3                      ♠ Q 10 7 5 4 ♥ 9 7 5                      ♥ J 10 8 ♦ 4 3 2                      ♦ A 10 ♣ Q 10 3                      ♣ J 5 4</p> <p>♠ 2 ♥ A K Q ♦ Q J 8 6 ♣ K 9 7 6 2</p>	<p>4      <b>North East South West</b></p> <p>         8      8      15      9</p> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in diamonds. West leads ♠A. South can see 5 top tricks (0♠, 3♥, 0♦, 2♣) but the diamonds should give three more tricks after ♦A has been driven out. South ruffs the second spade and plays ♦Q. East wins and might switch to a heart. South wins and draws trumps, leaving one in dummy. Now it costs nothing to try for extra tricks. Play ♣A K and ruff a club. When the suit breaks 3-3, South makes 11 tricks.</p>

## Set 5

## Delay drawing trumps to take a ruff in short trump hand

<p>1</p> <p>♠ 4 2 ♥ A K 6 ♦ Q 4 ♣ K Q J 10 9 8</p> <p>♠ Q 10 9 7 5      ♠ 8 ♥ 10 5 3          ♥ Q J 9 7 4 2 ♦ 9                  ♦ A K J 10 5 2 ♣ 7 6 4 2          ♣ –</p> <p>♠ A K J 6 3 ♥ 8 ♦ 8 7 6 3 ♣ A 5 3</p>	<p>1      <b>North East South West</b></p> <p>15    11    12    2</p> <p>N/S have 27 points. E/W have 13 points. North plays the hand and chooses game in clubs. East leads ♦A K J and West throws two hearts away. North can see 10 top tricks (2♠, 2♥, 0♦, 6♣). The extra trick can come from ruffing a heart in dummy. This must be done before drawing trumps or dummy may have none left. Ruff the third diamond. Play ♥A and then ♥6. Ruff with ♣A. This is necessary as West has thrown two hearts on the diamonds and will overruff the ♣3. <b>Don't send a boy to do a man's job!</b> It's an old saying.</p>
<p>2</p> <p>♠ K J 10 8 ♥ A 8 7 4 2 ♦ 3 2 ♣ 8 7</p> <p>♠ A 9 5 3 2      ♠ Q 6 ♥ 5                  ♥ 9 6 3 ♦ 10 7 4          ♦ A K Q J 9 ♣ K J 5 3          ♣ A Q 9</p> <p>♠ 7 4 ♥ K Q J 10 ♦ 8 6 5 ♣ 10 6 4 2</p>	<p>2      <b>North East South West</b></p> <p>8      18    6      8</p> <p>N/S have 14 points. E/W have 26 points. East plays the hand and chooses game in diamonds. South leads ♦5 to stop ruffs in dummy. East can see 10 top tricks (1♠, 0♥, 5♦, 4♣). East can make one more trick by ruffing a heart in dummy. Win the lead and play ♥3. Win next lead (a trump is best) and ruff a heart in dummy. Play a club to the ace and draw all the trumps. Then cash the two black suit winners. Makes 11 tricks or 12 if a diamond is not led at trick one.</p>
<p>3</p> <p>♠ A 5 3 ♥ K 5 ♦ 7 4 2 ♣ A 10 9 7 3</p> <p>♠ 9 6                  ♠ 7 4 2 ♥ J 4 2                ♥ Q 10 8 7 ♦ Q J 10 8            ♦ K 9 6 ♣ K J 8 6             ♣ Q 5 4</p> <p>♠ K Q J 10 8 ♥ A 9 6 3 ♦ A 5 3 ♣ 2</p>	<p>3      <b>North East South West</b></p> <p>11    7      14    8</p> <p>N/S have 25 points. E/W have 15 points. South plays the hand and chooses game in spades. West's safest lead is ♦Q. South can see 9 top tricks (5♠, 2♥, 1♦, 1♣). The extra trick comes from a heart ruff in dummy. This must be done before drawing all the trumps. Win ♦A. Play ♥K and ♥A. Ruff a heart, to be safe use ♠A to ruff. Draw trumps and claim 10 tricks. 11 tricks are made if one heart is ruffed low and a fourth is ruffed high.</p>
<p>4</p> <p>♠ K 9 6 ♥ 8 7 4 ♦ A K J 10 9 ♣ Q 9</p> <p>♠ A J 7                ♠ 8 ♥ A K Q 9 6          ♥ J 10 3 ♦ Q 7                  ♦ 6 5 4 3 2 ♣ K 6 3                ♣ A 7 4 2</p> <p>♠ Q 10 5 4 3 2 ♥ 5 2 ♦ 8 ♣ J 10 8 5</p>	<p>4      <b>North East South West</b></p> <p>13    5      3      19</p> <p>N/S have 16 points. E/W have 24 points. West plays the hand and chooses game in hearts. North leads ♦A K J. South throws two spades away. Or north might lead a trump to stop ruffs in dummy. North can see 8 top tricks (1♠, 5♥, 0♦, 2♣). The extra tricks come from ruffing two spades in dummy. But if West draws trumps there won't be any hearts left to ruff the spades. So it must be done before trumps are drawn. Cash ♠A, ruff ♠7 with ♥10. Come back to hand and ruff last spade. Then draw trumps.</p>



