

PATTERN HANDS
minor suit openings
 by Robert Locke

(first two pages repeated for easier reference)

After playing a while, you begin to see patterns in Bridge hands: patterns of distribution of the suits, patterns of honors, and patterns of Play-of-the-Hand. These pages are an adjunct to my larger book *BITE-SIZED BRIDGE FOR MOM AND POP* but the intent here is to point out these patterns —paradigms actually— model hands with model suggestions for bidding and play, so that you can more easily recognize the patterns as they unfold in your hands.

The first pattern to deal with is the Opening Hand, but first you may need a quick familiarization with terms in Bridge, hence this front-pages Glossary:

Beginners' Glossary

Opening Hand	--	The first player to give a bid other than Pass
HCP	--	High Card Points: A=4; K=3; Q=2; J=1
Auction	--	The first period of play during which Opponents bid for the Contract, using a # plus suit name or NT, rank= C-D-H-S ♣ ♦ ♥ ♠ NT, e.g., 1 ♠.
Contract	--	The end of the auction, establishing a Trump suit based on Fit or Notrump
Fit	--	A suit in which partners have at least eight between them
Trump	--	"Wildcard" Suit established during auction; beats other three suits
Rotation	--	clockwise, both during the Auction and Play-of-the-Hand
Opener	--	Player who Opens the bidding
Responder	--	Partner of Opener
Overcaller	--	Opponent who bids over Opener
Advancer	--	Partner of Overcaller
Declarer	--	Player who wins the final contract
Dummy	--	Partner of Declarer, exposes hand after Opening Lead
Play-of-the-Hand	--	The second period of play, after the Auction and Opening Lead
Opening Lead	--	By LHO (left-hand opponent) of Declarer
Trick	--	During Play-of-the-Hand each player contributes a card to each trick, following suit; high card or trump wins the trick; 13 tricks possible
Discard (slough)	--	a card chosen from another suit when you have none of the led-suit
Book	--	The first six tricks, which do not count: 7=1; 8=2; 9=3; 10=4; 11=5; 12=6 Slam; 13=7 Grand Slam
Major Suits	--	Hearts ♥ and Spades ♠: each trick 30 points; 4♥ or 4♠=GAME
minor suits	--	Clubs ♣ and Diamonds ♦: each trick 20 points; 5♣ or 5♦= GAME
Notrump	--	No suit is trump; high card wins the trick: 40 points first trick, 30 each trick thereafter; 3NT=GAME
GAME	--	In caps because it is the hoped-for goal of every hand: 100 points earns a Game Bonus of 300 NV or 500 V
Vulnerability	--	V or NV=Vulnerable or Nonvulnerable; adds tension and risk, greater rewards v. greater penalties

Perhaps now you can now more readily understand what is involved with the Opening Bid at the 1-Level: 1-of-a-Major or 1-of-a-minor most commonly, or 1NT (perhaps 1 out of 20 deals).

Your Goal

Every hand you unfold you hope to achieve exactly the same goal: a GAME contract in a Major Suit. Major Suits are more valuable than minor suits (30 v. 20 points per trick) and usually Trump is easier to make more tricks than Notrump. Hence this goal, as simply as I can put it.

Therefore, as you sort your cards look first for a 5-card Major. You will want to tell Partner about that as soon as possible. Next look for honor cards, A,K,Q,J and begin a first evaluation of your hand's strength. You want, also, to tell your Partner how strong or weak you are.

Evaluating Your Hand

Beginners: To help bid more easily, use simple HCP evaluation: A=4, K=3, Q=2, J=1. Before you can develop any idea what to bid, let alone how high, you must have an idea of how strong your hand is, relative to the other hands around the table. There are 40 HCP total; if you have 10, you have your fair share; if you have 12 you have an advantage and you are ready to open the bidding. (It used to be 13 to Open, but inflation hits everywhere.)

