

New terms met in this lesson

auction	balanced	bidding	bidding box	call	contract
denomination	game bid	grand slam	no bid	opener	opening bid
pass	raise	response	responder	slam	weakness takeout

Lesson Plan

Activity	Method	Time	Notes on activities
Revision	Q&A	5	Comments about the competition, very brief mention of results 'Well done you were third E/W' as students arrive if you didn't score at the end of the lesson.
What is bidding? TR10 (T38) TR11 (T39)	CHAT	20	Lessons learned from MiniBridge. How bridge differs? Points needed for game. Choice of contract. Leads etc. What is bidding? Why bid? Limitations of the language What we mean by a balanced hand Open 1NT on all 12-14 balanced hands. (TR10) Hands that are not suitable for 1NT (TR11) Get students to make up their own examples
Practical Learning P33 (B2H1) Hand 1	SYNC DRAG	25	Get students to put board 1 on the table, the right way round. Ask the following: <ul style="list-style-type: none"> <input type="checkbox"/> who bids first? <input type="checkbox"/> what does dealer at table 1 bid? Do others agree? <input type="checkbox"/> discuss differences, agree the bid. <input type="checkbox"/> ask next player to bid. Do others agree? <input type="checkbox"/> make sure all understand the process of bidding <input type="checkbox"/> do they know when the auction has finished? <input type="checkbox"/> do they know what the contract is? <input type="checkbox"/> who is declarer? Who makes the opening lead? <input type="checkbox"/> play the hand at each table in normal fashion Don't rush the activity; you need not play all four hands. Better to get the students thinking in the right way and working out what to do around the table. When bidding complete, play the hand to check contract reached is OK.
Break		10	
Practical TR12 (T39) P33 (B2H1)	SYNC DRAG	40	First 5 in the quiz Just do hand 3 on P33
Review	Q&A	10	How is bridge different? What have we learned about the bidding process? What is a balanced hand? When do we open them 1NT?
Try This P31	QUIZ	10	Exercise in beginning bidding to be done at home. Expect them to get the last one on weakness take out wrong.
Next time			The bidding following a 1NT opening.
Book pages			P23-26

Practice Beginning Bridge Set 1 – page 6 can be used after this lesson

● New terms met in this lesson

ethics game force game try forcing invitational
 jump bid jump shift maximum three-level two-level Yarborough

● Lesson Plan

Activity	Method	Time	Notes on activities
Revision P31	Q&A	10	Go through homework
Opening and responding to 1NT TR12 (T39)	CHAT or CDL	15	<ul style="list-style-type: none"> <input type="checkbox"/> Reminder to open 1NT on all 12-14 balanced hands <input type="checkbox"/> Responses on balanced hands, worked out from 25+ points for game <input type="checkbox"/> Bidding game in a major <input type="checkbox"/> Jump shift to offer choice of games <input type="checkbox"/> Weakness takeout
Bidding practice TR13 (T40)	QUIZ	15	Exercise on responding to 1NT
Go over quiz	DISC	15	
Break		10	
1NT openings TR14 ((T42),(B2H1))	PLAY	50	Use Hands 1 - 4, to bid, play and score These can be made up at the table if not done in advance
Review	RECAP	5	Summarise the types of bid responder can make: Pass, weakness takeout, three-level, four-level Make sure students understand when to use each reply.
Try This P31	QUIZ		Same quiz as last week, but can you do this on your own at home after this week's lesson?
Next time			Playing in a suit to get a less worse score.
Book pages			P25 - 29. Point out P30 , the summary sheet, which could usefully be learned by heart!

