

Board 1

North Deals

None Vul

♠ 9 8 6 5 2
♥ A K Q
♦ 10 5 4
♣ J 5

5
10 5
20

MiniBridge

♠ J 3
♥ 5 4 2
♦ 9
♣ A 10 8 7 6 4 3

	N	
W		E
	S	

♠ A K 7
♥ J 10 9 6
♦ A K Q 3
♣ K 2

♠ Q 10 4
♥ 8 7 3
♦ J 8 7 6 2
♣ Q 9

3 NT by South

Lead: ♥ A

With a combined 25 points, North and South opt for a game contract of 3 NT. They need to win nine tricks. Even though they hold eight clubs, it is best to choose No Trumps as a game contract in clubs or diamonds requires 11 tricks.

West wins the first three tricks in hearts. South wins the next trick and must play the clubs. Win the first club trick with the king, following the principle of playing the high card from the shorter side first.

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Board 2

East Deals

N-S Vul

♠ 10 9
♥ Q 8
♦ K J 5 4 3 2
♣ 9 8 3

8
6 19
7

MiniBridge

♠ K Q 8 3 2
♥ K 6 3
♦ 10 9 6
♣ 10 5

	N	
W		E
	S	

♠ 7 4
♥ J 10 9 7
♦ 8 7
♣ K Q J 4 2

♠ A J 6 5
♥ A 5 4 2
♦ A Q
♣ A 7 6

3 NT by East

Lead: ♣ K

As there are 25 points between the East and West hands, the contract should be game in No Trumps, which is a nine trick target.

On winning the ♣ A, East must immediately play the ♦ A followed by the ♦ Q, which must be overtaken by the ♦ K. Take the diamond tricks and then win the with the two aces.

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Board 3

South Deals

E-W Vul

♠ A K Q 7 2
 ♥ A K 3
 ♦ 7 6 4
 ♣ K 6

15
 19 6
 0

MiniBridge

♠ 10 3

♥ Q J 9

♦ A K Q 2

♣ Q J 9 7



♠ 6 5 4

♥ 10 6 5 4 2

♦ 9 5 3

♣ 10 8

♠ J 9 8

♥ 8 7

♦ J 10 8

♣ A 5 4 3 2

4 ♠ by West

Lead: ♦ A

With an eight-card fit in spades and 25 points, West should choose to play game in spades, a 10 trick target.

North wins the first three top diamonds tricks. West has five tricks in spades, two in hearts and two in clubs. To make an extra trick, West must trump a heart in the East hand where the trumps are short. Note, trumping a diamond in the West hand where the trumps are long does not gain a trick.

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Board 4

West Deals

Both Vul

♠ 6 5
 ♥ Q J 8 7 5
 ♦ 9 6
 ♣ J 9 8 6

26
 4 9
 1

MiniBridge

♠ A K

♥ A K 6 3

♦ K Q 7

♣ A K 7 5



♠ 7 4 3

♥ 4 2

♦ J 10 5 4 3 2

♣ 3 2

♠ Q J 10 9 8 2

♥ 10 9

♦ A 8

♣ Q 10 4

3 NT by North

Lead: ♠ Q

With a combined 25 points, the target should be nine tricks in No Trumps, which is game.

North should drive out the ♦ A using the ♦ K and ♦ Q, the honours in the short side first. When the diamonds break 2-2, declarer should be able to make all the remainder of dummy's diamonds.

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Board 5

East Deals

E-W Vul

♠ 9 8 6 5
♥ 10 3 2
♦ Q J
♣ Q J 10 2

7
6 7
20

MiniBridge

♠ 10 7 2
♥ 9 8 6 5
♦ K 3
♣ A 9 7 4



♠ A K Q J
♥ K Q J 7
♦ A 2
♣ 8 6 5

♠ 4 3
♥ A 4
♦ 10 9 8 7 6 5 4
♣ K 3

4 ♥ by South

Lead: ♣ Q

South should play in a ten trick game with hearts as trumps.

The important lesson of this hand is to draw trumps before playing on spades. East's ♥ 4 must not be allowed to win a trick. Declarer has four spade, three hearts, two diamonds and one club.

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Board 6

East Deals

N-S Vul

♠ A 4
♥ J 5 3 2
♦ 6 5 4 3
♣ 9 8 7

18
5 10
7

MiniBridge

♠ Q J 10 9 8
♥ K 4
♦ K 8
♣ A K Q 10



♠ 7 3 2
♥ Q 10 9 8
♦ A 7
♣ J 6 4 3

♠ K 6 5
♥ A 7 6
♦ Q J 10 9 2
♣ 5 2

4 ♠ by North

Lead: ♦ Q

North should choose game in spades and not clubs. A game in spades or hearts requires ten tricks, whereas game in clubs or diamonds needs eleven.

Declarer wins the opening lead and then needs to draw trumps before moving to clubs. The defenders little trumps should not be allowed to make tricks.

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