One of my best bridge teachers told our class: **“Let us promise each other we will Open every 12+ HCP hand and Respond every 6+ HCP hand.”** I played a whole year on this simplistic agreement and did very well. Try it; you can change your plan any time. Soon you will want to use more sophisticated methods of re-evaluating for bidding purposes: Distribution, adding points first for LENGTH (1 point for each card more than 4) also, after finding Fit with partner, for VOIDS (3), SINGLETONS (2), DOUBLETONS (1). But at first, stick to simple HCP.

Here are the basic HCP ranges for GAME. (Remember GAME is always your first goal. Clearly you can't always reach it; in fact, fewer than half of deals will yield GAME.

25-26 — GAME in a major suit or Notrump

27-28 — GAME in a minor suit (rare, you should really try 3NT rather than 5-of-a-minor)

33-35 — SLAM (6 tricks; 1 in 144 deals) huge bonus

37+ — GRAND SLAM—(all 7 tricks; 1 in 5848 deals) hugest bonus

12-21 HCP: You Open 1of-a-Major or 1-of-a-minor. 15-17 HCP: You open 1NT.

There are other Opening bids: 20-21 HCP; you might open 2NT; 22+ HCP—you open 2C; also pre-emptive openings based upon a long suit in a weak hand: 6 cards, you open 2-of-a-suit; 7 cards, you open 3-of--a-suit, 8 cards—sheesh. Let's go back to the hands you usually get.

Look at these five most common distributions, 73% of all deals:

4-4-3-2—22%; 5-3-3-2—16%; 5-4-3-1—13%; 5-4-2-2—11%; 4-3-3-3—11%

Not a 6-card suit nor a void among them, but three of these deals contain a 5-card suit; so hope is high every time you unfold your cards that the pearl of a 5-card major will be among them and you will Open that blessed of all bids, 1-of-a-Major.

As Opener or as Responder, you want always to describe your hand as truthfully as you can. Yes, sometimes you must lie, but lie a little, not a lot. And lie about a minor, not a Major.

minor opening bids
Pattern Hand #1 — Working toward a MAJOR SUIT FIT

Dealer-N; Ignore vulnerability.

	NORTH		
	32		
	QJ54		SUGGESTED AUCTION:
	J854		P,P,P
	Q32		1S, 4S 1D, 2S, P
WEST		EAST	
AQJ5		KT96	P,P,P
T96		A87	
K2		A763	
A964		K5	
	SOUTH		
	874		FINAL CONTRACT: 4S
	K32		(W as DECLARER must win at least 10 of 13 tricks.)
	QT9		E=DUMMY, N/S=DEFENDERS
	JT87		

Bidding Dialogue:

N: **P**

E: **1D** — I have an OPENING HAND (O.H.) but no 5+ MAJOR. I bid my best MINOR, hoping partner will show me a 4+ card major.

S: **P** — I do not have enough HCP or a good enough suit for an OVERCALL.

W: **1S** — I have 6+ HCP (actually a whopping 14) plus a 4-card major.

N: **P** — I, too, do not have enough HCP or a good enough suit for an OVERCALL.

E: **2S** — I need to let partner know I have 4 of his spades, but am Minimum O.H., 12-14.

S: **P** — Same as before.

W: **4S** — We have an 8-card GOLDEN FIT plus GAME VALUES; I should jump to show it.
 “The One Who Knows Goes.”

NOTE: Recognizing that E’s second bid (no jump) LIMITS E’s Opening Hand to a MINIMUM (12-14 HCP), W decides to jump to Game to show W’s Opening values. O.H + O.H. = GAME.

If, on the other hand, W had less than an O.H. W would pass with a minimum 6-9 HCP accepting a Partscore. If W had a Limit Raise, 10-12 HCP, W would bid 3S to invite E to GAME if E should be at the top of E’s stated Minimum, perhaps 14 or stretchable.