Practice Beginning Bridge Set 2 – page 20 can be used after this lesson

● **New terms met in this lesson**

weakness take out

● **Lesson Plan**

Activity	Method	Time	Notes on activities
Revision P31	Q&A	10	Go through homework
	PLAY	90	Play hands TR14 8 hands to practice opening 1NT and responses
Break		10	
Review		10	Just go through some of the main points, if not covered as you go along.
Next time			Bidding when we cannot open 1NT.
Book pages			Re-read P25 to 30 on opening 1NT and responses

An Introduction to Bidding - How to teach this topic

<i>Difference between MiniBridge and Bridge</i>	Describe these, pointing out that the main difference is how the contract is decided – we are not allowed to look at partner's hand before deciding what trumps are or NT and whether to go for game. Emphasise that the play is identical and the scoring very similar so all they have already learned will be useful.
<i>What is bidding?</i>	<p>Show how bidding works using a bidding box. Just one on the table stops people making an insufficient bid. Put more formally:</p> <ul style="list-style-type: none"> □ a 'bid' is a number from 1 to 7 followed by a 'denomination' □ to be legal the bid must outrank all previous bids □ a 'call' is any bid or a 'pass' □ bidding starts with the dealer <p>The auction finishes when three consecutive passes follow a bid OR if all four players pass at their first turn to bid.</p> <p>Point out the vocabulary is limited to just 13 or 14 words. Don't even think of mentioning double or redouble yet. These are: One; Two; Three; Four; Five; Six; Seven; No Trumps; Spades; Hearts; Diamonds; Clubs; Pass (or No Bid).</p>
<i>Take it slowly</i>	<p>Don't talk for too long; this is a topic we will revisit often so there is no need to say everything in the first or second lesson on bidding. No trump bidding is easier learnt in practice than in theory. This material is still very early in the students' learning. Don't do more than they can cope with, cut some parts or spread the material over more time. Hands 1 to 8 on TR14 are there for further practice. We cannot afford to lose people early on. Watch their faces to see how it's going.</p>
<i>Bidding boxes</i>	<p>Try to use bidding boxes from the very start, if available. It helps the deaf, the dumb, the foreign students as well as everybody with poor memories. Show bidding boxes with the bids displayed on the cards (bidding boxes are one reason we prefer pass to No Bid, it is what the green card says). It reminds all players of the auction to date. Teachers can see at a glance what has happened. Tell students that they can get the score from the back of the bidding card.</p> <p>Only one bidding box is actually needed per table if you don't have enough. Students remove all the bids up to and including the one they are making, so the box should not get in a muddle. This prevents insufficient bids and emphasises that each bid is greater than the previous one.</p> <p>A bidding box nicely illustrates the bidding ladder.</p> <p>For the early lessons remove the double (X), redouble (XX) and alert cards. Leave the 'Stop' card in and use it properly from the first instance of its occurring.</p>
<i>Language of bridge</i>	Because of limited vocabulary, we code our messages. The first message to be learned is 1NT, which says 'I have a balanced hand with 12, 13 or 14 points and no 5-card major'. Balanced means – no void, singleton, at most one doubleton. So it includes 5-card suits but we usually only open 1NT with minors.
<i>After 1NT opened</i>	Do not give rules for responder. Let the students work it out. Don't rush the first hand, take it slowly, and make every student think.

<p><i>The first bidding lesson is intuitive</i></p>	<ul style="list-style-type: none"> ❑ Put the hand that has to make a bid on the table, so that all can share in the problem solving. Pick it up after making the bid. When playing the hand, only the dummy should be visible ❑ Students should discover how to respond to a 1NT opening using the definition of a 1NT opener. Encourage discussion about each bid. Ask others what the auction has shown so far when it is their turn to bid ❑ After the hand is played, write down the auction on the board. It is the first time the notation is used. Explain it. Review the auction ❑ You needn't play the hand; just count the tricks available together ❑ We don't want students to learn a set of rules, we want them to be able to work out what to bid (they forget the rules)
<p><i>The auction after partner opens 1NT</i></p> <p><i>The second/third bidding lesson is a more formal presentation</i></p>	<p>KEEP THIS SIMPLE; DON'T SAY MORE THAN YOU HAVE TO. The choices open to responder are to:</p> <ul style="list-style-type: none"> ❑ pass when balanced and less than 11 HCP ❑ bid game in a major with 6 or more and enough points ❑ bid 3NT with 13+ HCP or try for game with 2NT and 11-12 HCP ❑ investigate alternative games by bidding 3♥ or 3♠ with five ❑ weak takeout to a suit - students find it hard to see why they should bid with nothing. Call it 'damage limitation' ❑ With long minors and values, bid 3NT and hope it makes! <p>We revisit bidding over 1NT later in the course, this is enough for now.</p>
<p><i>More to come</i></p>	<p>You can say that there is more to bidding over 1NT than we have learned. It comes later in the course. This may come up as a question because some students have played a bit before and have heard of Stayman. Don't be drawn further unless you are totally confident in the ability of all students (not just the noisy ones).</p>
<p><i>Ethics</i></p>	<ul style="list-style-type: none"> ❑ Don't pull faces (act out happy and cross expressions to show what you mean) ❑ Try to bid in an even tempo, again acting fast and slow passes to show hands with values and hands with nothing
<p><i>Provide lots of reassurance and support</i></p>	<p>Remind the students, who may be rather daunted at this stage,</p> <ul style="list-style-type: none"> ❑ Everybody was a beginner once, so we all understand it's hard to do things quickly ❑ You don't have to get the answers right! ❑ Make sure you understand what has happened ❑ Ask for help if you haven't a clue what they should do <p>You are trying to ensure that students know what they are aiming for even if they are not yet able to achieve it! If you have very slow students, it is probably true that the appearance of thought actually shows they haven't a clue what to do! Help them to talk through the problem with the rest of the table. If students are stuck, try to elicit the options rather than telling. Get the rest of the table to help them.</p>