## Set 7

## Delay drawing trumps to set up a side suit

<p>1</p> <p>♠ K Q J 9 6 2 ♥ A K ♦ 5 4 2 ♣ A J</p> <p>♠ 5 4 3                      ♠ 7 ♥ 10 3 2                      ♥ Q 8 6 ♦ A K 3                        ♦ J 10 9 7 ♣ K Q 10 8                    ♣ 9 6 5 4 3</p> <p>♠ A 10 8 ♥ J 9 7 5 4 ♦ Q 8 6 ♣ 7 2</p>	<p>1      <b>North East South West</b></p> <p>         18      3      7      12</p> <p>N/S have 25 points. E/W have 15 points. North plays the hand and chooses game in spades. East leads ♦J and the defence take three diamonds North can see 9 top tricks (6♠, 2♥, 0♦, 1♣). The extra trick will have to come from setting up hearts. Cash ♥A K. Cross to dummy on a spade to ♠8. Ruff small heart with a high trump. Cross to ♠10 (if needed you could ruff one more heart now). Draw last trump. Cash heart winners.</p>
<p>2</p> <p>♠ 10 8 7 ♥ A K Q 7 4 2 ♦ 7 4 2 ♣ 6</p> <p>♠ A J 6 4                      ♠ Q 9 ♥ 9                                ♥ 8 6 3 ♦ A K                            ♦ J 9 6 5 3 ♣ A K Q 8 7 5                ♣ J 10 9</p> <p>♠ K 5 3 2 ♥ J 10 5 ♦ Q 10 8 ♣ 4 3 2</p>	<p>2      <b>North East South West</b></p> <p>         9      4      6      21</p> <p>N/S have 15 points. E/W have 25 points. West plays the hand and chooses game in clubs. North leads ♥A K. West can see 9 top tricks (1♠, 0♥, 2♦, 6♣). The extra tricks can come from diamonds. Win with the ♣A. Cash the ♦A K, play a club to ♣9. Lead a diamond, ruff with ♣K, setting up the diamonds. Get to dummy with the third club to cash the diamond winners. Alternatively, lead a spade towards ♠Q. It loses but makes ♠J a winner and the ♠6 can be ruffed in dummy.</p>
<p>3</p> <p>♠ 8 3 ♥ K 9 5 3 ♦ J 7 5 ♣ A J 8 5</p> <p>♠ Q 10                        ♠ K J 9 6 ♥ 6 4 2                        ♥ 8 7 ♦ Q 10 8 3                    ♦ K 9 6 ♣ K Q 10 9                    ♣ 7 6 4 2</p> <p>♠ A 7 5 4 2 ♥ A Q J 10 ♦ A 4 2 ♣ 3</p>	<p>3      <b>North East South West</b></p> <p>         9      7      15      9</p> <p>N/S have 24 points. E/W have 16 points. South plays the hand and, seeing only 3 losers, an optimist would go for game in hearts. West leads ♣K or maybe ♥2 (the best lead on the hand) South can see 7 top tricks (1♠, 4♥, 1♦, 1♣) but spade ruffs in dummy provide 2 or 3 more. Win ♣A and play ♠A and another spade. East wins and plays any suit. South wins, ruffs a spade with ♥9, comes to hand with a heart and ruffs one more spade, setting up ♠7 as a winner. Draw trumps before cashing the spade winner.</p>
<p>4</p> <p>♠ K J 7 2 ♥ K 9 6 4 ♦ 5 2 ♣ K J 10</p> <p>♠ 4 3                            ♠ A 6 5 ♥ 7 2                            ♥ A J 3 ♦ A Q 10                        ♦ K J 9 7 6 3 ♣ A Q 7 5 3 2                ♣ 4</p> <p>♠ Q 10 9 8 ♥ Q 10 8 5 ♦ 8 4 ♣ 9 8 6</p>	<p>4      <b>North East South West</b></p> <p>         11      13      4      12</p> <p>N/S have 15 points. E/W have 25 points. East plays the hand and chooses game in diamonds. South leads ♠10 or maybe a trump. East can see 9 top tricks (1♠, 1♥, 6♦, 1♣). Best is to set up the club suit. Do this before drawing trumps as diamonds provide the entry to cash the clubs. Club to ♣A, club ruff. Diamond to ♦10, ruff club high. Diamond to ♦Q, ruff club high. Diamond to ♦A. Cash club winners. On a trump lead this needs clubs to break 3-3.</p>