If, on the other far more beautiful hand, W was even stronger than a mere O.H., W would choose a different bidding scheme. A jump to Game is called FAST ARRIVAL— “Partner, we have just enough for GAME, no more.” But with a huge hand, perhaps 19 HCP, W would want to explore possibilities for Slam. That is a more advanced lesson, but understand here at minor Pattern Hand #1 that FAST ARRIVAL is an important concept in precision bidding.

Take a look at the backs of the cards in bidding box for 4S and 6S. Compare score of 420 NV GAME to score of 980 NV SLAM.

Play-of-the-Hand Likely Sequence

Trick 1: Dummy wins h-A
Trick 2: Dummy leads c-x, W wins c-A
Trick 3: W leads c-x, Dummy wins c-K
Trick 4: Dummy leads d-x, W wins d-K
Trick 5: W leads d-x, Dummy wins d-A
Trick 6: Dummy leads d-x, W wins s-x (trump)
Trick 7: W leads c-x, Dummy wins s-x (trump)
Trick 8: Dummy leads d-x, S discards h-x, W wins s-J
Trick 9: W leads c-x, N discards h-x, Dummy wins s-9
Trick 10: Dummy leads h-x, S wins h-K
Trick 11: S leads s-x, Dummy wins s-K
Trick 12: Dummy leads h-x, N wins h-J.
Trick 13: N leads s-x, W wins s-A

After Opening Lead, Declarer studies Dummy with these questions:

1. Count probable LOSERS:
 - S-0 (AKQJT9xx, no problem, particularly good for CROSS-TRUMPING d and c)
 - H-2
 - D-0 (with CROSS-TRUMPING)
 - C-0 (with CROSS-TRUMPING)
2. PULL TRUMP immediately? No. Though often a good, first strategy, the better strategy for Pattern #1 is CROSS-TRUMPING c and d. Using 3 trump in each hand to get rid of Opponents' trump is wasteful here. No fear of being over-trumped since you have all high trump.
3. Analyze OPENING LEAD: Probably no problem; N probably has either the h-QJ or h-QJT. No way to avoid the two heart losers. But that's okay.

minor opening bids
Pattern Hand #2 — Working toward a MAJOR SUIT FIT
Responder with 4-4 in the Majors — Up-the-Line Bidding

Dealer-E; Ignore vulnerability

	NORTH		
	863		
	J72		
	Q76		SUGGESTED AUCTION:
	JT42		P,P,P
WEST	EAST	1H, 4S	1C, 1S, P
QJ97	AKT2		P,P,P
AQ43	985		
AT5	K4		
63	A985		
	SOUTH		
	54		FINAL CONTRACT: 4S
	KT6		(E as DECLARER must win 10 of the 13 tricks.)
	J9832		W=DUMMY, N/S=DEFENDERS
	KQ7		

Bidding Dialogue during Up-The-Line Bidding:

- E: **1C** — “I have an Opening Hand (O.H.) but no 5+ Major. I bid my best minor, hoping partner will show me a 4+ card major.”
- S: **P** — “I do not have enough HCP or a good enough suit for an Overcall.”
- W: **1H** — “I have two 4-card Majors. Usual procedure with 4-4 is to bid **Up-the-Line**, bid hearts first and see what Opener says.”
- N: **P** — “I, too, do not have enough HCP or a good enough suit for an Overcall.”
- E: **1S** — “I do not have 4 hearts, but now I can bid my 4-card spade suit. Responder might well be 4-4 in the Majors. By bidding only 1S, I am also showing that I have a Min. 12-14 HCP.”
- S: **P** — “Same as before.”
- W: **4S** — “Great, we have an 8-card GOLDEN FIT in spades. With my 13 HCP, I know that we are in GAME vicinity, but no chance for SLAM with Partner’s Min. I need to jump to GAME, which is FAST ARRIVAL.” See notes in minor Pattern #1.