Summary of Resource Materials

<i>Activity</i>	<i>Resource Materials</i>	<i>Book Page</i>
Responses to 1NT	Quiz	31
1NT opening	B2H1 Hands 1 to 4	33

Summary of Teacher's Materials

<i>Activity</i>	<i>Resource Materials</i>	<i>Ref</i>	<i>Teacher's page</i>
Hands suitable to open 1NT	Quiz for OHP or board	TR10	T38
Hands not suitable for 1NT	Quiz for OHP or board	TR11	T39
Responses to a 1NT opening bid	CDL	TR12	T39
Hands to bid with partner	8 hands that start with 1NT	TR13	T40
Opening 1NT practice hands	B2H2 Hands 1 to 8	TR14	T42

Summary of hands to play

<i>Hand</i>	<i>Bidding</i>	<i>Play points</i>	<i>Dec.</i>	<i>Other points</i>
P33	Opening 1NT	Hands for first bidding lesson		
1	Raise of 1NT to 3NT	9 tricks on top	N	25 points for game
2	Jump to 4♥ directly	11 tricks if ♦ ruffed	W	1NT has 2+♥s
3	Raise to 2NT	Drive out ♦A	S	
4	Weak takeout	8 tricks can be made	E	
TR14 (T42)	Responding to 1NT	Second lesson on bidding after 1NT		
1	Jump to 3♠		E	
2	Weak takeout to ♥ s	Drive out ♦A	W	
3	Jump to 3♥	Drawing trumps	N	
4	Jump to game in ♠ s	Drawing trumps	S	
TR14 (T43)	Responding to 1NT	Extra hands, for third lesson on 1NT or revision.		
5	Pass 1NT	7 tricks on top	S	
6	Weak takeout	Opening lead	N	
7	2NT response	Drive out ♣A first	E	
8	Bidding a slam	13 top tricks!	W	

TR10

Hands that open 1NT – Why?

♠ A 7 5 3 ♥ J 7 6 ♦ K 4 3 ♣ A J 2	♠ Q J ♥ A 7 2 ♦ K Q 9 8 6 ♣ Q 10 9	♠ A Q 8 5 ♥ A 7 5 ♦ J 9 ♣ K 10 8 4	♠ Q J 5 4 ♥ Q 10 6 2 ♦ A 4 ♣ K 9 6
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Answers (1)13 – average (2)14 – max (3)14 – max (4)12 – min

TR11 Hands that do not open 1NT – Why not?

