

Dear teacher,

Nothing is more important to someone learning bridge than to have a good teacher. A good teacher will introduce the right topics at the right time, simplifying the learning process and making the game fun.

Introduction to Bridge will be a great help because it sets out the important information in the right order. But your students need more than a good teacher and a good book – they also need lots of practice. It doesn't matter how bright they are, it is only with practice that they will get the hang of it and become confident bridge players.

This is why this booklet is so useful.

It presents 48 practice hands, 8 for each of the six chapters of *Introduction to Bridge*.

Get your students to drop in some time after each lesson to play through the 8 deals with only a copy of this booklet to help them. In other words, they are more or less on their own.

This will give them the vital 'on the job training'.

Paul Marston

Bidding

Game contracts

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

Distribution points

With a known eight card trump fit, add on 5 points for a void, 3 for a singleton and 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.

Responding to a double

Practice deals for Paul Marston's Introduction to Bridge

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

Bidding:

South should play in hearts.

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

Bidding:

West should play in hearts.

Play:

After winning their lead, 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	♠ Q 8 ♥ A Q 10 5 ♦ 4 3 ♣ 9 8 6 3 2
♠ J 6 4 ♥ K J 6 2 ♦ 10 7 5 ♣ K Q J	♠ A 9 7 3 ♥ 9 7 ♦ A J 8 6 2 ♣ A 4

Bidding:

North should play in spades.

Play:

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

Score: 2♠ making 9 tricks = 140

(1.4) West deals

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

Bidding:

East plays in 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 J ♣ J 5 3 ♠ A K 10 9 ♥ 10 7 5 ♦ 6 4 3 ♣ K 4 2 ♠ 6 5 4 2 ♥ K J 2 ♦ 9 8 7 ♣ A 9 7	♠ J 8 7 ♥ 8 4 ♦ A 10 5 2 ♣ Q 10 8 6 ♠ J 8 7 ♥ 8 4 ♦ A 10 5 2 ♣ Q 10 8 6
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Bidding:

North plays in hearts.

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

Bidding:

East plays in hearts.

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

West plays in diamonds.

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

South plays in 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

♠ 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 ♠ 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:

The opener rebids the same suit to show extra length. South is content.

Play:

Declarer wins the ♣Q lead (top of equals) 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

(2.2) East deals, NS vul

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

Bidding:

Again the opener rebids his suit to show extra length.

Play:

South leads out three top clubs before shifting to a diamond. trumps & draws trumps in three rounds, cashes the spade ace, plays a diamond to the ace to play the spade ace for ten tricks..

Score: 2♥ making 10 tricks = 170

(2.3) South deals, NS vul

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

Bidding:

South has no support for partner's suit and shows a bland (balanced) hand by rebidding 1NT.

Play:

West leads the ♦10. Declarer should win the diamond and play on spades. Dislodging the ♠A creates 3 winners for possibly 8 maybe 9 tricks.

(2.4) West deals, all vul

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

Bidding:

Knowing West has a five card spade (to open with 1♥/♠ = 5+ card suit) East makes a courtesy raise to two spades.

Play:

Declarer has nine top tricks. After winning the lead West plays three top spades - drawing the opponents trumps. Next comes the club king (holding two cards always play the high card first) making 9 tricks.

Score: 2♠ (vul) making 9 tricks = 140

Practice deals for Paul Marston's Introduction to Bridge

(2.5) North deals, NS vul

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

WEST	NORTH	EAST	SOUTH
	1♠	pass	2♠
all pass			

Bidding:

When North opens 1♠, South agrees that spades should be trumps and raises to 2♠.

Play:

East leads out top hearts, ace first (top of equals), North trumps the third round, then starts on trumps. To count trumps play two rounds then stop and count. When drawing trumps draw the exact number - three rounds - making 8 tricks.

Score: 2♠ making 8 tricks = 110

(2.6) East deals, EW vul

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

WEST	NORTH	EAST	SOUTH
	1♠	pass	2♣
all pass			

Bidding:

West has enough to respond (6+ points). East rebids his clubs to show a six card suit.

