

INDEX TO JACK'S CORNER 2025

1. BIDDING

- Hand 1 & 2 : Incorrect Bidding, Declarer Play & Defence
- Hand 3: The Power of a Long Minor Suit.
- Hand 6: Is a 4-4 fit better than a 5-3 fit?
- Hand 7: You should be in 3NT
- Hand 9: Grand Slam
- Hand 10: The slam that everyone missed!!
- Hand 11: Everyone should be in 3NT
- Hand 12: Good fortune follows the brave
- Hand 13: Indeed a very sad story
- Hand 14: How to make 4S
- Hand 15: 19 points across from an opening hand means SLAM
- Hand 16: You need some luck in bridge.
- Hand 17: Bridge is a difficult game.
- Hand 19: What to bid with this minor suit contract
- Hand 20: The Penalty for not bidding
- Hand 21: Why nobody bid slam?
- Hand 22: 3NT is better than 5 of a minor!
- Hand 23: Everyone should be in 3NT.
- Hand 25: The Danger of doubling.
- Hand 27: What should you bid after 3D opening by OPPS.
- Hand 29: With Distributional hands, shape is more important than points.
- Hand 30: A grand slam with 15 lay down tricks
- Hand 32: Making 10 tricks with 31 points.
- Hand 33: A world record.
- Hand 34: Don't get outbid
- Hand 35: Always consider vulnerability
- Hand 36: When is a minor game necessary.
- Hand 39: Do not pass an opening hand.
- Hand 41: How to get to the correct contract.
- Hand 42: 6H or 7H are cold depending on the lead
- Hand 44: A cold 6NT
- Hand 45: Discipline in Bridge
- Hand 47: Bidding to the best 4-4 fit.
- Hand 48: Do not get outbid.
- Hand 49: Do you open 2NT with the South hand?
- Hand 50: Should N Open the hand is 1st position
- Hand 52: Strength in shape
- Hand 53: A Bridge too far.
- Hand 54: A simple contract to reach
- Hand 55: A simple bidding exercise
- Hand 56 & 57: A lay down slam not bid.
- Hand 58: The Power of Distributional Hands
- Hand 59: 4H should be easily Bid and Made
- Hand 60: Advantages of 2D-multi over 2S or 2H openings
- Hand 61: Take out doubles and penalty doubles
- Hand 62: Upgrading a hand
- Hand 63: A Slam with many twists & turns

Hand 64: Double for Takeout or Penalty.
Hand 65: With distributional hands, you need to bid.
Hand 67: Is it a good slam to get to?
Hand 68: Don't miss GRAND SLAMS !
Hand 70: Another grand slam not bid by any pair
Hand 72: Be Brave at the Bridge Table
Hand 73: Grand slam in S favoured above NT
Hand 74: When to bid 4H with a 5-5 fit.
Hand 75: When to sacrifice.
Hand 76 & 77: The Good, The Bad and The Ugly.
Hand 78: Always Bid more with good 6-5 hands
Hand 79: Opening 1NT with 15-17 points
Hand 80 & 81: Be Aggressive but with the correct holding
Hand 82 & 83: Bridge is a difficult game
Hand 84: Bid One More
Hand 85: The reason for bad scores
Hand 86: Strength of a 5 card Mjr
Hand 87: Advantage of the weak 2 bid (or multi 2D)
Hand 88: Bidding & Declarer Play
Hand 89: A simple board that some got wrong
Hand 92: Void's Are equivalent to Aces & Kings in the void suit
Hand 96: Bridge is not a guessing game
Hand 97: On Distributional hands, BID and BID MORE
Hand 98: A new use for KCB and Blackwood
Hand 99 & 100: Some points are better than others
Hand 103: Bid your slams.
Hand 105: You must bid your 6-card suits.
Hand 106: Failure to open is disastrous
Hand 107: Bid your 6-card suits
Hand 108: Trial bids and free finesses
Hand 109: Bid your slams
Hand 110: The multi 2D (Strong Opening)
Hand 111: Bidding Laydown Slams
Hand 114: Trial Bids
Hand 115: Bidding 7H with the correct tools
Hand 116: Sometimes Luck is also needed
Hand 118: When Balanced with 18+pts, go for 3NT
Hand 119: A cold 6D Contract?
Hand 120: Think before you bid
Hand 121: To BID or NOT to BID? – That is the question
Hand 122: The importance of face cards
Hand 123: You need discipline when bidding
Hand 124: A highly competitive hand
Hand 125: Bridge is a bidding game
Hand 126: Should you open a weak 2 on the N hand?
Hand 128: Don't look a gift horse in the mouth
Hand 129: To Sacrifice or Not
Hand 130: Simple Principles of Bridge
Hand 131: Bid what you think you can make
Hand 133: An Illegal Opening
Hand 134,135,136,137: 4 slams available in one session

Hand 138: The Danger of flat hands
Hand 144: Lessons on Pre-empting
Hand 145: A disastrous board for most
Hand 146: 14 Tricks available
Hand 148: Three learning points
Hand 149: The Power of Distribution
Hand 152: The Price of Under Bidding
Hand 152: What is the correct opening!
Hand 153 & 154: Woeful slam bidding
Hand 156: Failures to bid lay down slam
Hand 157: Failure to bid is not an option
Hand 158 & 159: Failure to get to a laydown slam.
Hand 166: Game or Slam?
Hand 167: The power of a 5-5 hand.
Hand 168: A lay down Slam not bid
Hand 169: 7 Tricks in minor is also 7 Tricks in NT
Hand 170: Distributional Hands
Hand 171: Does responder bid with only 4 points.

2. PLAY

Hand 1 & 2 : Incorrect Bidding, Declarer Play & Defence
Hand 18: Play the %
Hand 31: A free finesse.
Hand 38: Stop doing this today.
Hand 88: Bidding & Declarer Play
Hand 108: Trial bids and free finesses
Hand 112: Play for the 66% chance
Hand 132: How many tricks should you take
Hand 142 & 143: Count your winners
Hand 162: The END Play
Hand 165: Declarer Play

3. DEFENCE

Hand 1 & 2 : Incorrect Bidding, Declarer Play & Defence
Hand 4: Do Not Assist Declarer
Hand 8: If Partner bids a suit – You need a GOOD reason not to lead it.
Hand 24: Both sides can make 10 tricks.
Hand 26: Do Not put up an A to catch fresh air
Hand 28: Sometimes a passive defence is needed.
Hand 37: Defending accurately.
Hand 43: Defence is not that difficult
Hand 40: How to defend effectively.
Hand 46: Stick to the Tried & Tested Recommended Leads
Hand 51: Finding the correct lead.
Hand 66: Defence is the most difficult part in Bridge
Hand 69: Don't play Aces to catch FRESH AIR
Hand 95: Opening Lead & Defence Advice
Hand 101 & 102: The power of good signalling.
Hand 104: Finding the correct defence
Hand 113: Avoid bad leads & cover honours
Hand 117: Sometimes Luck is also needed
Hand 127: The art of Good Defence.
Hands 139, 140 & 141: Rules of Leads.
Hand 147: The correct opening lead
Hand 150: The Art of Unblocking
Hand 155: What is the correct Opening Lead?
Hand 163: The Art of Defence
Hand 164: The Opening Lead

4. BRIDGE BIDDING CONVENTIONS EXPLAINED

Hand 5: Learn Puppet Stayman
Hand 71: Brozal convention
Hand 90: Splinter Bids
Hand 91: Key Card Blackwood
Hand 93: The Brozal Convention
Hand 94: The Negative Double
Hand 114: Trial Bids
Hand 160: Brozal convention
Hand 161: Bergen Raises