Opening Lead (by S) — c-K (top of touching honors)

Play-of-the-Hand Likely Sequence

- | | |
|--|-------------------------------------|
| Trick 1: S wins c-K, leads c-Q | Trick 10: Dummy wins h-A, leads h-x |
| Trick 2: E wins c-A, leads c-x | Trick 11: S wins h-K, leads s-x |
| Trick 3: Dummy wins s-9 (trump), leads s-x | Trick 12: E wins s-A, leads s-K |
| Trick 4: E wins s-10, leads c-x | Trick 13: E wins s-K |
| Trick 5: Dummy wins s-J (trump), leads d-x | |
| Trick 6: E wins d-K, leads d-x | |
| Trick 7: Dummy wins d-A, leads d-x | |
| Trick 8: E wins s-x (trump), leads h-x | |
| Trick 9: Dummy wins h-Q (finesse), leads h-A | |

After Opening Lead, Declarer studies Dummy with these questions:

1. Count probable LOSERS:
 - S-0 (AKQJT9xx, no problem, particularly good for CROSS-TRUMPING d and c)
 - H-2 ? (but AQ tenace makes finesse desirable. and it works, h-only 1 loser)
 - D-0 (with CROSS-TRUMPING)
 - C-0 (with CROSS-TRUMPING)
2. PULL TRUMP immediately? No. The better strategy for this deal, as in Pattern #1, is CROSS-TRUMPING c and d. Using 3 trump in each hand to get rid of opponents' trump is wasteful here. No fear of being over-trumped since you have all high trump.
3. Analyze OPENING LEAD: Probably no problem; S is marked with c-KQ. "I COULD take my A at the first lead, but if I let S win with the K, S will probably come back with the Q, thinking N has the A. I can then commence immediately upon my plan of CROSS-TRUMPING before Opponents get wise and lead a trump.
4. Once I start with the Cross-Trumping E/W cannot stop me because they cannot overtrump me. This hand makes 5, losing only 1 heart and 1 club.

minor opening bids
Pattern Hand #3 — Working toward a MAJOR SUIT FIT
Responder with 5-5 in the Majors

Dealer-W; Ignore vulnerability.

NORTH
K54
K82
QJ9
JT54

WEST EAST
AQ JT632
QJT A7654
T652 A
A986 K3

SOUTH
987
93
K8743
Q72

SUGGESTED AUCTION:
P,P,P,P

1D, 2C, 3H, P 1S, 2H, 4H
P,P,P

FINAL CONTRACT: **4H**
E as DECLARER must win 10 of 13 tricks.
W=DUMMY, N/S=DEFENDERS

Bidding Dialogue with a minor opening and Responder with 5-5 in the Majors

- W: **1C** — “I have 4-4 in the minors and could open either one with legitimacy. However, our partnership promises only 3 with 1C but 4 with 1D, 1D is the more specific Opening. As always, however, I am asking Partner to respond in a 4-card Major.”
- N: **P** — “I do not have enough HCP or a good enough suit for an Overcall.”
- E: **1S** — “I have two 5-card Majors. Usual procedure with 4-4 is to bid **Up-the-Line**, but with 5-5, reverse that, bidding the higher-ranking suit first so that Opener can choose the second Major at a lower level.”
- S: **P** — “I, too, do not have enough HCP or a good enough suit for an Overcall.”
- W: **1N** — “Partner’s bid at the moment promises only 4. I do not have the requisite four spades to support his 1S Response; so I bid 1N.”
- N: **P** — “Same as before.”
- E: **2H** — “Okay, but now when I bid 2H, you know that I am at least 5-4 in Spades and Hearts, and perhaps 5-5. Also I must have significant HCP to Respond twice.”
- S: **P** — “Same as before.”
- W: **3H** — “Okay, I prefer your hearts but am not wildly supportive; I think I prefer hearts to NT since my first-bid suit diamonds are pretty lousy.”
- S: **P** — “Same as before.”
- E: **4H** — “That’s good enough for me. I have five hearts, though my bidding promised you only four, and I have HCP for O.H. plus a singleton of your suit. Let’s try it.”