## Set 8      Playing on a crossruff

<p>1</p> <p>♠ K Q J ♥ 7 4 3 2 ♦ 10 9 ♣ K J 10 6</p> <p>♠ 5                      ♠ A 8 6 3 ♥ A Q 9 6              ♥ K J 10 5 ♦ K 3 2                  ♦ A 8 6 5 ♣ A Q 8 7 2              ♣ 3</p> <p>♠ 10 9 7 4 2 ♥ 8 ♦ Q J 7 4 ♣ 9 5 4</p>	<p>1      <b>North East South West</b></p> <p>         10      12      3      15</p> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in hearts. North leads ♠K, to set up tricks. West sees 8 top tricks (1♠, 4♥, 2♦, 1♣). But by ruffing EIGHT trump tricks can be made. Win ♠A. Cash ♣A and ruff a club. Ruff a spade, ruff a club, ruff a spade, and ruff a club. Ruff the last spade and ruff a club with dummy's last trump. That comes to ♠A and 3 ruffs, ♣A and four ruffs, ♥A and ♦A. West can make 12 tricks if he cashes ♦A K at tricks 2 and 3 before North discards a diamond!</p>
<p>2</p> <p>♠ A K J 8 ♥ 4 ♦ A 6 5 2 ♣ K 7 6 2</p> <p>♠ 3 2                      ♠ 7 6 4 ♥ Q 10 9 6 5              ♥ K 8 7 ♦ Q 10 4                  ♦ K J 9 8 7 ♣ Q J 10                  ♣ 9 8</p> <p>♠ Q 10 9 5 ♥ A J 3 2 ♦ 3 ♣ A 5 4 3</p>	<p>2      <b>North East South West</b></p> <p>         15      7      11      7</p> <p>N/S have 26 points. E/W have 14 points. North plays the hand and chooses game in spades. East probably leads a spade, nothing is attractive. North can see 8 top tricks (4♠, 1♥, 1♦, 2♣) but the extra tricks can come from taking two ruffs in one of the hands. Win the spade and it is best to cash ♣A K before anybody can discard a club. Now cash the two red aces and crossruff diamonds and hearts. This comes to 11 tricks, since North has managed to make 7 trump tricks plus 4 top tricks.</p>
<p>3</p> <p>♠ Q 10 9 8 5 ♥ 10 4 2 ♦ K 10 7 4 2 ♣ -</p> <p>♠ A J 6 4 2              ♠ 7 ♥ Q                          ♥ A 9 6 3 ♦ Q 9                      ♦ 8 6 3 ♣ Q 10 7 6 2              ♣ A K J 9 8</p> <p>♠ K 3 ♥ K J 8 7 5 ♦ A J 5 ♣ 5 4 3</p>	<p>3      <b>North East South West</b></p> <p>         5      12      12      11</p> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in clubs. South probably leads a trump, with no obvious lead. East can see 7 top tricks (1♠, 1♥, 0♦, 5♣). Extra tricks can come from making the E/W trumps separately. Win the trump lead, play ♥A and ruff a heart. ♠A and ruff a spade. Ruff another heart, ruff a spade. Ruff the last heart. Now East can draw trumps and lose the last three diamonds for 10 tricks.</p>
<p>4</p> <p>♠ 7 ♥ A 6 5 3 2 ♦ 10 9 8 ♣ A 9 8 7</p> <p>♠ Q 10 6                  ♠ K 9 5 4 ♥ K Q J 10              ♥ 9 8 7 ♦ 6 4 2                  ♦ 7 5 3 ♣ J 6 5                    ♣ K Q 10</p> <p>♠ A J 8 3 2 ♥ 4 ♦ A K Q J ♣ 4 3 2</p>	<p>4      <b>North East South West</b></p> <p>         8      8      15      9</p> <p>N/S have 23 points. E/W have 17 points. South plays the hand and chooses part score in diamonds. West probably leads ♥K, though a trump is the best lead. North can see 7 top tricks (1♠, 1♥, 4♦, 1♣) but taking ruffs in dummy can make extra tricks. Win ♥A. Play a spade to ♠A and ruff a spade. Cash ♣A and ruff a heart, ruff a spade, ruff a heart and ruff a spade with dummy's last trump. That comes to 10 tricks!</p>

