

Introduction

For a long time now, many of those who are learning bridge by following my *Introduction to Bridge* have been dazzling their friends and loved ones with how well they play in such a short time.

In a generous mood, some say it's my book - in fact this is, at best, a simplification. The real reason is that they have been getting valuable practice with the practice hands.

Here, for the first time, are the 48 practice hands.

They have been carefully chosen to follow the sequence of my Introduction to Bridge.

The Introduction has six Chapters.

Consequently, the hands in this booklet are divided into six groups, each with eight hands. Note the numbering of the hands: for example, (2.3) is Chapter 2, hand 3.

When you have done a lesson from the Introduction, round up two or three friends and play the eight hands in this booklet which relate to the lesson.

By doing this you gain valuable 'on the job training', your confidence will increase and, hopefully, you will have more fun.

Paul Marston

Bidding

Game contracts

Game is 3NT, 4♥/♠, 5♣/♦. Bid game when the partnership has 25 points.

Distribution points

With a fit, add 5 for a void, 3 for a singleton, 1 for a doubleton.

Opening one of a suit

Open the bidding with 12 HCP. Open in a five card major. Otherwise open in your longer minor.

Responding to one of a suit

With support for partner's suit:

with 6-9 TP, bid two.

with 10-12 TP, bid three.

with 13+ TP, bid game (if it's a major).

Without support, in order:

bid one of your suit (6+ HCP).

bid two of your suit (10+ HCP) but only if you can't bid it at the one level.

bid 1NT with 6-9 HCP when you can't bid one of your suit.

Opener's rebid

Opener raises responder's suit

Opener gives responder a single raise with 12-15 TP, a jump raise with 16-18 TP, and a game raise with 19+TP.

Opener rebids the same suit

Rebidding the same suit without support from partner shows a 6 card suit.

Opener shows a second suit

Bidding two suits shows five of the first and four of the second.

The opening 1NT

An opening 1NT shows 15-17 HCP and a balanced hand. A balanced hand is one that has no singleton or void and not more than one doubleton.

Responding to a 1NT opening

With a balanced hand:

pass with 0-7 HCP.

bid 2NT with 8-9 HCP.

bid 3NT with 10+ HCP.

With an unbalanced hand:

With no hope for game, bid two of your long suit. This is a weakness takeout.

With a six card major and 10+ TP, bid game directly.

Opener rebids in notrumps

A rebid in notrumps by the opener shows a balanced hand.

At the minimum level, it shows 12-14 HCP.

Skipping one level, it shows 18-20 HCP.

Overcalls

An overcall shows a five card suit and about opening strength.

Respond to an overcall in much the same way that you would to an opening bid in a major.

1NT Overcall

A 1NT overcall shows a balanced hand with 15-17 HCP and a stopper in their suit. Respond to the 1NT overcall as though it were an opening bid of 1NT.

The takeout double

A double of the opponent's opening bid shows an opening hand with support for the unbid suits. Support is three cards.

Practice deals for Paul Marston's Introduction to Bridge

Responding to a double

As the partner of the doubler, you are pretty much expected to decide the contract. So bid the full value of your hand in one go.

You have a fit when you have a five card suit so include any distribution points when deciding on game.

You must bid to cancel the double, even with a very weak hand. The only exception is when the player on your right makes a bid. Any bid cancels the double.

The doubler should only bid again with significant extra strength. As the doubler, you must remember that you forced your partner to bid.

Card play

Tips for declarer

Play on suits where you have length, and don't be concerned about losing the lead. When your opponents run out of the suit, any remaining cards will be good.

It is usually a good idea to draw the opponents' trumps.

Force out the opponents' top honours in your long suits to promote your lower honours into winning rank.

With a strong holding in a suit, start with the honour from the short hand. That is, the hand with fewer cards.

Trump losers in dummy, not your own hand.

Tips for defenders

Lead from your long suit. Choose a low card unless your suit is headed by a sequence, in which case you lead the top honour.

Lead a suit that partner bids.

Don't lead a suit that the opponents have bid.

Second player plays low.

Third player plays high.

Return your partner's lead.

Scoring

Contracts that make

Trick score

For every trick above six, you score:

20 points in ♣ & ♦

30 points in ♥ & ♠

30 points plus 10 in notrumps.

Bonus

All contracts that make score a bonus. If you bid to game (3NT, 4♥/♠, 5♣/♦) the bonus is 300 not vulnerable and 500 vulnerable.

If you stop short of game it is said to be a partscore. The partscore bonus is 50.

Contracts that fail

When a contract goes down, the declaring side loses 50 points per undertrick if not vulnerable and 100 points per undertrick if vulnerable.

Practice deals for Paul Marston's Introduction to Bridge

(1.1) North deals

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

WEST	NORTH	EAST	SOUTH
	1♦	pass	1♥
pass	2♥	all pass	

Bidding:

North has the 12 HCP needed to open the bidding. With no five card major, North opens in longer minor. South has the 6 HCP to respond. South shows hearts in search of a fit. North confirms the fit.

Play:

With best play, declarer can make 9 tricks, losing a trump, a spade and 2 diamonds.

Score: 2♥ making 9 tricks = 140.

(1.2) East deals

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

WEST	NORTH	EAST	SOUTH
		pass	pass
1♥	pass	1♠	pass
2♥	all pass		

Bidding:

With the East cards, you don't have the 12 HCP to open the bidding but you do have the 6 HCP to respond. But when West rebids hearts, East passes. Rebidding hearts denies a fit with spades and shows extra length in hearts.

Play:

Declarer leads out the ♥AKQ, drawing all the opponents' trumps. There are 9 tricks

Score: 2♥ making 9 tricks = 140.

(1.3) South deals

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

WEST	NORTH	EAST	SOUTH
			1♦
pass	1♠	pass	2♠
all pass			

Bidding:

South has the 12 HCP needed to open the bidding. With no 5-card major, South opens in the longer minor. North shows his suit and covers a fit.

Play:

Upon gaining the lead, declarer should play the ♠A and ♠K to draw some enemy trumps and then play the winners in diamonds. This produced 9 tricks.

Score: 2♠ making 9 tricks = 140

(1.4) West deals

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

WEST	NORTH	EAST	SOUTH
1♣	pass	1♥	pass
2♥	all pass		

Bidding:

West opens in the longer minor and East shows his suit. West is happy to raise hearts.

Play:

The defence start with three rounds of diamonds. They still have one spade trick to come but that is all.

Score: 2♥ making 9 tricks = 140

Practice deals for Paul Marston's Introduction to Bridge

(1.5) North deals

♠ Q 3
♥ A Q 9 6 3
♦ K Q 9
♣ J 5 3

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

♠ 6 5 4 2
♥ K 4 2
♦ J 8 7
♣ A 9 7

WEST NORTH EAST SOUTH
1♥ pass 2♥
all pass

Bidding:

North opens in the major, showing 5, and South confirms the fit (at least 8 cards).

