

Lesson 2:

Learn to Play Bridge - Taking Tricks - Bridge Master deal 2

**North**  
♠ 432  
♥ 543  
♦ AK4  
♣ 5432

**West**  
♠ J1098  
♥ QJ10  
♦ QJ10  
♣ KQJ

**South**  
♠ AKQ  
♥ AK2  
♦ 32  
♣ A10987

**East**  
♠ 765  
♥ 9876  
♦ 98765  
♣ 6

Tricks won NS 0 EW 0

Immediate (top) Winners: 3 spades, 2 hearts, 2 diamonds, 1 club

Long suit winners:

1 to 3 extra winners in clubs, depending on how opponents clubs are divided (2 winners with actual distribution).

South must lose 1 or 2 clubs to "promote" long suit winners.

Play the Ace first, then another (King wins).

When South regains the lead, play another club (Queen wins).

When South regains lead again, his last two clubs are good.

If North/South take their winners in other suits before playing clubs, East/West may have time to establish tricks in those suits.

Defense:

West leads the Jack of spades (top of sequence, longest suit)

When West regains the lead, play another spade

When West regains lead again, play a third spade. Now last spade is good if West wins another trick.

If East had the club winners, he should return spades (his partner's suit) to help promote West's fourth spade.

Lesson 2: *...*

Learn to Play Bridge - Taking Tricks - Bridge Master deal 5

West	North	South	East
♠ QJ1098	♠ 32	♠ AK54	♠ 76
♥ A109	♥ 432	♥ 8765	♥ KQJ
♦ 765	♦ QJ1098	♦ A2	♦ K43
♣ 87	♣ A32	♣ 654	♣ KQJ109

Tricks won NS 0 EW 0

Immediate (top) Winners: 2 spades, 1 diamond, 1 club

Long suit winners:

3 more diamond winners: once East wins the King of diamonds, North's other diamonds are promoted to be winners.

It is possible, but unlikely, that South's fourth heart may be a winner

As soon as N/S win a trick, they should play the Ace of diamonds and then the 2. When setting up a long suit, usually start with the high card from the short hand.

East can either win his King on the second trick, or wait and win it on the third trick.

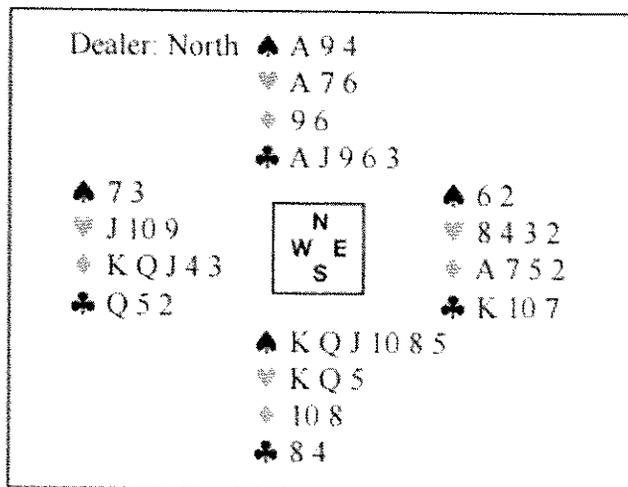
Defense:

West should lead the Queen of spades (top of a sequence) to try to set up his long suit. In this particular hand, it would be better to lead a club, but there is no way for West to know that (If we were bidding, East might be able to "tell" West he has clubs in the bidding).

When East wins a diamond, East should lead the K of clubs (top of a sequence) to try to set up his long clubs.

If North wins the Ace of clubs before the King of diamonds is forced out, North may not be able to regain the lead to cash (win) his other diamonds.

Week 3: Playing With a Trump Suit



E-Z Deal Row 1, Deal 1

North*	East	South	West	10 tricks in ♠
13	7	11	9	NS have 24 HCP

South is declarer, spades are trump. West leads.

Top tricks: 6 spades, 3 hearts, 1 club.

West should lead the King of Diamonds (top of a sequence). This will allow East/West to score two diamond tricks. If West leads something else, South might have a chance to establish club tricks.

Note that if this hand was played in no trump, East/West could win the first five tricks in diamonds.

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For anyone who is interested, there is "Learn to Play Bridge" software on the ACBL site, which provides a lot of instruction. Unfortunately, this software only runs on PCs running Microsoft Windows.

To download this software, go to [www.acbl.org](http://www.acbl.org)

Go to the "Education" tab.