♠ A 8 7 5 3
♥ J 6
♦ K 4 3
♣ A J 2

♠ Q J
♥ A 7
♦ K Q 9 8 6
♣ Q 10 9 2

♠ A Q 8 5
♥ A 7 6 5
♦ J
♣ K 10 8 4

♠ Q J 5 4
♥ Q 10 6 2
♦ K 4
♣ A K 9

Answers (1) 5-card major (2) two doubletons (3) singleton diamond (4) 15 points

TR12 Responses to a 1NT opening bid

- Ask the questions in columns 2-4 to get the facts
- Get suggestions as to what the response should be
- Agree the best answer
- Make the changes shown in the last column
- Repeat the above with the new hand

	New Hand	How many points?	Is hand balanced?	What are our side's points?	What bid over 1NT?	Make changes
1	♠ J 10 6 3 ♥ K Q 7 ♦ 9 8 5 2 ♣ J 10	7	Yes	19-21	Pass	Change ♦ 5 2 to ♦ A K
2	♠ J 10 6 3 ♥ K Q 7 ♦ A K 9 8 ♣ J 10	14	Yes	26-28	3NT	Change ♠ 3 to ♣ K
3	♠ J 10 6 ♥ K Q 7 ♦ A K 9 8 ♣ K J 10	17	Yes	29-31	3NT not enough to try for slam	Change ♣ K to ♣ 9 ♦ K to ♦ 7
4	♠ J 10 6 ♥ K Q 7 ♦ A 9 8 7 ♣ J 10 9	11	Yes	23-25	2NT just worth a game try	♣ J to ♣ 2
5	♠ J 10 6 ♥ K Q 7 ♦ A 9 8 7 ♣ 10 9 2	10	Yes	22-24	Pass maximum for a pass	Change ♥ K Q to ♦ 6 5
6	♠ J 10 6 ♥ 7 ♦ A 9 8 7 6 5 ♣ 10 9 2	5	No	17-19	2♦ Weak takeout	Change ♦ 9876 and ♣ 2 to ♥ AKQJ9
7	♠ J 10 6 ♥ A K Q J 9 7 ♦ A 5 ♣ 10 9	15	No	27-29	4♥ Just bid game	Change ♥ Q to ♦ 6
8	♠ J 10 6 ♥ A K J 9 7 ♦ A 6 5 ♣ 10 9	13	Yes but it has a 5-card major	25-27	3♥ ask partner to choose	Change ♠ J10 to ♥ Q10 ♣ 109 to ♣ AK
9	♠ 6 ♥ AKQJ1097 ♦ A 6 5 ♣ A K	21	No	33-35	6♥	Bid your first slam!

Practice opening 1NT and responding to a 1NT opening.
Cover up partner's hand – just look at your own cards.

WEST HANDS		EAST HANDS	
♠ A 7 5 ♥ Q 9 8 ♦ K 6 3 ♣ A J 6 2	1 West dealer	♠ 9 6 4 ♥ J 5 4 ♦ Q J 10 9 ♣ K Q 3	1 West dealer
♠ A 7 5 ♥ Q 9 8 ♦ K 6 3 ♣ A J 6 2	2 East dealer	♠ K 9 6 ♥ J 5 4 ♦ Q J 10 9 ♣ K Q 3	2 East dealer
♠ K Q J 7 ♥ 9 8 6 ♦ A 7 6 ♣ Q 9 4	3 West dealer	♠ A 5 2 ♥ J 10 5 3 ♦ K 3 2 ♣ A 10 7	3 West dealer
♠ K Q J 7 ♥ A Q 2 ♦ A 7 6 ♣ K Q J	4 East dealer	♠ A 5 2 ♥ K 10 5 3 ♦ K 3 2 ♣ A 10 7	4 East dealer
♠ A 5 2 ♥ J 10 5 3 ♦ K Q 2 ♣ A 10 7	5 West dealer	♠ K Q J 7 ♥ 9 8 6 ♦ A 7 6 ♣ Q 9 4	5 West dealer
♠ K Q J 7 5 3 ♥ A 6 2 ♦ 8 7 ♣ K 5	6 East dealer	♠ 10 2 ♥ K 5 3 ♦ A 9 6 2 ♣ A Q 9 7	6 East dealer
♠ K Q J 7 ♥ A 6 2 ♦ 8 7 ♣ K 9 5 3	7 West dealer	♠ A 5 2 ♥ K 10 9 5 3 ♦ K 2 ♣ A 10 7	7 West dealer
♠ 7 5 ♥ J 9 8 6 5 ♦ 4 3 2 ♣ 10 9 2	8 East dealer	♠ J 6 ♥ Q 4 2 ♦ A K 7 5 ♣ K J 8 7	8 East dealer
♠ 8 6 ♥ A Q J 3 ♦ A J 5 4 ♣ Q 10 7	9 West dealer	♠ K 10 4 3 2 ♥ 8 6 ♦ K Q 3 ♣ A K 2	9 West dealer