Play:

Upon gaining the lead, declarer leads out the top trumps then plays on diamonds. The losers are 2 spades, 2 clubs and 1 diamond.

Score: 2♥ making 8 tricks = 110

(1.6) East deals

♠ K Q 6 4
♥ 7 6 2
♦ 8 4
♣ 10 9 8 5

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

♠ A 8 7
♥ 10 5
♦ A K Q 7 6
♣ 7 4 2

WEST NORTH EAST SOUTH
2♥ all pass 1♥ 2♦

Bidding:

East opens in the 5 card major and South makes an overcall. West confirms the fit and North passes, having only 5 HCP and seeing no fit.

Play:

South starts by taking the first 3 diamond tricks. Then 2 spade tricks might follow but that is all. Declarer draws trumps and takes the rest..

Score: 2♥ making 8 tricks = 110

(1.7) South deals

♠ J 7 2
♥ K 9 5 3
♦ 9 8 4
♣ K Q 10

♠ A K 4 ♠ 10 8 6
♥ 6 4 ♥ A 8 7 2
♦ K Q J 10 6 2 ♦ A 7
♣ 8 4 ♣ J 7 6 2

♠ Q 9 5 3
♥ Q J 10
♦ 5 3
♣ A 9 5 3

WEST NORTH EAST SOUTH
1♦ pass 1♥ pass
2♦ all pass

Bidding:

South passes and West makes the obvious opening bid. East looks for a fit in hearts but West rebids in diamonds. Rebidding a suit shows a six card suit.

Play:

Declarer has 9 fairly easy tricks.

Score: 2♦ making 9 tricks = 110

(1.8) West deals

♠ A K 6 3
♥ Q J 10 8 6
♦ A 3
♣ 8 5

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

♠ Q J 10 7 5
♥ 9 7
♦ K Q 6
♣ 10 3 2

WEST NORTH EAST SOUTH
1♣ 1♥ pass 1♠
pass 2♠ all pass

Bidding:

North makes an overcall of 1♥. An overcall is the opening bid for the second side. South responds in spades and hits the jackpot when he finds North with 4 spades.

Play:

The defence should start by taking the first 2 club tricks. After that there are 2 hearts to lose but that is all.

Score: 2♠ making 9 tricks = 140

Practice deals for Paul Marston's Introduction to Bridge

(2.1) North deals, nil vul

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

WEST	NORTH	EAST	SOUTH
	1♠	pass	2♠
all pass			

Bidding:

Raising partner's suit to the two level shows 6-9 TP and a fit. Still, North cannot see the values for game – 25 TP.

Play:

East leads the ♥K and continues hearts. Declarer trumps the third heart lead and draws trumps. Then the minor suit aces are forced out.

Score: 2♠ making 9 tricks = 140

(2.2) East deals, NS vul

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

WEST	NORTH	EAST	SOUTH
		1♥	pass
3♥	pass	4♥	all pass

Bidding:

West's 3♥ shows a fit and 10-12 TP. East can now be sure of 25 TP between them.

Play:

South leads the ♣J. North takes the ♣AK before switching to a spade. Declarer wins ♠A and leads trumps. South wins ♥A and continues spades. Declarer wins ♠K, draws trumps, and plays diamonds. 10 tricks are sure = maybe 11.

Score: 4♥ (not vul) making 10 tricks = 420

(2.3) South deals, EW vul

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

WEST	NORTH	EAST	SOUTH
			1♠
pass	2♠	pass	4♠
all pass			

Bidding:

2♠ shows 6-9 TP. This more than enough to assure South of 25 TP.

Play:

West leads the ♣K. Declarer wins with the ace and draws trumps before playing on diamonds. This leads to 11 tricks.

Score: 4♠ (not vul) making 11 tricks = 450

(2.4) West deals, all vul

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

WEST	NORTH	EAST	SOUTH
1♠	2♣	4♠	all pass

Bidding:

With a fit and 13+TP, East goes straight to game.

Play:

North leads the ♥K. Declarer wins with the ace, draws trumps and turns to diamonds. North wins the ace, cashes a heart. Seeing no more hearts in dummy, North tries a club. In due course, declarer must lose a club to make 10 tricks in all.

Score: 4♠ (vul) making 10 tricks = 620

Practice deals for Paul Marston's Introduction to Bridge

(2.5) North deals, NS vul

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

WEST	NORTH	EAST	SOUTH
	1♥	1♠	2♥
3♠	pass	4♠	all pass

Bidding:

Everyone has their say here. South shows support for the opening and 6-9 TP. West shows support for the overcall and 10-12 TP. This is enough to assure East of 25 TP.

Play:

The defence starts with two hearts then it's declarer's turn. Declarer draws trumps and makes the rest apart from one club.

Score: 4♠ (not vul) making 10 tricks = 420

(2.6) East deals, EW vul

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

WEST	NORTH	EAST	SOUTH
		1♦	pass
pass	1♥	pass	2♥
all pass			

Bidding:

West is not strong enough to respond. South has enough to raise partner hearts but North doesn't have enough for game.

Play:

North has 8 easy tricks.

Score: 2♥ making 8 tricks = 110

(2.7) South deals, all vul

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

WEST	NORTH	EAST	SOUTH
			1♠
2♥	4♠	all pass	

Bidding:

West has enough for an overcall but North brushes this aside with a leap to game, showing a fit and 13+ TP.

Play:

Declarer must lose two hearts and a club but that is all.

Score: 4♠ (vul) making 10 tricks = 620

(2.8) West deals, nil vul

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

WEST	NORTH	EAST	SOUTH
1♥	2♣	4♥	all pass

Bidding:

East has 13 TP, enough to jump straight to game.

Play:

North leads the ♣AK and switches to a diamond or a spade. Declarer wins and draws trumps before turning to diamonds, the next strong suit. The only other loser is the ♦A.

Score: 4♥ (vul) making 10 tricks = 620

Practice deals for Paul Marston's Introduction to Bridge

(3.1) North deals

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

WEST	NORTH	EAST	SOUTH
	pass	pass	1♥
pass	1NT	all pass	

Bidding:

With a minimum hand, North responds 1NT rather than introduce a suit at the two level.

Play:

East leads the ♣K. Declarer has 6 top tricks and the ♥6 comes good as the seventh.

Score: 1NT making 7 tricks = 90

(3.2) East deals

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

WEST	NORTH	EAST	SOUTH
		1♣	pass
1♠	pass	2♠	all pass

Bidding:

With no 5 card major, East opens in the longer minor. West shows the spade suit and East raises.

