

Board 1
North Deals
None Vul

♠ Q 9 8 6	♠ K 7 5	♠ J 10
♥ 7 6 5	♥ A K 2	♥ 10 9 8 3
♦ 9 6 5	♦ Q J	♦ A 10 4 3 2
♣ 5 4 3	♣ K Q J 6 2	♣ 8 7
19	♠ A 4 3 2	
2 5	♥ Q J 4	
14	♦ K 8 7	
	♣ A 10 9	

6 NT by North
10 top tricks. Knock out DA to get 2 more.

MiniBridge

Lead any card (H10 best, but any is fine).
12 tricks after knocking out DA.
Play Diamonds.
Reach dummy with SA or HQ.

Bridge

Open 1C, rebid 2 NT. South jumps to 6 NT.
East on lead: H10. Avoid "Ace of Diamonds lead to see dummy".

Trap to avoid: Trying for spades 3-3. This will create a certain loser, and will only provide one extra trick.

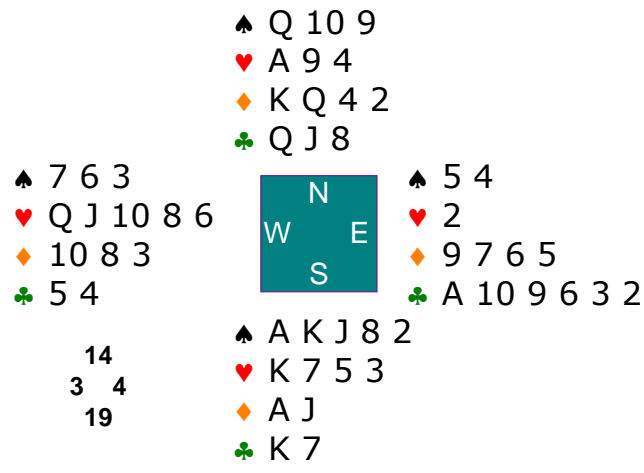
Defenders: try to get them to count the hand.
If major led, discuss preferred signaling methods.

Can play it out, but also good hand to learn about how to claim.

If fast group, get them to play out, and ask them to count out each suit.

South: 4333
West: 4333
North: 3325
East: 2452

Board 3
 South Deals
 E-W Vul



6S by South
 11 top tricks. Knock out CA to get 1 more.

MiniBridge

Lead a Heart.
 12 tricks after knocking out CA.
 Draw trumps, play Clubs.
 Reach dummy with HA, or if they forgot to win first Heart in hand, DA and DJ overtaking.

Bridge

Open 1S, rebid 2H (no need to jump, 2H is F)
 North knows 8 card fit is there, has values for game. Jump to game.
 South bids Blackwood.
 West on lead: H Q

Draw trumps.
 Traps to avoid: Discarding Clubs on Diamonds. Getting blocked.

Defenders: try to get them to count the hand.
 West should keep Hearts.

At end of hand, ask South: if you got a Heart lead, where do you want to win it?
 (Consider undoing the play and asking them to play it again if Heart led and won in dummy.)

Ask Dummy: what was South's shape? (5=4=2=2.)
 Ask East: how many Hearts did your partner have? (Five.)

Board 4
West Deals
Both Vul

♠ K Q J 10 8	♠ 7 6	♠ A 9 2
♥ K 7 5 3	♥ 6 2	♥ A 9 4
♦ K Q	♦ A 10 4 3 2	♦ J 7 6
♣ A J	♣ 10 9 8 3	♣ K Q 5 4
4 19 14 3	♠ 5 4 3 ♥ Q J 10 8 ♦ 9 8 5 ♣ 7 6 2	

6S by West
11 top tricks. Knock out DA to get 1 more.

MiniBridge

Lead any card.
12 tricks after knocking out DA.
Draw trumps, unblock Clubs, play Diamonds.
Reach dummy with HA or second round of Clubs.

Bridge

Open 1S, rebid 2H (100% forcing after 2C)
East bids 4S. West bids Blackwood.
Lead: C10. H lead is bad (declarer's suit). DA lead to be avoided. Remark on strong sequence holding.

Draw trumps.
Traps to avoid: Discarding Diamonds on Clubs. Getting blocked.

Defenders: try to get them to count the hand.

South keeps Hearts. Remind them of the auction.

At end of hand, ask West: if you got a heart lead, where do you want to win it?
(Consider UNDO the play and replay with a Heart lead.)

Ask Dummy: if Spades broke 5-0, would that matter? (Answer: no, not this hand)

Board 5
North Deals
N-S Vul

♠ J 8 7	♠ 9 6 5	♠ K Q
♥ A 9 4	♥ Q 10 8 6	♥ K 7 5 3
♦ K Q J 4	♦ 8 7 6 5 3	♦ A 2
♣ A 9 8	♣ 5	♣ K Q J 10 2
2	♠ A 10 4 3 2	
15 18	♥ J 2	
5	♦ 10 9	
	♣ 7 6 4 3	

6C by East
11 top tricks. Knock out SA to get 1 more.

MiniBridge

Lead any card. (discourage SA lead)
12 tricks after knocking out SA.
Draw trumps, play Spades.
Reach dummy with HA or DK.