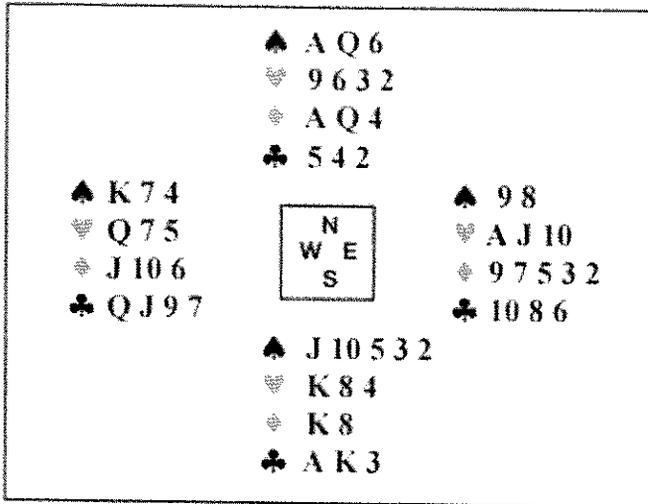
Click on the "Learn" section.

Click on the green "Free Learn to Play software" button.

You should be able to register on this page and download the software.

If you have any problems, let me know.





South Deals

North: 12 HCP

South: 14 HCP + 1 Length point = 15 total points

East: 5 HCP + 2 length point

West: 9 HCP

**Bidding (E/W always pass)**

South opens 1 Spade, showing at least 12 points and 5 spades. South should bid the spades because he has 5 of them, even though he has more high cards in other suits.

North thinks they might have game since he has 12 points and 3 card spade support. But if South only has 12 points they will not have enough for game, especially considering North's perfectly balanced hand. So North invites to game by jumping in spades, showing 10 to 11/12 points.

South has 15 points, so together with North's 10 point minimum, they have enough for game. So South bids 4 spades.

**Play:**

Since South bid spades first, he is declarer.

North/South have 6 top tricks: 1 spade, 3 diamonds, and 2 clubs.

They can develop at least 3 more spade tricks (4 spade tricks total), and can possibly get a fifth spade trick or a heart trick.

West has to choose a lead: in this case, there is not much information from the bidding. West should probably lead the Q of clubs (top of a sequence in his longest suit).

South will win the club lead in his hand.

South can now "finesse" in spades by leading toward the Q of spades in dummy. If West has the King, then the Queen will win. Since he has both the J and 10 of spades, he can lead one of those first in order to be able to repeat the finesse. If West does not play the King, then South plays low from dummy. If this wins, South can repeat the finesse to win all the spade tricks.

After drawing all the trumps, south can cash his diamond tricks by playing the King from the short hand first. Then he can use the 8 of diamonds to get back to dummy, and then discard a heart on the third diamond.

By playing a low heart from the dummy toward the King, South has a chance for a heart trick if East has the Ace.

Learn to Play Bridge - Introduction to Bidding - How the bidding works

South deals	<b>North</b> ♠ KQ87 ♥ A987 ♦ Q54 ♣ Q2	<table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td>Pass</td> <td></td> </tr> </tbody> </table>	West	North	East	South	Pass	1♥	Pass	1♣	Pass	4♠	Pass	Pass	Pass		Pass	
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	<b>South</b> ♠ AJ109 ♥ 2 ♦ A32 ♣ KJ1098																	
		4♠ South NS 0 EW 0																

South Deals

North: 13 HCP  
 South: 13 HCP + 1 Length point = 14 total points  
 East: 7 HCP  
 West: 7 HCP

**Bidding (E/W always pass)**

South: 1 Club (at least 12 points and 3 clubs, no 5 card major)

North knows they have enough points for game, but doesn't know what strain (suit or NT) to play in. North bids 1 Heart, showing at least 6 points and 4 hearts. Since this is a new suit by a responder who has not previously passed, it is a forcing bid.

South bids 1 spade, showing at least 4 spades but no extra points. While this is not a forcing bid, North will rarely pass.

North knows, so bids 4 spades, showing about 13 points and 4 spades.

South can now add 3 dummy support points instead of counting his length point, so he now has a total of 16 points. This is fine for game, but not enough to think about slam, so South passes.

**Play:**

Since South bid spades first, he is declarer.

North/South have 6 top tricks: 4 spades, 1 heart, 1 diamond.

They can develop 4 club tricks by forcing out the Ace of clubs. However, before playing the clubs they should draw trumps so East/West cannot trump their trump winners.

West has to choose a lead. He knows from the bidding that North has hearts and South has clubs. So West's best lead is probably the J of Diamonds (top of a sequence).

If the Jack of diamonds is followed by the Q, K, and Ace, then West's 10 and 9 of diamonds will be established. If West had led the 9 of diamonds, and North played a low card, then East would not know if he should play his King.