Play:

The defence should come to 4 tricks.

Score: 2♠ making 9 tricks = 140

(3.3) South deals, EW vul

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

WEST	NORTH	EAST	SOUTH
			pass
pass	1♦	pass	1NT
all pass			

Bidding:

South is not worth an opening bid but when North opens. South responds 1NT, showing 6-9 HCP. Notrumps suits North.

Play:

East leads a spade to West's ♠10 and declarer's ace. Declarer still has 6 top tricks.

Score: 1NT making 7 tricks = 90

(3.4) West deals, both vul

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

WEST	NORTH	EAST	SOUTH
pass	pass	1♠	pass
1NT	pass	2♠	all pass

Bidding:

South, with 6-9 HCP, keeps the bidding low by responding 1NT.

North rebids the six card spade suit.

Play:

East leads the ♣J. To make the contract declarer needs the diamond finesse to be working. It is a happy moment when it turns out that East has the ♦K.

Score: 2♠ making 8 tricks = 110

Practice deals for Paul Marston's Introduction to Bridge

(3.5) North deals, NS vul

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

WEST	NORTH	EAST	SOUTH
	1♦	pass	1♥
pass	2♥	pass	4♥
all pass			

Bidding:

South simply responds at the cheapest level. There is no fear of being dropped because a new suit by responder is forcing. When the heart fit comes to light, South leaps to game.

Play:

East leads a club. Declarer wins the ♣Q and goes after trumps. In due course, 2 diamonds must be lost along with the ♥A. But the spade loser can be discarded on a winning club.

Score: 4♥ (not vul) making 10 tricks = 420

(3.6) East deals, EW vul

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

WEST	NORTH	EAST	SOUTH
		pass	pass
1♣	pass	1NT	pass
3NT	all pass		

Bidding:

Without a 5 card major, West opens 1♣. With no suit to show, East responds 1NT. This is all West needs for game.

Play:

South leads the ♦2. The defence can take the first 4 tricks in diamonds but declarer has the rest.

Score: 3NT making 9 tricks = 400

(3.7) South deals, all vul

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

WEST	NORTH	EAST	SOUTH
			1♣
pass	1♠	pass	4♠
all pass			

Bidding:

When North responds in spades, South, with 3 points for the singleton, has enough points to be sure of game.

Play:

Declarer must lose the ♥A and a diamond but the losing diamond is trumped in dummy.

Score: 4♠ (vul) making 10 tricks = 620

(3.8) West deals, nil vul

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

WEST	NORTH	EAST	SOUTH
1♠	pass	1NT	pass
2♠	all pass		

Bidding:

East responds 1NT, having 6-9 HCP and no fit. West rebids the six card suit which ends proceedings.

Play:

Upon gaining the lead, declarer should draw two rounds of trumps with the ace and king. After that, eight tricks are in the bag.

Score: 2♠ making 8 tricks = 110

Practice deals for Paul Marston's Introduction to Bridge

(4.1) North deals, nil vul

♠ 5 ♥ K J 9 8 6 2 ♦ Q J 6 ♣ A K 5 ♠ K 9 7 2 ♥ A 3 ♦ K 9 7 5 ♣ 9 7 2 ♠ A 10 8 6 4 ♥ Q 5 ♦ 10 8 3 ♣ 8 6 4	♠ Q J 3 ♥ 10 7 4 ♦ A 4 2 ♣ Q J 10 3
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WEST	NORTH	EAST	SOUTH
	1♥	pass	1♠
pass	2♥	all pass	

Bidding:

As in the previous deal, the opener rebids the same suit to show extra length. South is content.

Play:

Declarer wins the ♣Q lead and tackles trumps. The next job is to create an extra trick from diamonds by forcing out the opponent's ♦AK.

Score: 2♥ making 9 tricks = 140

(4.2) East deals, NS vul

♠ K J 2 ♥ 10 5 2 ♦ 9 7 4 2 ♣ K 9 5 ♠ A 10 8 5 4 ♥ Q 4 3 ♦ K 10 8 ♣ 10 6 ♠ Q 9 6 ♥ J 9 8 6 ♦ J 6 5 ♣ A Q 7	♠ 7 3 ♥ A K 7 ♦ A Q 3 ♣ J 8 4 3 2
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WEST	NORTH	EAST	SOUTH
		1♣	pass
1♠	pass	1NT	all pass

Bidding:

East rebids in notrumps to show a hand that is not strong enough to open 1NT – 12-14 HCP.

Play:

South leads the ♥6 but declarer has seven tricks.

Score: 1NT making 7 tricks = 90

(4.3) South deals, NS vul

♠ K Q J 2 ♥ 10 5 2 ♦ A 7 2 ♣ K 9 2 ♠ A 5 4 ♥ K 4 3 ♦ J 10 9 8 ♣ 10 6 5 ♠ 10 9 6 ♥ Q J 9 6 ♦ K Q 6 ♣ A Q 7	♠ 8 7 3 ♥ A 8 7 ♦ 5 4 3 ♣ J 8 4 3
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WEST	NORTH	EAST	SOUTH
			1♣
pass	1♠	pass	1NT
pass	3NT	all pass	

Bidding:

South shows a balanced hand with 12-14 HCP. That is all North needs for game.

Play:

West leads the ♦J. Declarer should win the diamond and play on spades. Dislodging the ♠A creates 3 winners for 9 in all.

(4.4) West deals, all vul

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

WEST	NORTH	EAST	SOUTH
1♠	pass	2♣	pass
2♠	pass	4♠	all pass

Bidding:

West rebids spades to show a 6 card suit. East is sure about the fit and the points for game are there.

Play:

Declarer can make 11 tricks by drawing trumps then setting up the hearts. The only losers are a heart and a club.

Score: 4♠ (vul) making 11 tricks = 650

Practice deals for Paul Marston's Introduction to Bridge

(4.5) North deals, NS vul

♠ J 2
 ♥ 9 3 2
 ♦ A Q J 10 3 2
 ♣ A 6

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

 ♠ A 10 7 4
 ♥ Q J 8
 ♦ K 4
 ♣ K 8 7 5

WEST	NORTH	EAST	SOUTH
	1♦	pass	1♠
pass	2♦	pass	3NT
all pass			

Bidding:

When North rebids in diamonds, South has to choose the best contract. There may be a fit in diamonds but notrumps will make an easier path to game because you need less tricks.

Play:

West leads the ♣Q. But declarer has 6 diamond tricks, the ♣A-K and the ♠A for a total of 9 tricks.