Play:

Declarer can make 6 club tricks and two hearts.

Score: 2♣ making 8 tricks = 90

(2.7) South deals, all vul

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

WEST	NORTH	EAST	SOUTH
pass	1♥	pass	1♠
pass	2♠	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 raises to confirm the trump fit.e.

Play:

West leads the ♣K (top of equals), allowing the defenders to take the first four tricks. When declarer gets the lead trumps need to be played making 9 tricks.

Score: 2♠ making 9 tricks = 140

(2.8) West deals, nil vul

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

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

Bidding:

East shows spades in the hope of a fit but West has no trump suit in mind. Notrumps is fine with East.

Play:

North leads the ♦Q (top of equals). Declarer wins and takes four spades and two more aces.

Score: 1NT making 7 tricks = 90

Practice deals for Paul Marston's Introduction to Bridge

(3.1) North deals, nil vul

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

(3.2) East deals, NS vul

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

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 - king first - high card with a doubleton for 10 tricks.

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

(3.3) South deals, EW vul

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

Bidding:

2♠ shows 6-9 TP. This is 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

(3.4) West deals, all vul

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

(3.5) North deals, NS vul

♠ 8 ♥ A K Q 10 9 ♦ 10 8 3 ♣ K 9 8 3 ♠ Q 7 6 2 ♥ 3 2 ♦ K 9 ♣ A 10 5 4 2 ♠ J 5 ♥ J 6 5 4 ♦ J 7 6 4 2 ♣ Q J	♠ A K 10 9 4 3 ♥ 8 7 ♦ A Q 5 ♣ 7 6 ♠ A K 10 9 4 3 ♥ 8 7 ♦ A Q 5 ♣ 7 6 ♠ A K 10 9 5 ♥ J 6 ♦ Q 10 4 2 ♣ A 5
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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. With a known 8 card trump fit add on 1 point for any doubleton.

Play:

The defence starts with two hearts then it's declarer's turn. Declarer draws trumps, then plays diamonds, starting with the king - high card with a doubleton - for ten tricks.

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

(3.6) East deals, EW vul

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

When you get the lead as North, draw trumps then play the ♣K - high card from the short hand. Making 9 tricks

Score: 2♥ making 9 tricks = 140

(3.7) South deals, all vul

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

(3.8) West deals, nil vul

♠ Q 10 7 ♥ 10 8 ♦ A 4 2 ♣ A K 8 7 5 ♠ K 8 ♥ A Q 7 6 2 ♦ K J 10 5 ♣ 9 2 ♠ J 9 6 3 ♥ 9 4 ♦ 9 7 3 ♣ J 10 4 3	♠ A 5 4 2 ♥ K J 5 3 ♦ Q 8 6 ♣ Q 6 ♠ A 5 4 2 ♥ K J 5 3 ♦ Q 8 6 ♣ Q 6 ♠ J 9 6 3 ♥ 9 4 ♦ 9 7 3 ♣ J 10 4 3
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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♥ (not vul) making 10 tricks = 420

Practice deals for Paul Marston's Introduction to Bridge

(4.1) North deals

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

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

Bidding:

With a minimum hand, North responds 1NT (6-9 points) rather than introduce a suit at the two level.

Play:

East leads the ♣K. Declarer has 4 top tricks. The rest will come from hearts. Take the ♣A and play hearts for 8 tricks.

Score: 1NT making 8 tricks = 120

(4.2) 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

(4.3) South deals, EW vul

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

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

Bidding:

North shows the major but South has no special trump preference.

Play:

West leads a low club and East plays ♣Q. South wins and goes to work on the diamonds, starting with the ♦J, the high card from the short suited hand. With 3 diamond tricks, the total comes to 7.

Score: 1NT making 7 tricks = 90

(4.4) 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:

With no fit for partner's major and 6-9 HCP, West responds 1NT. East rebids the six card spade suit.