## Set 9

## Making extra tricks in trump contracts

<p>1</p> <p>♠ A J 9 7 3 ♥ Q 5 2 ♦ A Q 3 ♣ A J</p> <p>♠ Q 5 2                      ♠ 10 4 ♥ A 9                              ♥ K J 7 4 3 ♦ 10 9 4                          ♦ 6 5 ♣ K 9 8 7 6                      ♣ Q 10 3 2</p> <p>♠ K 8 6 ♥ 10 8 6 ♦ K J 8 7 2 ♣ 5 4</p>	<p>1            <b>North East South West</b></p> <p>             18        6        7        9</p> <p>N/S have 25 points. E/W have 15 points. North plays the hand and chooses game in spades. East might try a low heart lead to set up tricks before the diamonds provide discards for the losers. West wins ♥A and returns ♥9. Having taken three hearts, East plays ♣2. North can see 8 top tricks (2♠, 0♥, 5♦, 1♣) but spades will provide enough tricks provided a trick is not lost to ♠Q. The finesse is the best play for no spade loser. Play ♠3 to ♠K and ♠6 to ♠J (if West plays low). Draw the last trump and cash the diamonds.</p>
<p>2</p> <p>♠ A K Q 6 ♥ 4 3 2 ♦ 8 4 2 ♣ 9 8 2</p> <p>♠ 8 7 5                          ♠ 4 ♥ J 5                              ♥ K Q 10 9 ♦ J 10 9 7                      ♦ A K Q 3 ♣ A K Q 7                      ♣ J 10 6 5</p> <p>♠ J 10 9 3 2 ♥ A 8 7 6 ♦ 6 5 ♣ 4 3</p>	<p>2            <b>North East South West</b></p> <p>             9        15       5        11</p> <p>N/S have 14 points. E/W have 26 points. East chooses game in diamonds or clubs. South leads ♠J. West ruffs the second spade. West can see 9 top tricks (0♠, 0♥, 4♦, 4♣ plus ♠ ruff). The extra tricks can come from hearts by driving out the ♥A. But if all the opponents' trumps are drawn, West will be out of trumps and the defence can cash a spade trick. So after two rounds of trumps, West drives out ♥A, keeping a trump to ruff another spade. Then he can cross to dummy to draw the last trump.</p>
<p>3</p> <p>♠ 7 4 3 2 ♥ 10 5 ♦ K 9 4 ♣ A Q 7 2</p> <p>♠ K J 10                        ♠ Q 9 5 ♥ K J 9 6 4                    ♥ A 8 3 ♦ 5 3                              ♦ 8 7 2 ♣ K J 6                         ♣ 10 9 5 3</p> <p>♠ A 8 6 ♥ Q 7 2 ♦ A Q J 10 6 ♣ 8 4</p>	<p>3            <b>North East South West</b></p> <p>             9        6        13       12</p> <p>N/S have 22 points. E/W have 18 points. South plays the hand and chooses part score in diamonds. West might lead ♦3, trying not to give a trick away. South can see 7 top tricks (1♠, 0♥, 5♦, 1♣). No ruffs can be made with the short trumps if a trump is led, so South draws trumps and tries the club finesse for an extra trick. Play ♣4. If West plays low, play ♣Q from dummy. If West plays ♣K, win the ♣A and cash ♣Q. Without a trump lead South gives up two hearts and ruffs the third heart in dummy to make 9 tricks.</p>
<p>4</p> <p>♠ J 10 3 ♥ A K J 10 ♦ 8 6 4 2 ♣ A 10</p> <p>♠ K Q 7 4                      ♠ 9 8 6 ♥ Q 2                              ♥ 9 5 4 ♦ A K 5                         ♦ Q J 10 ♣ 9 8 6 5                      ♣ K Q 7 4</p> <p>♠ A 5 2 ♥ 8 7 6 3 ♦ 9 7 3 ♣ J 3 2</p>	<p>4            <b>North East South West</b></p> <p>             13       8        5        14</p> <p>N/S have 18 points. E/W have 22 points. West plays the hand and chooses part score in clubs. North probably leads ♥A K J West can see 3 top tricks (0♠, 0♥, 3♦, 0♣) Extra tricks can come from clubs and spades. By leading towards a KQ holding West makes more tricks if the ace is well placed. Ruff the heart, lead a club. If North ducks, ♣K wins. Now lead a spade, playing ♠K if South plays low. Then another club, then another spade. Make 9 tricks!</p>