Score: 3NT making 9 tricks = 400

(4.6) East deals, EW vul

♠ A 10 5 2
 ♥ Q 10 6 2
 ♦ Q 10 8
 ♣ 10 5

 ♠ Q J 9 7 3 ♠ 8
 ♥ J 4 3 ♥ A K 7
 ♦ J 7 2 ♦ 9 6 3
 ♣ Q J ♣ A K 7 6 4 3

 ♠ K 6 4
 ♥ 9 8 5
 ♦ A K 5 4
 ♣ 9 8 2

WEST	NORTH	EAST	SOUTH
		1♣	pass
1♠	pass	2♣	all pass

Bidding:

West has enough to respond. East rebids in clubs to show a six card suit.

Play:

Declarer can make 6 club tricks and two hearts.

Score: 2♣ making 8 tricks = 90

(4.7) South deals, all vul

♠ A Q J 3
 ♥ J 10 8 4 2
 ♦ 7 2
 ♣ A 9

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

 ♠ K 7 8 5
 ♥ 9 7
 ♦ A K Q J 4
 ♣ 4 2

WEST	NORTH	EAST	SOUTH
			1♦
pass	1♥	pass	1♠
pass	4♠	all pass	

Bidding:

North should respond in the longer suit, the lack of a top honour not being a concern. When South rebids in spades, North can see both the fit and the points for game.

Play:

West leads the ♣K. Declarer wins, draws trumps, and runs the diamonds, discarding the losing club. There are still 2 hearts to be lost but that is all.

Score: 4♠ making 11 tricks = 650

(4.8) West deals, nil vul

♠ A 8 7
 ♥ 9 6
 ♦ Q J 8 4
 ♣ K 8 3 2

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

 ♠ 5 4 3
 ♥ 7 3 2
 ♦ 10 2
 ♣ A 10 9 6 5

WEST	NORTH	EAST	SOUTH
1♠	pass	2♦	pass
2♥	pass	4♥	all pass

Bidding:

East starts the search for a fit with a simple 2♦. When the fit comes to light East goes straight to game.

Play:

North might lead a club, the unbid suit. The defence takes two clubs and a spade but declarer takes the rest so long as the trumps are drawn.

Score: 4♥ (not vul) making 10 tricks = 420

Practice deals for Paul Marston's Introduction to Bridge

(5.1) North deals, nil vul

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

WEST	NORTH	EAST	SOUTH
	1NT		all pass

Bidding:

South passes, seeing no prospect for 25 HCP.

Play:

East leads a low spade. West should take the ♠A and play another one. It's usually a good idea to return partner's suit. East wins the ♠K and plays a third one to clear the suit. Declarer wins the third lead of spades and plays diamonds.

Score: 1NT making 7 tricks = 90

(5.2) East deals, NS vul

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

WEST	NORTH	EAST	SOUTH
		1NT	pass
3NT	all pass		

Bidding:

West goes directly to 3NT. It pays to stay with notrumps when you have a balanced hand, even if you have a long minor.

Play:

At the first opportunity, declarer should play on clubs, giving one away. This establishes two extra club tricks and brings the total to 9.

Score: 3NT (not vul) making 9 tricks = 400

(5.3) South deals, EW vul

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

WEST	NORTH	EAST	SOUTH
			1NT
pass	2NT		all pass

Bidding:

North invites game in notrumps since 25 HCP are possible. But South has nothing to spare.

Play:

West rattles off the first five tricks but declarer can take the rest. Leading the ♦A-K-Q extracts all the opponents' diamonds, leaving the last one good.

Score: 2NT making 8 tricks = 120

(5.4) West deals, all vul

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

WEST	NORTH	EAST	SOUTH
1NT	pass	2NT	pass
3NT	all pass		

Bidding:

Again, the responder invites game. But this time the opener accepts.

Play:

North leads the ♠Q. Declarer takes the lead and plays three rounds of clubs, conceding a trick to North. This establishes two low clubs in dummy.

Score: 3NT (vul) making 9 tricks = 600

Practice deals for Paul Marston's Introduction to Bridge

(5.5) North deals, NS vul

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

WEST	NORTH	EAST	SOUTH
	pass	pass	1♣
pass	1♥	pass	1NT
all pass			

Bidding:

South is too weak to open 1NT. The rebid in notrumps shows 12-14 HCP. This leaves North with no hope for game.

Play:

West leads a spade. Declarer has six certain tricks. The only way to make more is to play clubs at every opportunity.

Score: 1NT making 8 tricks = 120

(5.6) East deals, EW vul

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

WEST	NORTH	EAST	SOUTH
		1♥	pass
2♦	pass	2NT	pass
3NT	all pass		

Bidding:

East makes a minimum rebid in notrumps to show 12-14 HCP. West can count 25 HCP.

Play:

South leads the ♠J. Declarer has 8 certain tricks. The best hope for more is in diamonds. In fact, playing diamonds at every turn creates two extra tricks.

Score: 3NT (vul) making 10 tricks = 630

(5.7) South deals, all vul

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

WEST	NORTH	EAST	SOUTH
			1NT
pass	4♠	all pass	

Bidding:

When South opens 1NT, North can see a game. There is a fit in spades because an opening 1NT cannot contain a singleton. So North should add points for the singleton and bid directly to game.

Play:

East leads the ♥J. Ten tricks are there for the taking provided declarer draws trumps.

Score: 4♠ (vul) making 10 tricks = 620

(5.8) West deals, nil vul

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

WEST	NORTH	EAST	SOUTH
pass	pass	1NT	pass
2♥	all pass		

Bidding:

This time the responder has no interest in game. Taking partner's 1NT out into two of a suit is known as a weakness takeout. The opener is expected to pass.

Play:

By drawing trumps, declarer has eight tricks. Note that 1NT cannot make on a spade lead.

Score: 2♥ making 8 tricks = 110

Practice deals for Paul Marston's Introduction to Bridge

(6.1) North deals, nil vul

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

WEST	NORTH	EAST	SOUTH
	1♥	dbl	pass
2♦	all pass		

Bidding:

East doubles to show 12 points and support for the unbid suits. West prefers diamonds but there are not enough points for game. East has nothing to add.

Play:

West has 8 pretty sure tricks. An extra trick can be made by trumping a losing heart in dummy but you must trump with the ♦8 or ♦K.

Score: 2♦ making 8 tricks = 90

(6.2) East deals, EW vul

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

WEST	NORTH	EAST	SOUTH
	2♣	1♥	dbl
1♠		2♠	3♣
	all pass		

Bidding:

North should join in, counting on South for an opening hand with support for the unbid suits. If East supports spades, South will compete to 3♣.

Play:

North draws trumps in two rounds. Later, two losing hearts will be trumped in dummy for a total of nine tricks.