OPENING LEAD by S — c-2 (unbid suit, small club suggests high honor)

Trick 1: N plays c-T, E wins c-K

Trick 2: E leads s-x to finesse s-Q in Dummy, which loses to N s-K

Trick 3: N returns Partner's clubs though seeing c-A in Dummy: a later trick? Dummy wins c-A
Trick 4: Dummy leads h-Q, N ducks hoping E will play h-A, but E ducks, and Q wins
Trick 5: Dummy plays h-J, N covers with h-K, E wins h-A
Trick 6: E leads h-x to pull last trump from N, Dummy wins h-T
Trick 7: Dummy cashes s-A, wins
Trick 9: Dummy leads d-x E wins d-A
Trick 10. E leads s-J, with all trumps gone J wins
Trick 11: E leads s-T, wins
Trick 12: E leads last spade, wins
Trick 13: E wins with last trump

1 Loser: s-K: Final Score 4H making $6 \times 30 = 180 + 300$ NV or 500 V Bonus

minor opening bids
Pattern Hand #4 — Working toward a MAJOR SUIT FIT but —
Responder with no 4-Card Major — NT GAME Contract

Dealer-N; Ignore vulnerability.

	NORTH	
	A52	
	A985	
	K8	
	K763	
WEST		EAST
98		J763
K7432		T6
QJ9		T43
T98		A542
	SOUTH	
	KQT4	
	QJ	
	A7652	
	QJ	

SUGGESTED AUCTION:

1C, 1N, P

P,P,P

P,P,P

1S, 3N

FINAL CONTRACT: **3N**

N as DECLARER must win 9 of 13 tricks.

S=DUMMY, E/W=DEFENDERS

Bidding Dialogue:

- N: **1C** — “I have an O.H. (12-21 HCP) but no 5-card major. Nor do I have a 4-card diamond suit. I’ll bid my “convenient minor”, asking partner to name a major.”
- E: **P** — “I do not have enough HCP or a good enough suit for an Overcall.”
- S: **1S** — “I have 4 spades and 5 diamonds. Some players would bid 1D and see if partner bids a major, but others like to show a 4-card major at first opportunity.”
- W: **P** — “I, too, do not have enough HCP or a good enough suit for an Overcall.”
- N: **1N** — “I have only 3 of my partner’s major and since partner skipped over hearts, s/he is unlikely to have four to match my hearts. To bid 2H at this point would be a REVERSE, showing a stronger hand than I have. 1NT limits my hand to 12-14 HCP and allows Partner to bid 2H which, at this point, would reveal five spades and 4+ hearts, making this the optimal bidding sequence. If Partner passes, OK.”
- E: **P** — “Same as before.”
- S: **3N** — “I like NT with my Semi-Balanced Distribution (5,4,2,2). Since I have better than Game Values but not nearly enough to consider Slam opposite Partner’s now “limited” O.H. Slam is unlikely. ‘The One Who Knows Goes.’ so I jump to 3NT.”

Opening Lead (by E)— c-x 4th from High. True N opened 1C, but 1C is a convenient minor and not always a real bid.

Play-of-the-Hand Likely Sequence

- Trick 1: Dummy wins c-J
- Trick 2: Dummy leads d-x, N wins d-K
- Trick 3: N leads d-x, Dummy wins d-A
- Trick 4: Dummy leads d-x, W wins d-Q, N discards h-x
- Trick 5: W leads c-x, E wins c-A
- Trick 6: E returns c-x, Dummy discards s-x, N wins c-K

Trick 7: N leads s-x, Dummy wins s-K
Trick 8: Dummy wins d-x
Trick 9: Dummy wins d-x
Trick 10: Dummy leads h-Q, W covers with h-K, N wins h-A
Trick 11: N wins s-A
Trick 12: N leads s-x, S wins s-Q
Trick 13: S wins h-J

2 Losers: d-Q, c-A:

Final Score 3NT making 5, $40+30+30+30+30=160 + 300$ NV Game Bonus N/S = 460.