**Set 10**

**Taking a ruffing finesse**

<p>1</p> <p>♠ 9 7 5 3 2 ♥ K 8 2 ♦ 8 7 ♣ A K 10</p> <p>♠ –                      ♠ K Q J 10 ♥ Q 6 4                ♥ A 7 5 3 ♦ K J 9 2              ♦ A Q ♣ J 9 8 6 4 2        ♣ 7 5 3</p> <p>♠ A 8 6 4 ♥ J 10 9 ♦ 10 6 5 4 3 ♣ Q</p>	<p>1        <b>North East South West</b></p> <p>          10     16     7     7</p> <p>N/S have 17 points. E/W have 23 points. East plays the hand and chooses part score in clubs. South probably leads ♥J East can see 5 top tricks (0♠, 1♥, 4♦, 0♣) but tricks come from clubs, and three spades can be set up. East tries ♥Q, North plays ♥K. East wins and it costs nothing to play ♠K, discarding a heart if South plays low. If South plays ♠A, ruff. Come to hand with ♦A and play winning spades throwing hearts. Then start on trumps and make 10 tricks.</p>
<p>2</p> <p>♠ A 8 4 ♥ 2 ♦ A Q J 8 6 5 ♣ 9 7 5</p> <p>♠ K Q 10 9            ♠ J 3 2 ♥ K 8 6 4            ♥ 9 7 5 3 ♦ 7 3                 ♦ K 4 ♣ 4 3 2              ♣ Q 10 8 6</p> <p>♠ 7 6 5 ♥ A Q J 10 ♦ 10 9 2 ♣ A K J</p>	<p>2        <b>North East South West</b></p> <p>          11     6     15     8</p> <p>N/S have 26 points. E/W have 14 points. South plays the hand and risks game in diamonds. West leads ♠K, the lead South didn't want! South can see 5 top tricks (1♠, 1♥, 1♦, 2♣). Diamonds make at least 4 more but the ♦K may have to be lost. Win ♠A, play heart to ♥A. Lead ♥Q. If West plays low throw a spade from dummy. If West plays ♥K, ruff. Come to hand with ♣A and play hearts throwing spades. Now try the diamond finesse and club finesse for extra tricks.</p>
<p>3</p> <p>♠ 6 3 ♥ 9 7 5 2 ♦ K Q J 10 ♣ K 9 8</p> <p>♠ A K J 10 8 2        ♠ Q 9 4 ♥ 3                     ♥ A Q J 10 ♦ A 6 3                ♦ 7 5 4 ♣ Q 6 4                ♣ A 7 3</p> <p>♠ 7 5 ♥ K 8 6 4 ♦ 9 8 2 ♣ J 10 5 2</p>	<p>3        <b>North East South West</b></p> <p>          9     13     4     14</p> <p>N/S have 13 points. E/W have 27 points. West plays the hand and chooses game in spades. North leads ♦K (top of a sequence) West has 9 top tricks (6♠, 1♥, 1♦, 1♣). Play the ruffing heart finesse. Draw trumps in two rounds. Play a heart to ♥A and lead ♥Q. If South plays low, throw a losing diamond. If South plays ♥K, ruff. Go back to dummy and throw two diamonds on the hearts. You can try leading towards the club queen for an extra trick.</p>
<p>4</p> <p>♠ K Q J 10 ♥ Q J 10 6 5 ♦ 8 ♣ A 9 6</p> <p>♠ A 5 4 3 2            ♠ 9 8 7 6 ♥ 3                     ♥ 7 2 ♦ J 9 6 3              ♦ K Q 10 4 ♣ K 10 5              ♣ Q 8 2</p> <p>♠ – ♥ A K 9 8 4 ♦ A 7 5 2 ♣ J 7 4 3</p>	<p>4        <b>North East South West</b></p> <p>          13     7     12     8</p> <p>N/S have 25 points. E/W have 15 points. North should choose game in hearts. East probably leads ♦K. North can see 7 top tricks (0♠, 5♥, 1♦, 1♣) but extra tricks can come from making trumps separately. If a trick is lost to ♠A, three spade winners are set up. Win ♦A. Play ♥A and heart to ♥Q. lead ♠K. When East plays low, throw a club from dummy. This time the ruffing finesse loses, but it sets up three winners to discard all of South's clubs and 12 tricks can be made by ruffing clubs in South and diamonds in North.</p>