Score: 3♣ making 9 tricks = 110

(6.3) South deals, EW vul

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

WEST	NORTH	EAST	SOUTH
			1♦
dbl	pass	4♠	all pass

Bidding:

After West doubles, it is East's job to bid game. East knows there is a fit in spades and at least 25 points.

Play:

In spades, East has nine certain tricks. The tenth trick comes from trumping a diamond in dummy.

Score: 4♥ (vul) making 10 tricks = 620

(6.4) West deals, all vul

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

WEST	NORTH	EAST	SOUTH
1♣	dbl	pass	4♠
	all pass		

Bidding:

When North makes a takeout double, South is sure of a fit in spades. Adding 3 points for the singleton means South can count 25 points.

Play:

West leads the ♦K. Declarer wins with the ace and draws trumps. In due course, declarer will lose 2 club tricks but that is all. The losing club is trumped in dummy.

Score: 4♥ (vul) making 11 tricks = 650

Practice deals for Paul Marston's Introduction to Bridge

(6.5) North deals, NS vul

```

    ♠ 9 8 3
    ♥ K J 9
    ♦ Q 6 2
    ♣ J 6 3 2

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

    ♠ 5 4
    ♥ A Q 10 5 4
    ♦ K J 10
    ♣ Q 9 8
    
```

WEST	NORTH	EAST	SOUTH
	pass	1♣	1♥
1♠	2♥	2♠	all pass

Bidding:

West should respond in the normal way despite South's overcall. Neither North or South has the extra values needed to push on to the three level.

Play:

Declarer has 7 fairly easy tricks. There is an extra trick available from trumping a heart or a club.

Score: 2♠ making 8 tricks = 110

(6.6) East deals, EW vul

```

    ♠ 8 4 2
    ♥ A 9 6
    ♦ Q 7 4
    ♣ A 9 8 3

♠ 6 5          ♠ K J 10 9 7
♥ 10 8 5 3     ♥ K Q 7
♦ 10 9 2       ♦ J 6
♣ 10 7 6 2     ♣ Q J 5

    ♠ A Q 3
    ♥ J 4 2
    ♦ A K 8 5 3
    ♣ K 4
    
```

WEST	NORTH	EAST	SOUTH
		1♠	1NT
pass	3NT	all pass	

Bidding:

1NT as an overcall always shows 15-17 HCP with a stopper in the opponent's suit. A stopper is an honour holding that will take a trick sooner or later. North is sure of 25 HCP.

Play:

Ten tricks are available by running the diamonds for 5 tricks. Of course, you must also make 2 spade tricks. I leave that to you...

Score: 3NT (vul) making 10 tricks = 630

(6.7) South deals, all vul

```

    ♠ 7 6
    ♥ J 10 4
    ♦ Q J 5
    ♣ 8 7 5 4 3

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

    ♠ Q J 9 2
    ♥ 9 3
    ♦ A K 8 7 3
    ♣ K Q
    
```

WEST	NORTH	EAST	SOUTH
			1♦
dbl	pass	1♥	pass
2♥	all pass		

Bidding:

West doubles 1♦ and raises partner's hearts. Raising to 2♥ is enough. Remember that the 1♥ bid promises nothing - West had to reply to remove the double.

Play:

When on lead, declarer draws trumps in three rounds. The only losers are 2 diamonds, 1 spade, and 1 club.

Score: 2♥ making 9 tricks = 140

(6.8) West deals, nil vul

```

    ♠ 6
    ♥ A 7 6
    ♦ A K Q 9 8 7
    ♣ 9 8 3

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

    ♠ K 10 8 3 2
    ♥ K 9
    ♦ J 10
    ♣ J 10 6 4
    
```

WEST	NORTH	EAST	SOUTH
1♣	1♦	pass	1♠
pass	2♦	all pass	

Bidding:

When North rebids in diamonds South should give up.

Play:

The defence can take 3 clubs and 1 spade but declarer can make the remaining 9 by trumping a heart in dummy.