Play:

South leads the ♣K. Declarer can make an overtrick by playing the diamonds correctly. That is, start with ♦Q (high card with only two).

Score: 2♠ making 9 tricks = 140

Practice deals for Paul Marston's Introduction to Bridge

(4.5) North deals, NS vul

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

West leads the ♠Q. At some stage declarer will lose 2 diamonds and the ♥A but that is all. The spade loser is discarded on a winning club, starting clubs with the ♣Q.

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

(4.6) East deals, EW vul

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

Bidding:

West looks for a possible major suit fit. When that search comes to nothing, West settles for game in notrumps.

Play:

South leads the ♦5. The defence can take the first 4 tricks in diamonds but that is all.

Score: 3NT making 9 tricks = 600

(4.7) South deals, all vul

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

Bidding:

When North responds in spades, South, with 3 points for the singleton diamond, 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 11 tricks = 650

(4.8) West deals, nil vul

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

(5.1) North deals, nil vul

♠ Q J 6 ♥ K 4 3 ♦ A K 4 ♣ K 10 8 4 ♠ A 3 ♥ Q J 8 5 ♦ Q 10 9 ♣ J 9 5 2 ♠ 10 4 2 ♥ A 9 2 ♦ 8 7 6 3 2 ♣ Q 6	♠ K 9 8 7 5 ♥ 10 7 6 ♦ J 5 ♣ A 7 3		
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 and plays diamonds, ace king and another - to set up dummy's diamond winners.

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

Bidding:

North has a clear raise to game, 25 HCP being a sure thing.

Play:

West leads the ♣K. But declarer has 8 top tricks and the A-K-Q of diamonds extract all the opponents' diamonds, leaving the last one good.

Score: 3NT making 9 tricks = 400

(5.4) West deals, all vul

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

Bidding:

Again, the responder is sure about 25 HCP.

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

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

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 (top of equals). Ten tricks are there for the taking provided declarer draws trumps.

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

(5.8) West deals, nil vul

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

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

Bidding:

With 10 points West knows there is game and jumps to 3NT.

Play:

South leads the ♠J, East wins and plays on clubs making 10 tricks.

Score: 3NT making 10 tricks = 430

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

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

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

Bidding:

When West responds, North is free to pass. But North has enough to compete, being sure of a fit in spades.

Play:

Declarer should make 2♠, losing 2 spades, 2 hearts and a diamond.

Score: 2♠ making 8 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
	dbl	pass	1♦
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:

South makes an overcall, not a double. 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 still shows 15-17 HCP but it must also have 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 (dealer) ♠ A 10 ♥ K 9 6 2 ♦ J 10 9 2 ♣ A J 7	1.2 ♠ K 7 ♥ 10 9 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 ♦ 10 7 5 ♣ Q 9 8 5 2
1.5 ♠ Q 3 (dealer) ♥ A Q 9 6 3 ♦ K Q J ♣ J 5 3	1.6 ♠ K Q 6 ♥ 7 6 2 ♦ 8 7 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 ♠ 5 (dealer) ♥ K J 9 8 6 2 ♦ Q J 6 ♣ A K 5	2.2 ♠ 10 7 6 4 ♥ 10 7 4 ♦ K Q 2 ♣ 8 7 3	2.3 ♠ K Q J 2 ♥ 10 5 2 ♦ 8 7 2 ♣ A 9 2	2.4 ♠ 9 8 7 ♥ A K Q 10 ♦ 6 5 2 ♣ J 8 7
2.5 ♠ A K J 5 4 (dealer) ♥ 9 2 ♦ A 7 2 ♣ 8 5 4	2.6 ♠ A 10 5 2 ♥ Q 10 6 2 ♦ Q 10 8 ♣ 10 5	2.7 ♠ A Q J 3 ♥ J 10 8 4 2 ♦ 7 2 ♣ 10 9	2.8 ♠ 8 7 5 2 ♥ 9 6 ♦ Q 8 4 2 ♣ A K Q
3.1 ♠ A Q 8 7 6 (dealer) ♥ 6 2 ♦ K Q 8 7 ♣ Q 6	3.2 ♠ Q J ♥ 10 8 7 ♦ 8 7 6 2 ♣ A K 8 5	3.3 ♠ 9 7 6 5 ♥ A K ♦ 9 8 7 5 ♣ 6 5 4	3.4 ♠ 7 ♥ K Q J ♦ A 7 6 ♣ K 10 9 8 5 4
3.5 ♠ 8 (dealer) ♥ A K Q 10 9 ♦ 10 8 3 ♣ K 9 8 3	3.6 ♠ A 8 7 ♥ A K 10 9 8 ♦ 8 7 3 ♣ K 8	3.7 ♠ K J 8 7 ♥ Q 8 ♦ A K J ♣ 9 8 6 4	3.8 ♠ Q 10 7 ♥ 10 8 ♦ A 4 2 ♣ A K 8 7 5
4.1 ♠ 9 7 2 (dealer) ♥ 4 3 ♦ A 9 5 3 ♣ A 7 5 4	4.2 ♠ 8 3 ♥ K J 8 4 ♦ J 9 6 4 ♣ Q J 9	4.3 ♠ A 5 4 ♥ A 9 7 ♦ K Q J 7 ♣ 9 4 2	4.4 ♠ 10 9 4 ♥ K J 3 ♦ 8 4 2 ♣ A 6 5 2
4.5 ♠ A K 7 (dealer) ♥ Q J 10 9 ♦ J 10 8 6 ♣ Q 5	4.6 ♠ J 7 4 ♥ J 9 8 3 ♦ K 9 8 ♣ 8 4 3	4.7 ♠ Q 8 6 5 3 ♥ K 9 6 2 ♦ J 8 ♣ 10 7	4.8 ♠ Q 10 ♥ Q 10 8 3 2 ♦ K J 8 4 ♣ Q 6
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 ♠ Q 5 ♥ Q J 10 9 ♦ Q J 8 9 ♣ 6 5 3
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 J 5 2 ♦ 8 7 ♣ 10 5 2	1.3 ♠ J 6 4 ♥ K J 6 2 ♦ 10 7 5 ♣ K Q J	1.4 ♠ A 4 (dealer) ♥ K 4 3 2 ♦ 9 6 2 ♣ A K 10 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 ♠ K 9 7 2 ♥ A 3 ♦ K 9 7 5 ♣ 9 7 2	2.2 ♠ K J 9 5 2 ♥ 5 ♦ A 8 7 ♣ 9 6 5 4	2.3 ♠ A 5 4 ♥ K 4 3 ♦ A 10 9 8 ♣ 10 6 5	2.4 ♠ A Q J 6 3 (dealer) ♥ 8 7 6 ♦ A 3 2 ♣ K 3