NOTE: Slam usually requires about 33 HCP, especially true in NT where trump and distribution do not come so much into play.

South's 15 HCP includes two "dubious doubletons", which means that it is dubious to count both QJ as 3 points when neither card may in fact take a trick (if A and K are in opponents' hands). North's 1NT bid limits the hand to 12-14 HCP and also denies length in spades; hopefully his HCP are in h and c to help out the dubious QJs.

However, this is a somewhat bold move by S since N's opening bid of 1C could be artificial, showing only three with 0 honors. If W holds ATxxx of clubs and E holds Kx of clubs, this contract would be SET in 5 quick leads of clubs. This is a strategic calculation of N's strength by S, and the 3NT turns out beautifully.

minor opening bids
Pattern Hand #5 — Working toward a MAJOR SUIT FIT but —
Responder with no 4-Card Major — NT Partscore Contract

All the Pattern hands so far have actually reached the Major Suit Game Contract that I have suggested as your **GOAL each and every hand you unfold**. Here is a Partscore Pattern. Beware, it may be much harder to make this contract than those GAME contracts because the HCP are so evenly divided among the two partnerships.

Dealer-S; Ignore vulnerability.

	NORTH	
	K54	
	J98	
	K82	
	Q872	
WEST		EAST
QT86		9732
763		A52
J53		AT94
AK4		93

SUGGESTED AUCTION:

1N
P, P P, P
1C, P

SOUTH
AJ
KQT4
Q76
JT65

FINAL CONTRACT: **1NT**

N as DECLARER must win 7 of the 13 tricks.
S=DUMMY, E/W=DEFENDERS

Bidding dialogue

- S: **1C** — “Sorry, Partner, wish I had a 5-card Major to bid, but here is my best minor.”
- W: **P** — “I do not have enough HCP or a good enough suit for an Overcall.”
- N: **1NT** — “Sorry, Partner, I do not have a 4-card Major to respond, but I do have 6-10 HCP and honors in all suits.)I do have four clubs and will support them if Partner rebids them, showing 6 and unbalanced distribution. But for now NT is goal.”
- E: **P** — “I do not have enough HCP or a good enough suit for an Overcall.”
- S: **P** — “With my balanced distribution and our lack of HCP, 1NT is best.”
- N: **P** — “Oh, I hate to pass 1NT, but one of the partnerships has to make 1NT, and with such balanced HCP, it might be my partnership.”

Opening Lead (by E)— s-2 (or d-4? 4th from High is true of both suits) I suggest s-2 because with a Major Suit goal, and both N and S lacking a Major Suit Fit, spades is the more likely suit to find gold. Also, the h-A will be an entry if we DEFENDERS do make a 4th spade good.

I will not even attempt here a “Likely” Play-of-the-Hand sequence because the variables are so many with HCP balanced all around. N/S will start on their best suit, hearts, and certainly get 3 heart tricks, 2 spade tricks, and at least 1 trick each in clubs and diamonds. E gets 2 diamonds and 2 clubs. Therefore S will make 3NT = 100 + 50 Part-Score Bonus = 150. Why didn’t S invite GAME with a bid of 2NT? Well, if instead of 1NT, N had bid 2C as Inverted Minor???? But that’s a little too advanced for **BITE-SIZED BRIDGE FOR MOM AND POP ??**

minor opening bids
Pattern Hand #6 — Working toward a MAJOR SUIT FIT and —
torn between a weaker Major Fit and stronger minor fit

Dealer-E; Ignore vulnerability.