Score: 2♦ making 9 tricks = 110

Practice deals for Paul Marston's Introduction to Bridge

North Hands

1.1	♠ A 10 (dealer) ♥ K 9 6 2 ♦ J 10 9 2 ♣ A J 7	1.2	♠ K 7 ♥ J 10 6 ♦ Q 9 5 2 ♣ Q 9 4 3	1.3	♠ K 10 5 2 ♥ 8 4 3 ♦ K Q 9 ♣ 10 7 5	1.4	♠ K Q 6 ♥ J 9 ♦ Q 10 7 ♣ Q 9 8 5 2
1.5	♠ Q 3 (dealer) ♥ A Q 9 6 3 ♦ K Q 9 ♣ J 5 3	1.6	♠ K Q 6 4 ♥ 7 6 2 ♦ 8 4 ♣ 10 9 8 5	1.7	♠ J 7 2 ♥ K 9 5 3 ♦ 9 8 4 ♣ K Q 10	1.8	♠ A K 6 3 ♥ Q J 10 8 6 ♦ A 3 ♣ 8 5
2.1	♠ A Q 8 7 6 (dealer) ♥ 6 2 ♦ K Q 8 7 ♣ Q 6	2.2	♠ Q J ♥ 10 8 7 ♦ 8 7 6 2 ♣ A K 8 5	2.3	♠ 9 7 6 5 ♥ A K ♦ 9 8 7 5 ♣ 6 5 4	2.4	♠ 7 ♥ K Q J ♦ A 7 6 ♣ K 10 9 8 5 4
2.5	♠ 8 (dealer) ♥ A K Q 10 9 ♦ 10 8 3 ♣ K 9 8 3	2.6	♠ K 8 7 ♥ A K 10 9 8 ♦ 8 3 ♣ A 9 8	2.7	♠ K J 8 7 ♥ Q 8 ♦ A K J ♣ 9 8 6 4	2.8	♠ Q 10 7 ♥ 10 8 ♦ A 4 2 ♣ A K 8 7 5
3.1	♠ 9 7 2 (dealer) ♥ 4 3 ♦ A 9 5 3 ♣ A 7 5 4	3.2	♠ 8 3 ♥ K J 8 4 ♦ J 9 6 4 ♣ Q J 9	3.3	♠ A 5 4 ♥ 9 7 3 ♦ A K Q J ♣ 9 4 2	3.4	♠ 10 9 4 ♥ K J 3 ♦ 8 4 2 ♣ A 6 5 2
3.5	♠ A K 7 (dealer) ♥ Q J 10 9 ♦ J 10 8 6 ♣ Q 5	3.6	♠ J 7 4 ♥ J 9 8 3 ♦ K 9 8 ♣ 8 4 3	3.7	♠ Q 8 6 5 3 ♥ K 9 6 2 ♦ J 8 ♣ 10 7	3.8	♠ Q 10 ♥ Q 10 8 3 2 ♦ K J 8 4 ♣ Q 6
4.1	♠ 5 (dealer) ♥ K J 9 8 6 2 ♦ Q J 6 ♣ A K 5	4.2	♠ K J 2 ♥ 10 5 2 ♦ 9 7 4 2 ♣ K 9 5	4.3	♠ K Q J 2 ♥ 10 5 2 ♦ A 7 2 ♣ K 9 2	4.4	♠ 8 5 4 ♥ 10 9 8 5 2 ♦ 5 2 ♣ K 8 5
4.5	♠ J 2 (dealer) ♥ 9 3 2 ♦ A Q J 10 3 2 ♣ A 6	4.6	♠ A 10 5 2 ♥ Q 10 6 2 ♦ Q 10 8 ♣ 10 5	4.7	♠ A Q J 3 ♥ J 10 8 4 2 ♦ 7 2 ♣ A 9	4.8	♠ A 8 7 ♥ 9 6 ♦ Q J 8 4 ♣ K 8 3 2
5.1	♠ Q J 6 (dealer) ♥ K 4 3 ♦ A K 4 ♣ K 10 8 4	5.2	♠ K 10 7 6 ♥ 10 8 2 ♦ 10 9 4 ♣ Q J 10	5.3	♠ K 5 4 ♥ K 6 2 ♦ Q 7 4 2 ♣ 9 6 3	5.4	♠ Q J 10 9 ♥ K J 9 ♦ J 8 7 ♣ Q J 10
5.5	♠ K 7 5 (dealer) ♥ A 5 4 2 ♦ K 9 3 ♣ 7 4 2	5.6	♠ Q 9 5 ♥ J 4 ♦ J 5 ♣ 10 9 8 5 4 2	5.7	♠ Q J 9 7 3 2 ♥ Q 4 2 ♦ 3 ♣ A 6 4	5.8	♠ 10 8 7 ♥ Q J 10 ♦ Q J 8 2 ♣ A 9 6
6.1	♠ Q J 10 8 (dealer) ♥ A K 10 8 2 ♦ A 6 ♣ 10 6	6.2	♠ 7 6 ♥ Q 8 5 4 ♦ 6 5 ♣ K J 8 7 3	6.3	♠ 7 6 4 ♥ J 10 8 4 2 ♦ 9 3 ♣ 10 7 4	6.4	♠ K 7 5 ♥ A Q 8 7 ♦ A 9 4 3 ♣ 6 2
6.5	♠ 9 8 3 (dealer) ♥ K J 9 ♦ Q 6 2 ♣ J 6 3 2	6.6	♠ 8 4 2 ♥ A 9 6 ♦ Q 7 4 ♣ A 9 8 3	6.7	♠ 7 6 ♥ J 10 4 ♦ Q J 5 ♣ 8 7 5 4 3	6.8	♠ 6 ♥ A 7 6 ♦ A K Q 9 8 7 ♣ 9 8 3

Practice deals for Paul Marston's Introduction to Bridge

West Hands

1.1	♠ K Q 6 2 ♥ J 10 5 ♦ A 7 4 ♣ 8 6 4	1.2	♠ A 4 ♥ A K Q 9 5 2 ♦ 8 7 ♣ 10 5 2	1.3	♠ J 6 4 ♥ K J 6 2 ♦ 10 7 5 ♣ K Q 3	1.4	♠ A 4 (dealer) ♥ K 4 3 2 ♦ 9 6 2 ♣ A K 7 3
1.5	♠ A K 10 9 ♥ 10 7 5 ♦ 6 4 3 ♣ K 4 2	1.6	♠ J 9 5 3 ♥ J 4 3 ♦ J 9 5 ♣ K Q 3	1.7	♠ A K 4 ♥ 6 4 ♦ K Q J 10 6 2 ♣ 8 4	1.8	♠ 9 4 (dealer) ♥ A K 3 ♦ 8 7 2 ♣ A K 9 6 4
2.1	♠ J 9 ♥ A J 8 4 ♦ A 9 ♣ 9 8 5 4 3	2.2	♠ 8 5 4 ♥ K 6 5 4 ♦ A Q J 10 ♣ 7 6	2.3	♠ J 8 3 ♥ Q 7 4 2 ♦ 4 3 ♣ K Q J 3	2.4	♠ A Q 8 4 3 (dealer) ♥ A 8 ♦ Q 10 9 3 ♣ 3 2
2.5	♠ Q 7 6 2 ♥ 3 2 ♦ K 9 6 ♣ A 10 5 4	2.6	♠ 10 6 3 2 ♥ 7 5 4 ♦ Q 9 7 ♣ K 6 3	2.7	♠ 6 3 ♥ A K 10 9 4 ♦ 9 7 3 ♣ K Q 3	2.8	♠ K 8 (dealer) ♥ A Q 7 6 2 ♦ K J 10 5 ♣ 9 2
3.1	♠ A 10 8 5 ♥ 10 9 7 5 ♦ K Q 6 ♣ 6 2	3.2	♠ A Q 9 6 4 ♥ Q 10 7 ♦ 7 3 2 ♣ 6 4	3.3	♠ Q 10 8 ♥ K J 5 ♦ 9 8 2 ♣ J 10 7 6	3.4	♠ 3 2 (dealer) ♥ 10 7 4 ♦ A K 7 6 ♣ 8 7 4 3
3.5	♠ Q J 10 9 ♥ 4 2 ♦ K 7 5 3 ♣ J 9 4	3.6	♠ A K 10 8 ♥ A K 2 ♦ J 6 3 ♣ A 6 5	3.7	♠ 9 7 2 ♥ 8 7 3 ♦ A Q 7 4 3 ♣ J 6	3.8	♠ A 9 8 7 4 3 (dealer) ♥ A J 7 ♦ 6 ♣ A 9 4
4.1	♠ K 9 7 2 ♥ A 3 ♦ K 9 7 5 ♣ 9 7 2	4.2	♠ A 10 8 5 4 ♥ Q 4 3 ♦ K 10 8 ♣ 10 6	4.3	♠ A 5 4 ♥ K 4 3 ♦ J 10 9 8 ♣ 10 6 5	4.4	♠ A Q J 9 7 3 (dealer) ♥ K Q J ♦ 10 4 3 ♣ 6
4.5	♠ K 8 6 5 ♥ K 10 7 ♦ 9 7 ♣ Q J 10 9	4.6	♠ Q J 9 7 3 ♥ J 4 3 ♦ J 7 2 ♣ Q J	4.7	♠ 10 9 6 ♥ A 5 3 ♦ 10 5 3 ♣ K Q J 7	4.8	♠ K Q J 10 9 (dealer) ♥ A K 8 5 ♦ 5 3 ♣ 7 4
5.1	♠ A 3 ♥ Q J 8 5 ♦ Q 10 9 ♣ J 9 5 2	5.2	♠ Q 8 2 ♥ A 7 6 ♦ 6 2 ♣ A 9 8 4 2	5.3	♠ 8 7 2 ♥ 7 4 3 ♦ J 9 ♣ A K J 10 2	5.4	♠ A K 7 3 (dealer) ♥ Q 10 4 2 ♦ A 2 ♣ A 6 3
5.5	♠ Q 9 6 2 ♥ K 10 3 ♦ Q 7 4 ♣ Q 10 8	5.6	♠ A 4 2 ♥ 10 3 ♦ K 9 8 7 4 ♣ A Q J	5.7	♠ 8 4 ♥ 9 7 ♦ K J 9 5 4 ♣ Q J 9 8	5.8	♠ J 5 (dealer) ♥ K 8 6 4 3 2 ♦ 7 3 ♣ J 3 2
6.1	♠ 9 7 ♥ J 6 5 3 ♦ Q J 10 9 7 ♣ K 2	6.2	♠ Q 10 9 3 2 ♥ J 2 ♦ K 10 9 7 ♣ 9 6	6.3	♠ A Q 2 ♥ A K 9 5 ♦ 8 5 ♣ 9 6 5 3	6.4	♠ Q 2 (dealer) ♥ 6 2 ♦ K Q J 2 ♣ A Q J 9 8
6.5	♠ K J 10 7 ♥ 7 6 3 ♦ A 8 7 5 ♣ 7 4	6.6	♠ 6 5 ♥ 10 8 5 3 ♦ 10 9 2 ♣ 10 7 6 2	6.7	♠ A K 4 3 ♥ A Q 6 5 ♦ 6 2 ♣ A 6 2	6.8	♠ A J 7 5 (dealer) ♥ J 5 2 ♦ 4 ♣ A K Q 7 2

