

*This set of boards follows on from last week's introduction to the deals played at this year's Corn Cairdis, held in Limerick in early May. With the exception of those hands marked up as relating to last week's workshop, the boards formed the second stanza of the annual Eire/England match.*

**Board 1**

North Deals

None Vul

		♠ K 9 3	
		♥ A J 10	
		♦ Q 9 6 4	
		♣ K Q 4	
♠ A			♠ 10 4 2
♥ K Q 8 6 5			♥ 9 2
♦ 7 3			♦ J 10 8 5
♣ 10 8 7 5 3			♣ A J 9 6
		♠ Q J 8 7 6 5	
		♥ 7 4 3	
		♦ A K 2	
		♣ 2	
West	North	East	South
	1 ♦	Pass	1 ♠
Pass	1 N	Pass	4 ♠
All pass			

**[Follow up on last week's workshop]**

All bidding should be done in context. Here North shows extra values (15-16hcps) and that is sufficient for South to jump to game. South can be confident partner holds two or three card spade support because of the no trump rebid, showing a balanced hand.

West will lead a higher-from-touching-honours ♥ K and declarer is likely to win this. Declarer plays a trump but West wins, cashes ♥ Q and gives partner a heart ruff. West will have been watching East's cards. East will have played an encouraging ♥ 9 (or ♥ 2 if playing reverse signals) and that will put West on the right track. ♣ A is the setting trick.

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**Board 2**

East Deals

N-S Vul

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

EW 2N; EW 2♥; EW 1♠; EW 1♦; EW 1♣; Par -120

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 N <sup>1</sup>

Dbl All pass

1. 12-14.

Playing exit transfers North has no possibility of wriggling out of 1N doubled. Such bids always show 5+cards in the next higher suit (and a redouble is a transfer to a five card, or longer, club suit). In fact, with such a flat shape, North generally has to shrug his shoulders and accept the fate that awaits the partnership. The price, sometimes, of playing a weak no trump.

This contract should be defeated by two tricks, particularly if East is able to push diamonds through declarer. The defence should take two spades, three hearts, two diamonds and a club. Plus 500 to East West on a partscore deal.

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**Board 3**

South Deals

E-W Vul

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

	♠ K Q J	
	♥ K Q 10 9	
	♦ K J 4	
	♣ 10 6 3	

EW 4♦; EW 2♠; EW 3♣; EW 1♥; Par -130

West	North	East	South
			1♥
Pass	2♥	2N <sup>1</sup>	Pass
3♦	Pass	4♦	All pass

1. Minors, at least 5/5 shape.

We've come across a direct 2N, over the majors, to show a minor two-suiter. Here we see East coming in over a raise of a major to show a similar hand. West shows diamond support (meagre though it is) and East is worth a try for game. West declines.

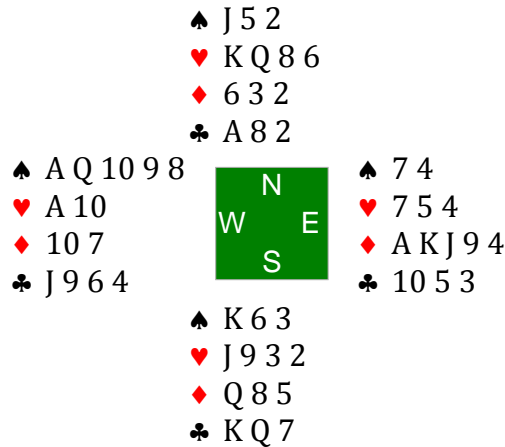
North will lead a heart, won in the West hand. Declarer can come to ten tricks by ruffing a club. With the clubs 4-3 that sets up the fifth club as a winner. The only losers will be two trumps and a top spade.

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**Board 4**

West Deals

Both Vul



EW 2♠; EW 2♦; EW 2♣; EW 1♥; Par -110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	1 N	All pass

West has an eleven count with good spades so may want to focus on this suit when opening the bidding. The other options are to pass or to treat the hand as a weak no trump, upgrading because of the 10s in the hand.

South's best lead is a heart. Declarer may duck a round then run ♦ 10, losing. Now North South can cash three hearts. If they switch to a club the contract will be defeated quickly- three hearts, a diamond and three clubs (declarer making the rest when the fourth club is set up).

