

## Review Hands for Jerry Helms Session One

Mentors move the guide card after each hand so South is where West was on the hand just played.

### Board 1, 7, 13, 19, 25 or 31

S – KQJ10  
H – 10864  
D – A  
C – J932

S – 72  
H – 73  
D – QJ1093  
C – 10654

S – A854  
H – KQJ9  
D – 765  
C – 87

S – 963  
H – A52  
D – K842  
C – AKQ

West	North	East	South
Pass	2C	Pass	1NT
Pass	3NT	Pass	2D
Pass			Pass

### The Bidding:

- **1NT** 15-17 HCP, balanced hand
- **2C** Stayman
- **2D** No major
- **3NT** Placing the contract

### The Lead: D-Q

**Defensive Strategy:** *E can see 21 HCP between his hand and dummy. S has 15-17 HCP, leaving W with at most 2-4 HCP.*

### Declarer's Plan:

Analyze the lead & think about distribution: The lead is from QJ10x, QJ9x or QJx

Count Winners: Sure winners are 1 heart, 2 diamonds & 4 clubs

Defense & Declarer strategy: We can set up at least two spade tricks to bring us to nine winners, but do not assume we can take three spade tricks because if the defense holds up twice in spades we will have no entry to the fourth round. We must also be very careful with entries so as not to strand a club or diamond winner.

We have no choice at trick one but to play the D-A. Next we must unblock the clubs while we have a spade entry to dummy, so cash C-AKQ and lead a spade. If E holds up with his ace twice, we must take our club winner as we have no more entries to dummy. E will deny us of our third spade winner. Those defenders who do not hold up until the third spade will lose an overtrick.

However, E also has to be clever to discard his fourth spade spade, so that when he eventually wins a second heart, he does not end play himself by having only a spade to play at the end. He needs to keep his hearts. He should discard a spade on the third round of clubs, and a diamond on the fourth club – keep winners, throw losers!

We make nine tricks with good defense.