Practice deals for Paul Marston's Introduction to Bridge

East Hands

1.1	♠ J 9 8 4 ♥ Q 3 ♦ K Q 6 5 ♣ 9 5 3	1.2	♠ J 9 8 3 2 (dealer) ♥ 8 7 ♦ A K 3 ♣ J 8 7	1.3	♠ Q 8 ♥ A Q 10 5 ♦ 4 3 2 ♣ J 9 8 6	1.4	♠ J 9 8 ♥ A Q 10 7 5 ♦ J 8 3 ♣ 10 6
1.5	♠ J 8 7 ♥ J 8 ♦ A 10 5 2 ♣ Q 10 8 6	1.6	♠ 10 2 (dealer) ♥ A K Q 9 8 ♦ 10 3 2 ♣ A J 6	1.7	♠ 10 8 6 ♥ A 8 7 2 ♦ A 7 ♣ J 7 6 2	1.8	♠ 8 2 ♥ 5 4 2 ♦ J 10 9 5 4 ♣ Q J 7
2.1	♠ 3 2 ♥ K Q 10 9 ♦ 6 5 4 3 ♣ A 10 7	2.2	♠ A K 3 2 (dealer) ♥ Q J 9 3 2 ♦ K 3 ♣ Q 2	2.3	♠ 2 ♥ J 10 8 6 5 ♦ A 6 2 ♣ 10 9 8 7	2.4	♠ K 10 6 5 2 ♥ 4 3 ♦ K J 2 ♣ A J 6
2.5	♠ A K 10 9 4 3 ♥ 8 7 ♦ A Q 5 ♣ 7 6	2.6	♠ Q J 4 (dealer) ♥ 3 2 ♦ A K J 6 5 ♣ Q J 2	2.7	♠ 4 2 ♥ 7 5 3 2 ♦ 8 6 5 ♣ J 10 7 2	2.8	♠ A 5 4 2 ♥ K J 5 3 ♦ Q 8 6 ♣ Q 6
3.1	♠ K J 6 ♥ 8 2 ♦ 10 8 4 2 ♣ K Q J 9	3.2	♠ K 7 5 2 (dealer) ♥ 6 3 ♦ A K 5 ♣ A 8 5 3	3.3	♠ K 9 7 6 ♥ A Q 8 2 ♦ 7 6 5 ♣ Q 8	3.4	♠ A K 8 7 6 5 ♥ A 9 2 ♦ Q 5 ♣ J 9
3.5	♠ 8 6 4 ♥ A 3 ♦ A 4 2 ♣ 10 8 7 6 2	3.6	♠ Q 3 2 (dealer) ♥ 6 5 4 ♦ 10 4 2 ♣ K Q J 9	3.7	♠ 10 ♥ A 5 4 ♦ K 10 9 6 2 ♣ Q 9 5 4	3.8	♠ K 2 ♥ 6 5 4 ♦ A 7 3 2 ♣ 10 8 7 2
4.1	♠ Q J 3 ♥ 10 7 4 ♦ A 4 2 ♣ Q J 10 3	4.2	♠ 7 3 (dealer) ♥ A K 7 ♦ A Q 3 ♣ J 8 4 3 2	4.3	♠ 8 7 3 ♥ A 8 7 ♦ 5 4 3 ♣ J 8 4 3	4.4	♠ K 2 ♥ 7 6 4 ♦ A K Q ♣ Q 10 7 4 3
4.5	♠ Q 9 3 ♥ A 6 5 4 ♦ 8 6 5 ♣ 4 3 2	4.6	♠ 8 (dealer) ♥ A K 7 ♦ 9 6 3 ♣ A K 7 6 4 3	4.7	♠ 4 2 ♥ K Q 6 ♦ 9 8 6 ♣ 10 8 6 5 3	4.8	♠ 6 2 ♥ Q J 10 4 ♦ A K 9 7 6 ♣ Q J
5.1	♠ K 9 8 7 5 ♥ 10 7 6 ♦ J 5 ♣ A 7 3	5.2	♠ J 5 4 (dealer) ♥ K Q 3 ♦ A K 7 3 ♣ K 6 3	5.3	♠ Q J 10 6 ♥ Q J 10 5 ♦ 10 8 6 ♣ Q 5	5.4	♠ 8 4 2 ♥ 5 3 ♦ K Q 4 ♣ K 9 7 5 2
5.5	♠ J 10 8 ♥ Q 8 7 6 ♦ J 10 6 5 ♣ K J	5.6	♠ K 7 6 (dealer) ♥ A 9 7 6 2 ♦ A 3 2 ♣ K 7	5.7	♠ 10 6 5 ♥ J 10 8 3 ♦ A 10 7 6 ♣ K 10	5.8	♠ K Q 3 ♥ A 7 ♦ A K 6 4 ♣ 10 8 7 4
6.1	♠ A K 4 2 ♥ 9 7 ♦ K 8 4 ♣ A 9 5 3	6.2	♠ K J 8 (dealer) ♥ A K 9 7 6 ♦ Q 4 3 ♣ 4 2	6.3	♠ K J 10 9 5 ♥ 7 6 ♦ A K 4 ♣ J 8 2	6.4	♠ J 6 ♥ J 10 4 3 ♦ 10 8 7 5 ♣ 7 5 4
6.5	♠ A Q 6 2 ♥ 8 2 ♦ 9 4 3 ♣ A K 10 5	6.6	♠ K J 10 9 7 (dealer) ♥ K Q 7 ♦ J 6 ♣ Q J 5	6.7	♠ 10 8 5 ♥ K 8 7 2 ♦ 10 9 4 ♣ J 10 9	6.8	♠ Q 9 4 ♥ Q 10 8 4 3 ♦ 6 5 3 2 ♣ 5