SUIT CONTRACTS REVISION HANDS FOR SETS 1-5

<p>1</p> <p>♠ 3 ♥ 9 6 2 ♦ K J 8 7 5 ♣ A K Q J</p> <p>♠ A Q 7 5 2 ♥ A 7 5 ♦ 10 4 ♣ 10 8 7</p> <p>♠ J 10 9 8 4 ♥ Q J 10 4 ♦ Q 2 ♣ 9 5</p> <p>♠ K 6 ♥ K 8 3 ♦ A 9 6 3 ♣ 6 4 3 2</p>	<p>2</p> <p>♠ 6 5 3 ♥ 10 5 2 ♦ K J 9 6 ♣ Q 9 7</p> <p>♠ 9 8 4 2 ♥ 9 8 6 ♦ Q 7 5 4 ♣ K J</p> <p>♠ A K Q J 10 ♥ 7 4 3 ♦ A ♣ A 8 4 2</p> <p>♠ 7 ♥ A K Q J ♦ 10 8 3 2 ♣ 10 6 5 3</p>
<p>3</p> <p>♠ K 2 ♥ A 9 6 3 ♦ A 8 3 ♣ 7 6 4 2</p> <p>♠ Q J 9 8 6 ♥ K 5 4 ♦ Q 10 4 ♣ 9 5</p> <p>♠ A 10 7 5 4 ♥ 2 ♦ K J 7 5 ♣ 10 8 3</p> <p>♠ 3 ♥ Q J 10 8 7 ♦ 9 6 2 ♣ A K Q J</p>	<p>4</p> <p>♠ K Q 10 9 2 ♥ J 5 3 ♦ J 7 3 ♣ A 7</p> <p>♠ A 7 ♥ A K Q ♦ 9 8 6 ♣ Q J 9 6 3</p> <p>♠ J 4 ♥ 9 8 6 ♦ A K Q ♣ K 10 8 5 2</p> <p>♠ 8 6 5 3 ♥ 10 7 4 2 ♦ 10 5 4 2 ♣ 4</p>
<p>5</p> <p>♠ 3 2 ♥ Q 10 8 6 5 ♦ J 10 8 ♣ K 10 8</p> <p>♠ 7 5 4 ♥ K J 2 ♦ A K 6 5 4 ♣ 9 4</p> <p>♠ J 10 9 8 6 ♥ A 3 ♦ J 2 ♣ A J 3 2</p> <p>♠ A K Q ♥ 9 7 4 ♦ Q 9 7 ♣ Q 7 6 5</p>	<p>6</p> <p>♠ 4 2 ♥ A K Q J 10 ♦ 2 ♣ A K Q 3 2</p> <p>♠ A K 10 3 ♥ 9 7 5 ♦ Q 7 6 ♣ 7 6 5</p> <p>♠ Q 7 5 ♥ 8 6 ♦ A K 10 5 ♣ J 10 8 4</p> <p>♠ J 9 8 6 ♥ 4 3 2 ♦ J 9 8 4 3 ♣ 9</p>
<p>7</p> <p>♠ Q J 4 3 ♥ K 8 4 ♦ 9 6 ♣ A 7 4 2</p> <p>♠ 7 6 5 ♥ 3 2 ♦ K J 10 3 ♣ K Q 10 3</p> <p>♠ A 10 9 8 ♥ 10 9 6 ♦ Q 7 5 ♣ J 8 5</p> <p>♠ K 2 ♥ A Q J 7 5 ♦ A 8 4 2 ♣ 9 6</p>	<p>8</p> <p>♠ Q 5 ♥ 10 8 ♦ K J 10 4 3 ♣ 9 7 6 4</p> <p>♠ J 10 9 8 4 ♥ 6 4 3 ♦ A 6 ♣ A K J</p> <p>♠ 7 6 3 2 ♥ K Q 5 2 ♦ 9 8 2 ♣ Q 2</p> <p>♠ A K ♥ A J 9 7 ♦ Q 7 5 ♣ 10 8 5 3</p>