2.5 ♠ 3 ♥ J 6 4 3 ♦ Q J 10 9 4 3 ♣ K Q	2.6 ♠ Q J 9 7 3 ♥ J 4 3 ♦ J 7 2 ♣ Q J	2.7 ♠ 10 9 6 ♥ A 5 3 ♦ 10 5 3 ♣ K Q J 7	2.8 ♠ K Q J 10 9 (dealer) ♥ A K 8 5 ♦ 5 ♣ 7 5 4
3.1 ♠ J 9 ♥ A J 8 4 ♦ A 9 ♣ 9 8 5 4 3	3.2 ♠ 8 5 4 ♥ K 6 5 4 ♦ A Q J 10 ♣ 7 6	3.3 ♠ J 8 3 ♥ Q 7 4 2 ♦ 4 3 ♣ K Q J 3	3.4 ♠ A Q 8 4 3 (dealer) ♥ A 8 ♦ Q 10 9 3 ♣ 3 2
3.5 ♠ Q 7 6 2 ♥ 3 2 ♦ K 9 ♣ A 10 5 4 2	3.6 ♠ K 10 6 ♥ 7 5 4 ♦ Q 9 5 ♣ 10 9 7 6	3.7 ♠ 6 3 ♥ A K 10 9 4 ♦ 9 7 3 ♣ K Q 3	3.8 ♠ K 8 (dealer) ♥ A Q 7 6 2 ♦ K J 10 5 ♣ 9 2
4.1 ♠ 10 8 5 4 ♥ A 7 6 ♦ K Q 10 6 ♣ 9 7 2	4.2 ♠ A Q 9 6 4 ♥ Q 10 7 ♦ 7 3 2 ♣ 6 4	4.3 ♠ Q 10 8 ♥ K J 5 ♦ 9 8 2 ♣ J 10 7 6	4.4 ♠ 3 2 (dealer) ♥ 10 7 4 ♦ A K 7 6 ♣ 8 7 4 3
4.5 ♠ Q J 10 9 ♥ 4 2 ♦ K 7 5 3 ♣ J 9 4	4.6 ♠ A K 10 8 ♥ A K 2 ♦ J 6 3 ♣ A 6 5	4.7 ♠ 9 7 2 ♥ 8 7 3 ♦ A Q 7 4 3 ♣ J 6	4.8 ♠ A 9 8 7 4 3 (dealer) ♥ A J 7 ♦ 6 ♣ A 9 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 ♠ 8 7 (dealer) ♥ A 3 2 ♦ 8 7 5 ♣ K Q J 10 9
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 ♣ 9 8 6 3 2	1.4 ♠ J 9 8 ♥ A Q 10 7 5 ♦ J 8 3 ♣ 10 6
1.5 ♠ J 8 7 ♥ 8 4 ♦ 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 ♠ Q J 3 ♥ 10 7 4 ♦ A 4 2 ♣ Q J 10 3	2.2 ♠ A (dealer) ♥ A K Q J 6 3 2 ♦ J 6 4 ♣ J 2	2.3 ♠ 8 7 3 ♥ A 8 7 ♦ 5 4 3 ♣ J 8 4 3	2.4 ♠ K 10 5 ♥ 5 4 3 2 ♦ 9 7 4 ♣ A Q 2
2.5 ♠ 7 6 2 ♥ A K Q 8 ♦ 6 ♣ J 10 9 3 2	2.6 ♠ 8 (dealer) ♥ A K 7 ♦ 9 6 3 ♣ A K 7 6 4 3	2.7 ♠ 4 2 ♥ K Q 6 ♦ 9 8 6 ♣ A 8 6 5 3	2.8 ♠ 6 ♥ Q J 10 4 ♦ A K 9 7 6 ♣ 10 9 2
3.1 ♠ 3 2 ♥ K Q 10 9 ♦ 6 5 4 3 ♣ A 10 7	3.2 ♠ A K 3 2 (dealer) ♥ Q J 9 3 2 ♦ K 3 ♣ Q 2	3.3 ♠ 2 ♥ J 10 8 6 5 ♦ A 6 2 ♣ 10 9 8 7	3.4 ♠ K 10 6 5 2 ♥ 4 3 ♦ K J 2 ♣ A J 6
3.5 ♠ A K 10 9 4 3 ♥ 8 7 ♦ A Q 5 ♣ 7 6	3.6 ♠ Q J 4 (dealer) ♥ 3 2 ♦ A K J 6 ♣ J 5 4 2	3.7 ♠ 4 2 ♥ 7 5 3 2 ♦ 8 6 5 ♣ J 10 7 2	3.8 ♠ A 5 4 2 ♥ K J 5 3 ♦ Q 8 6 ♣ Q 6