Practice deals for Paul Marston's Introduction to Bridge

South Hands

1.1	♠ 7 5 3 ♥ A 8 7 4 ♦ 8 3 ♣ K Q 10 2	1.2	♠ Q 10 6 5 ♥ 4 3 ♦ J 10 6 4 ♣ A K 6	1.3	♠ A 9 7 3 (dealer) ♥ 9 7 ♦ A J 8 6 ♣ A 4 2	1.4	♠ 10 7 5 3 2 ♥ 8 6 ♦ A K 5 4 ♣ J 4
1.5	♠ 6 5 4 2 ♥ K 4 2 ♦ J 8 7 ♣ A 9 7	1.6	♠ A 8 7 ♥ 10 5 ♦ A K Q 7 6 ♣ 7 4 2	1.7	♠ Q 9 5 3 (dealer) ♥ Q J 10 ♦ 5 3 ♣ A 9 5 3	1.8	♠ Q J 10 7 5 ♥ 9 7 ♦ K Q 6 ♣ 10 3 2
2.1	♠ K 10 5 4 ♥ 7 5 3 ♦ J 10 2 ♣ K J 2	2.2	♠ 10 9 7 6 ♥ A ♦ 9 5 4 ♣ J 10 9 4 3	2.3	♠ A K Q 10 4 (dealer) ♥ 9 3 ♦ K Q J 10 ♣ A 2	2.4	♠ J 9 ♥ 10 9 7 6 5 2 ♦ 8 5 4 ♣ Q 7
2.5	♠ J 5 ♥ J 6 5 4 ♦ J 7 4 2 ♣ Q J 2	2.6	♠ A 9 5 ♥ Q J 6 ♦ 10 4 2 ♣ 10 7 5 4	2.7	♠ A Q 10 9 5 (dealer) ♥ J 6 ♦ Q 10 4 2 ♣ A 5	2.8	♠ J 9 6 3 ♥ 9 4 ♦ 9 7 3 ♣ J 10 4 3
3.1	♠ Q 4 3 ♥ A K Q J 6 ♦ J 7 ♣ 10 8 3	3.2	♠ J 10 ♥ A 9 5 2 ♦ Q 10 8 ♣ K 10 7 2	3.3	♠ J 3 2 (dealer) ♥ 10 6 4 ♦ 10 4 3 ♣ A K 5 3	3.4	♠ Q J ♥ Q 8 6 5 ♦ J 10 9 3 ♣ K Q 10
3.5	♠ 5 3 2 ♥ K 8 7 6 5 ♦ Q 9 ♣ A K 3	3.6	♠ 9 6 5 ♥ Q 10 7 ♦ A Q 7 5 ♣ 10 7 2	3.7	♠ A K J 4 (dealer) ♥ Q J 10 ♦ 5 ♣ A K 8 3 2	3.8	♠ J 6 5 ♥ K 9 ♦ Q 10 9 5 ♣ K J 5 3
4.1	♠ A 10 8 6 4 ♥ Q 5 ♦ 10 8 3 ♣ 8 6 4	4.2	♠ Q 9 6 ♥ J 9 8 6 ♦ J 6 5 ♣ A Q 7	4.3	♠ 10 9 6 (dealer) ♥ Q J 9 6 ♦ K Q 6 ♣ A Q 7	4.4	♠ 10 6 ♥ A 3 ♦ J 9 8 7 6 ♣ A J 9 2
4.5	♠ A 10 7 4 ♥ Q J 8 ♦ K 4 ♣ K 8 7 5	4.6	♠ K 6 4 ♥ 9 8 5 ♦ A K 5 4 ♣ 9 8 2	4.7	♠ K 8 7 5 (dealer) ♥ 9 7 ♦ A K Q J 4 ♣ 4 2	4.8	♠ 5 4 3 ♥ 7 3 2 ♦ 10 2 ♣ A 10 9 6 5
5.1	♠ 10 4 2 ♥ A 9 2 ♦ 8 7 6 3 2 ♣ Q 6	5.2	♠ A 9 3 ♥ J 9 5 4 ♦ Q J 8 5 ♣ 7 5	5.3	♠ A 9 3 (dealer) ♥ A 9 8 ♦ A K 5 3 ♣ 8 7 4	5.4	♠ 6 5 ♥ A 8 7 6 ♦ 10 9 6 5 3 ♣ 8 4
5.5	♠ A 4 3 ♥ J 9 ♦ A 8 2 ♣ A 9 6 5 3	5.6	♠ J 10 8 3 ♥ K Q 8 5 ♦ Q 10 6 ♣ 6 3	5.7	♠ A K (dealer) ♥ A K 6 5 ♦ Q 8 2 ♣ 7 5 3 2	5.8	♠ A 9 6 4 2 ♥ 9 5 ♦ 10 9 5 ♣ K Q 5
6.1	♠ 6 5 3 ♥ Q 4 ♦ 5 3 2 ♣ Q J 8 7 4	6.2	♠ A 5 4 ♥ 10 3 ♦ A J 8 2 ♣ A Q 10 5	6.3	♠ 8 3 (dealer) ♥ Q 3 ♦ Q J 10 7 6 2 ♣ A K Q	6.4	♠ A 10 9 8 4 3 ♥ K 9 5 ♦ 6 ♣ K 10 3
6.5	♠ 5 4 ♥ A Q 10 5 4 ♦ K J 10 ♣ Q 9 8	6.6	♠ A Q 3 ♥ J 4 2 ♦ A K 8 5 3 ♣ K 4	6.7	♠ Q J 9 2 (dealer) ♥ 9 3 ♦ A K 8 7 3 ♣ K Q	6.8	♠ K 10 8 3 2 ♥ K 9 ♦ J 10 ♣ J 10 6 4