	WEST	EAST	
1	1NT	pass	East has nothing to bid with nine points and a balanced hand.
2	3NT	1NT pass	West can raise straight to 3NT with fourteen points, knowing that the partnership has at least 26 points between the two hands.
3	1NT pass	2NT	East has twelve points, game is possible. 2NT asks partner to bid 3NT with a maximum. West has only 12 points, so passes 2NT. Even eight tricks are not entirely certain on this deal.
4	6NT	1NT pass	<p>West has 22 points. He knows East must have 12-14 points, so that there must be 34-36 points between the two hands. East/West must be able to make twelve tricks and West should say 6NT.</p> <p>Bidding a contract at the six level is called a small slam. If game in 3NT, taking twelve tricks, is worth a score of +490, then a small slam of 6NT scores +990, an extra bonus of 500.</p> <p>If West held 25 or more points, then West would know the partnership held at least 37 points between them. He would then have said 7NT – a grand slam.</p>
5	1NT 3NT	2NT pass	This time it is East who asks partner the question, but with 14 points West is able to bid 3NT. Nine tricks should make, either by the defence helping you in establishing a second club trick, or if the defence do not lead clubs, declarer can play hearts every time he gains the lead and eventually a winner gets set up.
6	4♠	1NT pass	West has six spades and thirteen points. Quite enough to jump straight to game.
7	1NT 4♥	3♥ pass	East is not sure whether to play in hearts or no trumps. With fourteen points the partnership must choose one game or the other. 3♥ asks partner which game to play in. With three hearts West chooses to play in 4♥.
8	2♥	1NT pass	West has an awful hand but it might take a few tricks if hearts are trumps. Limit the possible damage on the hand and bid 2♥.
9	1NT 3NT	3♠ pass	West is not sure whether to play in spades or no trumps 3♠ asks partner to choose. With only two spades West chooses 3NT.

TR14 1NT opening practice hands – B2H2

<p> ♠ Q1098 ♥ 985 ♦ J107 ♣ K53 ♠ AK743 ♠ J5 ♥ K7 ♥ AJ2 ♦ A5 ♦ K962 ♣ 10764 ♣ QJ98 ♠ 62 ♥ Q10643 ♦ Q843 ♣ A2 </p>	<p>Board 1 : Dealer North</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>North passes, East with 12 points bids 1NT and South passes. West with 14 points knows that East/West should bid game but is not sure whether in spades or NT, so bids 3♠ to ask partner. With only two spades, East bids 3NT. South leads ♥4. Win the jack and count your tricks. Playing on clubs sets up two winners with two spades, three hearts and two diamonds.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		Pass	1NT	Pass	3♠	Pass	3NT	All Pass				
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
	Pass	1NT	Pass														
3♠	Pass	3NT	All Pass														
<p> ♠ Q765 ♥ K3 ♦ A97 ♣ Q974 ♠ K94 ♠ A32 ♥ J109874 ♥ Q5 ♦ J42 ♦ KQ106 ♣ 2 ♣ K653 ♠ J108 ♥ A62 ♦ 853 ♣ AJ108 </p>	<p>Board 2 : Dealer East</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>East has a normal 1NT opening with 14 points. Holding only 5 points West knows that East/West have fewer combined points than North/South have. West bids 2♥ because the hand must play better if hearts are trumps. In fact, West can make 2♥ by drawing trumps and playing on diamonds.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	Pass	2♥	All Pass						
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
		1NT	Pass														
2♥	All Pass																
<p> ♠ AJ9 ♥ AK864 ♦ 109 ♣ Q82 ♠ 754 ♠ 1082 ♥ 3 ♥ J1097 ♦ AKQ54 ♦ J32 ♣ 7643 ♣ J109 ♠ KQ63 ♥ Q52 ♦ 876 ♣ AK5 </p>	<p>Board 3 : Dealer South</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>When partner opens 1NT, North knows North/South should be playing in game. But maybe hearts will be better than no trumps, so North bids 3♥ to consult partner. South with three hearts bids 4♥. A good decision, as 3NT should not make (look at the diamonds). Even though East has a trump trick, there are only three losers, two diamonds and one heart. Count your tricks to check.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	Pass	3♥	Pass	4♥	All Pass			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
			1NT														
Pass	3♥	Pass	4♥														
All Pass																	
<p> ♠ Q8 ♥ Q52 ♦ AJ942 ♣ A108 ♠ A52 ♠ 94 ♥ 9843 ♥ AKJ106 ♦ 85 ♦ 1073 ♣ Q532 ♣ J74 ♠ KJ10763 ♥ 7 ♦ KQ6 ♣ K96 </p>	<p>Board 4 : Dealer West</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1NT</td> <td>Pass</td> <td>4♠</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>South has 12 points and a good 6-card spade suit. When partner opens 1NT, showing 12–14 and at least two spades, just bid 4♠. It must be the best game. West probably leads a heart. South ruffs the second heart and plays trumps. Remember to draw all three rounds of trumps (count to 13) and you should make eleven tricks, since you can throw the losing club on the long diamonds.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	Pass	1NT	Pass	4♠	All Pass							
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
Pass	1NT	Pass	4♠														
All Pass																	