	NORTH		
	J7		
	AJ54		
	A3		SUGGESTED AUCTION:
	JT853		P, P
WEST		EAST	1S
8532		AKT6	P, P
K		876	
QJT98		K762	1D, 2S, P
K62		A7	
	SOUTH		
	Q94		FINAL CONTRACT: 2S
	QT932		W as DECLARER must win 8 of 13 tricks.
	54		FINAL CONTRACT: 2S
	Q94		

This is a good example of why the **OVER-RIDING FIRST GOAL** of every deal is to find a Major Suit Fit and get to the correct level of bidding. Party Bridge Responders with W's tiny spades would probably ignore them and seek a diamond contract, knowing the partnership to have at least 9 diamonds together.

But with either diamonds as trump or spades, the three losers are exactly the same. So at 30 points per trick instead of 20, no matter if you stop at a Partscore in spades and achieve 170 (vs. 130 in diamonds) or go to 4S and achieve 420 NV or 620 V, you end up with a better score with spades as trump.

And if you were so unwise as to go to GAME in diamonds, 5D, you would be Down-1.

Bidding Dialogues with three different personalities as W — Timid, Aggressive, Moderate

Timid Responder in W:

E: **1C** — "I have 14 HCP but no 5+ Major. I bid my better minor, diamonds, which almost always promises 4+."

W: **1S** — "I have these five fab diamonds, but our agreement is to show the 4-card Major."

E: **2S** — "I like the spades, but I have a minimum O.H., not enough to jump."

W: **P** — "I am tempted to bid 3D to show my great support, also to show that my spades are so poor. But I am really pretty weak, and my h-K singleton cannot be counted both as HCP also as a singleton. We could easily be missing the top two diamonds, and with a bad spade fit, GAME is very iffy. My partner knows me to be a cautious bidder; without a jump from partner, P is probably best.

More Aggressive W-E bidders at this point:

W: **3D** — "Partner, my spades are tiny, and I have 5 great diamonds for you. Where to?"

E: **4S** — "My 14 HCP are strong, not a quack among them, plus I have a good doubleton

with the c-A, plus you obviously have great diamonds which, with my 4 will give us a strong two-suiter hand.”

More Cautious E Opener at this point

E: **3S** — “I certainly don’t want to go to 5D, and with only 14 HCP, I am not completely confident of Game in spades. You have not yet limited your hand? Should we go?”

W: **4S** — “My K singleton in hearts is wasted values, yes, but with 8 spades and 9 good diamonds (my 5 opposite your probable 4), and now, you inviting GAME, I am hopeful you have at least one ace in either hearts or clubs, making my two Ks more valuable. I am aggressive; you are cautious; let’s go.”

Opening Lead (by N)— c-J

Trick 1: Dummy wins c-A

Trick 2: Dummy leads s-A, wins

Trick 3: Dummy leads s-K, wins

Trick 4: Dummy leads d-K, N wins d-A

Trick 5: N leads h-A, wins

Trick 6: N leads c-T, W wins c-K

Trick 7: W leads d-Q, wins

Trick 8: W leads d-J, S trumps with s-Q

Trick 9: S leads h-Q, W trumps

Trick 10: W leads d-T, wins

Trick 11: W leads d-9, wins

Trick 12 & 13: W and E both have 2 trump remaining, last 2 tricks

Note: When pulling trump and there is only one left out, but it is high, as is the s-Q in S in this deal, don’t bother to lead another trump to get that high trump out. Start on your long suit, make S trump a diamond, leaving you with your last two trump in both Declarer and Dummy.

3 Losers: d-A, h-A, s-Q

Final Score 2S making 4= $30 \times 4 = 120$ plus Part-Score Bonus 50 = 170

Diamonds as trump also makes 4 (same losers) = $20 \times 4 = 80$ plus Part-Score Bonus 50 = 130 which, you see, is a low board if every other E/W pair goes with spades as trump.

GO ON TO NT OPENING BIDS