4.1 ♠ Q J 6 ♥ 8 5 2 ♦ 8 4 2 ♣ K Q J 9	4.2 ♠ K 7 5 2 (dealer) ♥ 6 3 ♦ A K 5 ♣ A 8 5 3	4.3 ♠ K 9 7 6 ♥ Q 8 3 2 ♦ A 6 5 ♣ Q 8	4.4 ♠ A K 8 7 6 5 ♥ A 9 2 ♦ Q 5 ♣ J 9
4.5 ♠ 8 6 4 ♥ A 3 ♦ A 4 2 ♣ 10 8 7 6 2	4.6 ♠ Q 3 2 (dealer) ♥ 6 5 4 ♦ 10 4 2 ♣ K Q J 9	4.7 ♠ 10 ♥ A 5 4 ♦ K 10 9 6 2 ♣ Q 9 5 4	4.8 ♠ K 2 ♥ 6 5 4 ♦ A 7 3 2 ♣ 10 8 7 2
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 ♠ A K 2 ♥ K 8 7 6 ♦ A K 6 3 ♣ 4 2
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 2 ♣ A 4	1.4 ♠ 10 7 5 3 2 ♥ 8 6 ♦ A K Q 4 ♣ J 4
1.5 ♠ 6 5 4 2 ♥ K 4 2 ♦ J 8 7 ♣ A 9 7	1.6 ♠ A 8 7 4 ♥ 10 5 ♦ A K Q 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 ♠ A 10 8 6 4 ♥ Q 5 ♦ 10 8 3 ♣ 8 6 4	2.2 ♠ Q 8 3 ♥ 9 8 ♦ 10 9 5 3 ♣ A K Q 10	2.3 ♠ 10 9 6 (dealer) ♥ Q J 9 6 ♦ K Q J ♣ K Q 7	2.4 ♠ 4 2 ♥ J 9 ♦ K Q J 10 ♣ 10 9 6 5 4
2.5 ♠ Q 10 9 8 ♥ 10 7 5 ♦ K 8 5 ♣ A 7 6	2.6 ♠ K 6 4 ♥ 9 8 5 ♦ A K 5 4 ♣ 9 8 2	2.7 ♠ K 8 7 5 (dealer) ♥ 9 7 ♦ A K Q J 4 ♣ 4 2	2.8 ♠ A 4 3 ♥ 7 3 2 ♦ J 10 3 ♣ J 8 6 3
3.1 ♠ K 10 5 4 ♥ 7 5 3 ♦ J 10 2 ♣ K J 2	3.2 ♠ 10 9 7 6 ♥ A ♦ 9 5 4 ♣ J 10 9 4 3	3.3 ♠ A K Q 10 4 (dealer) ♥ 9 3 ♦ K Q J 10 ♣ A 2	3.4 ♠ J 9 ♥ 10 9 7 6 5 2 ♦ 8 5 4 ♣ Q 7
3.5 ♠ J 5 ♥ J 6 5 4 ♦ J 7 6 4 2 ♣ Q J	3.6 ♠ 9 5 3 2 ♥ Q J 6 ♦ 10 4 2 ♣ A Q 3	3.7 ♠ A Q 10 9 5 (dealer) ♥ J 6 ♦ Q 10 4 2 ♣ A 5	3.8 ♠ J 9 6 3 ♥ 9 4 ♦ 9 7 3 ♣ J 10 4 3
4.1 ♠ A K 3 ♥ K Q J 10 9 ♦ J 7 ♣ 10 8 3	4.2 ♠ J 10 ♥ A 9 5 2 ♦ Q 10 8 ♣ K 10 7 2	4.3 ♠ J 3 2 (dealer) ♥ 10 6 4 ♦ 10 4 3 ♣ A K 5 3	4.4 ♠ Q J ♥ Q 8 6 5 ♦ J 10 9 3 ♣ K Q 10
4.5 ♠ 5 3 2 ♥ K 8 7 6 5 ♦ Q 9 ♣ A K 3	4.6 ♠ 9 6 5 ♥ Q 10 7 ♦ A Q 7 5 ♣ 10 7 2	4.7 ♠ A K J 4 (dealer) ♥ Q J 10 ♦ 5 ♣ A K 8 3 2	4.8 ♠ J 6 5 ♥ K 9 ♦ Q 10 9 5 ♣ K J 5 3
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 ♠ J 10 9 6 4 3 ♥ 5 4 ♦ 4 2 ♣ A 8 7
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