TR14 1NT opening practice hands – B2H2

<p> ♠KQ3 ♥J102 ♦10873 ♣A103 ♠986 ♠542 ♥AK86 ♥943 ♦2 ♦AKQ94 ♣J7654 ♣92 ♠AJ107 ♥Q75 ♦J65 ♣KQ8 </p>	<p>Board 5 : Dealer North</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>1NT</td> </tr> </tbody> </table> <p>All Pass</p> <p>A simple auction since North does not have enough points to open the bidding or to bid over 1NT. West should lead ♣5, fourth highest of the longest suit. South plays hearts and sets up a heart trick to go with four spades and three clubs.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		Pass	Pass	1NT								
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
	Pass	Pass	1NT														
<p> ♠J98743 ♥J ♦62 ♣J983 ♠Q6 ♠K52 ♥A1096 ♥K742 ♦J874 ♦A1093 ♣AQ10 ♣52 ♠A10 ♥Q853 ♦KQ5 ♣K764 </p>	<p>Board 6 : Dealer East</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>2♠</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>North will not want to make a bid on only 3 HCP, but it must be better to play the hand in spades. East can lead a doubleton club and get a ruff. But the defence can take only three more tricks: ♦A, ♥A and a spade. One off is far better than South could have done in 1NT.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			Pass	1NT	Pass	2♠	All Pass					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
		Pass	1NT														
Pass	2♠	All Pass															
<p> ♠87 ♥K842 ♦QJ83 ♣A76 ♠AJ9 ♠KQ62 ♥J95 ♥A106 ♦976 ♦A10 ♣KQ94 ♣J1085 ♠10543 ♥Q73 ♦K542 ♣32 </p>	<p>Board 7 : Dealer South</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1NT</td> <td>Pass</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>West passes originally but raises 1NT to 2NT. This shows 11 or 12 points and, since East is a maximum, it is right to bid 3NT. Declarer makes at least nine tricks by playing on clubs as soon as he gets the lead. Even if South leads ♦2, declarer loses just three diamonds and ♣A.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				Pass	Pass	1NT	Pass	2NT	Pass	3NT	All Pass	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
			Pass														
Pass	1NT	Pass	2NT														
Pass	3NT	All Pass															
<p> ♠10987 ♥J105 ♦108 ♣K982 ♠Q3 ♠AKJ2 ♥A984 ♥KQ3 ♦QJ65 ♦AK32 ♣AJ10 ♣Q7 ♠654 ♥762 ♦974 ♣6543 </p>	<p>Board 8 : Dealer West</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>Pass</td> <td>6NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>It will take East a long time to count all those points as 22 is more than usual. Knowing that East/West must have at least 34 points, but not as many as 37, a brave East bids 6NT and a nervous West can take all thirteen tricks when the hearts break 3-3.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	Pass	6NT	All Pass								
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
1NT	Pass	6NT	All Pass														