Bridge

Open 1C, rebid 2H (jump, 1H is NF).
Comment that would like to have better Hearts, but such a good hand warrants the jump rebid.

West bids 3C. East bids 3 NT.
West bids 4C. Blackwood to 6C or 6 NT.
S on lead: C7 or D10.

Draw trumps.
Traps to avoid: Discarding Spades on Diamonds. Getting blocked.

Defenders: try to get them to count the hand.
North keeps hearts.

At end of hand, ask East: if you got a red-suit lead, where do you want to win it?
(Consider UNDO the play and replay with a Heart lead.)

Ask Dummy: if Clubs broke 5-0, would that matter? (Answer: no, not this hand.)

Board 6
 East Deals
 E-W Vul

<p>♠ Q ♥ A K Q J 6 ♦ A K J ♣ K 7 5 3</p>	<p>♠ A 10 4 3 2 ♥ 8 7 ♦ 10 9 8 3 ♣ J 10</p>	<p>♠ K J 8 7 ♥ 10 9 2 ♦ Q 4 2 ♣ A 9 4</p>									
<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="background-color: #008080; color: white;"></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		<p>♠ 9 6 5 ♥ 5 4 3 ♦ 7 6 5 ♣ Q 8 6 2</p>	
	N										
W		E									
	S										
<p>5 23 10 2</p>											

6H by West
 10 top tricks. Knock out SA to get 2 more.

MiniBridge

Lead any card.
 12 tricks after knocking out SA.
 Draw trumps, play spades.
 Reach dummy with CA or DQ.

Bridge

West opens 2C and rebids Hearts. East supports Hearts and then insists on slam.
 N on lead: D10 (or maybe CJ).
 Draw trumps.

Traps to avoid: Playing on Clubs. Getting blocked.

Defenders: try to get them to count the hand.

South plays low card on Diamond lead (count, showing odd number). Ask North how many Diamonds South has.

South keeps Clubs (the only suit where they have anything).

Advanced group: North should not signal their SA. Declarer may have a guess, and telling everyone about the location of that spade is not helpful.

Board 7
 South Deals
 Both Vul

♠ J		♠ 9 8 7 3
♥ 8 5 4 2		♥ Q J 10 7
♦ 10 9 8 3		♦ A Q J
♣ 10 6 4 3		♣ K J
	<div style="display: inline-block; border: 1px solid black; background-color: #008080; color: white; padding: 5px; margin: 5px;"> N W E S </div>	♠ 10 5 4
		♥ A 9 6 3
		♦ 7 6 5
		♣ Q 8 2
		♠ A K Q 6 2
		♥ K
		♦ K 4 2
		♣ A 9 7 5

14
 1 6
 19

6 ♠ by South
 10 top tricks. Knock out HA to get 2 more.

MiniBridge

Lead a diamond.
 12 tricks after knocking out HA.
 Draw trumps, play hearts.
 Reach dummy with CK or Diamond.

Bridge

Open 1S. North supports. Blackwood to slam.
 Lead D10. Definitely not a trump - explain that if missing QJxx or Kxx(x) a trump makes it easier for them.
 Draw trumps.

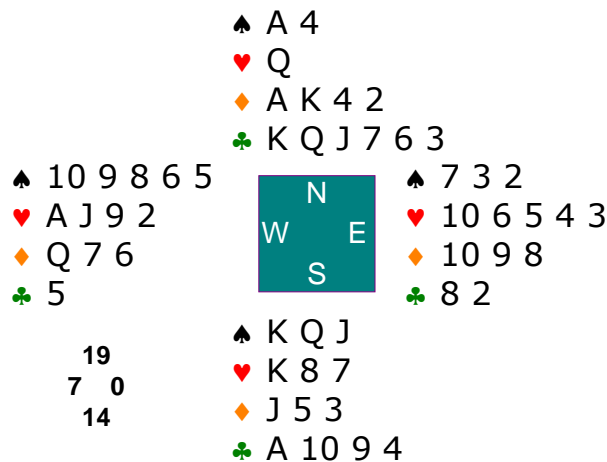
Trap to avoid: Getting blocked. Ruffing a Club before playing Hearts. Taking Club finesse.

Defenders: try to get them to count the hand.
 East keeps Hearts. West keeps Clubs, discards Diamonds on trumps.

Ask East: what was South's shape? (5134)

Ask West: who had CQ? How many trumps did partner have?

Board 8
West Deals
None Vul



19
7 0
14

6C by North
11 top tricks. Knock out HA to get 1 more.

MiniBridge

Lead any card - any lead is fine, but approve of Heart and Diamond.
12 tricks after knocking out HA.
Draw trumps, play Hearts.
Reach dummy with SK or long trump.

Alternative line: draw trumps; throw Heart on Spade; lose Diamond; ruff Diamond in dummy.

Bridge

Open 1C. South bids 3 NT. Jump to 6C, or go via 4C and then Blackwood.
East on lead: D10 is better than heart. Discourage spade lead.

Defenders: try to get them to count the hand.

If D10 is led, and Jack played, make sure West plays Q. Otherwise, Q should not be played.

Can play it out, but also good hand to learn about how to claim.
Remark on Spade duplication. Normally hope to make more than 3 tricks with that holding.

Ask everyone (after declarer has chosen one of the lines): was there another way to play it?