SUIT CONTRACTS REVISION HANDS FOR SETS 6-10

<p>1</p> <p>♠ 8752 ♥ 87 ♦ J6 ♣ KQ1064</p> <p>♠ AQ96                      ♠ KJ104 ♥ AK53                      ♥ 64 ♦ A972                      ♦ K3 ♣ 5                              ♣ AJ872</p> <p>♠ 3 ♥ QJ1092 ♦ Q10854 ♣ 93</p>	<p>2</p> <p>♠ AJ10 ♥ 954 ♦ 86 ♣ QJ1043</p> <p>♠ Q852                      ♠ K6 ♥ J632                      ♥ AQ7 ♦ A104                      ♦ KQ973 ♣ 85                              ♣ 762</p> <p>♠ 9743 ♥ K108 ♦ J52 ♣ AK9</p>
<p>3</p> <p>♠ A864 ♥ K9 ♦ 107 ♣ K10864</p> <p>♠ J109                      ♠ 5 ♥ J75                      ♥ Q10864 ♦ QJ63                      ♦ AK52 ♣ Q92                      ♣ J73</p> <p>♠ KQ732 ♥ A32 ♦ 984 ♣ A5</p>	<p>4</p> <p>♠ 8 ♥ AQ105 ♦ 843 ♣ AQJ97</p> <p>♠ J105                      ♠ AK743 ♥ 862                      ♥ J4 ♦ AJ76                      ♦ Q52 ♣ 1083                      ♣ 654</p> <p>♠ Q962 ♥ K973 ♦ K109 ♣ K2</p>
<p>5</p> <p>♠ AK ♥ J752 ♦ 982 ♣ AK87</p> <p>♠ Q1094                      ♠ 8765 ♥ 864                      ♥ KQ109 ♦ A10                      ♦ KQ5 ♣ QJ92                      ♣ 106</p> <p>♠ J32 ♥ A3 ♦ J7643 ♣ 543</p>	<p>6</p> <p>♠ 1094 ♥ 8652 ♦ AQ1076 ♣ 8</p> <p>♠ Q83                      ♠ KJ762 ♥ KQJ                      ♥ 943 ♦ 94                      ♦ K8 ♣ AK732                      ♣ 1064</p> <p>♠ A5 ♥ A107 ♦ J532 ♣ QJ95</p>
<p>7</p> <p>♠ 964 ♥ KJ105 ♦ K642 ♣ 54</p> <p>♠ Q3                      ♠ AK ♥ AQ8732                      ♥ 9 ♦ 9                      ♦ QJ1085 ♣ KQJ10                      ♣ A9873</p> <p>♠ J108752 ♥ 64 ♦ A73 ♣ 62</p>	<p>8</p> <p>♠ 4 ♥ A976432 ♦ Q9 ♣ Q62</p> <p>♠ J1095                      ♠ 873 ♥ 5                      ♥ K ♦ AK864                      ♦ J10752 ♣ K43                      ♣ AJ108</p> <p>♠ AKQ62 ♥ QJ108 ♦ 3 ♣ 975</p>