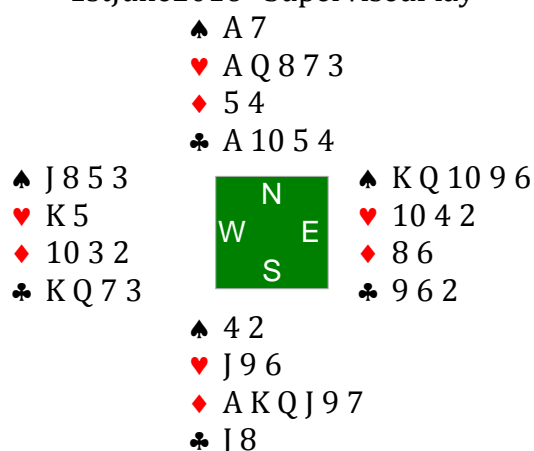
Now here's an interesting variation. The play starts the same way but South ducks ♦ 10! Declarer may have visions of an overtrick (two spades, one heart and five diamonds) so takes a spade finesse of ♠ Q followed by ... a finesse of ♦ 9 against North's "marked" ♦ Q. The roof falls in, with declarer's diamonds dead. The defence will take eight tricks - one spade, three hearts, a diamond and three clubs.

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# **Board 5**

North Deals

N-S Vul



NS 7N; NS 7♥; NS 7♦; NS 3♣; NS 1♠; Par +2220

West	North	East	South
	1 ♥	Pass	2 ♦
Pass	2 ♥	Pass	4 ♥
All pass			

East will lead ♠ K, taken by North. Declarer can now make all the tricks if he takes a finesse of ♥ Q. After ♥ A draws West's king, the third trump is drawn and there are winning diamonds on which all the black suit winners can be thrown.

Declarer may have other ways of playing the trump suit (e.g. playing East for ♥ 10x or West for ♥ K10x) but the above line seems right because declarer does not want to cut himself off from the long diamonds too early (the alternate lines require declarer to cross to dummy twice, potentially severing communication with the diamond winners).

The heart position was favourable but the odds on the slam being a good spot are not great.

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**Board 6**

East Deals

E-W Vul

		♠ 10 9 3	
		♥ A	
		♦ 5 4 3 2	
		♣ 10 7 5 4 3	
♠ 8 7 6 5 4			♠ 2
♥ 5 4 3			♥ K Q J 10 8
♦ Q J 10			♦ A K 8 7 6
♣ A Q			♣ K J
		♠ A K Q J	
		♥ 9 7 6 2	
		♦ 9	
		♣ 9 8 6 2	
West	North	East	South
		1 ♥	Pass
1 ♠	Pass	2 ♦	Pass
3 ♥ <sup>1</sup>	Pass	4 ♥	All pass

1. Close anyway but upgrades because of fitting diamond honours. Could, of course, downgrade because of the poor heart support and bid 2 ♥. Then East will follow with 3 ♦ and West will jump to game anyway.

**[Follow up on last week's workshop]**

South leads a top spade and continues the suit. East ruffs and plays a top trump, taken perforce by North. North plays his third spade. East ruffs and draws another round of trumps. Bad news. The trump suit has broken 4-1 and South has more trumps than declarer. The defence is now in a position to take a long trump and be able to cash another spade winner.

Yes, when holding long trumps (even if they seem insignificant) consider this type of defence - a forcing defence that embarrasses declarer's trump holding. The mistake would be to think "we won't make any more spade tricks, I'd better switch". Now the pressure has been turned off.

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**Board 7**

South Deals

Both Vul

		♠ 10 7 4 3	
		♥ Q 5	
		♦ A J 7	
		♣ K 7 6 5	
♠ 5 2			♠ 9 8 6
♥ A K 9 7			♥ 10 8 6 3 2
♦ K 10 5 4			♦ 9 8 6
♣ 10 9 8			♣ A 3
		♠ A K Q J	
		♥ J 4	
		♦ Q 3 2	
		♣ Q J 4 2	
West	North	East	South
			1 ♣
Pass	1 ♠	Pass	3 ♠
Pass	4 ♠	All pass	

**[Follow up on last week's workshop]**

East leads a second-from-a-bad holding ♥ 8. West takes two hearts and switches to a neutral trump. With the clubs breaking 3-2 declarer has nine tricks - four spades, two diamonds (the second can always be built) and three clubs. Declarer's only *legitimate* chance to make game is to hope West has ♦ Kx (i.e. a doubleton). Then ♦ J could be finessed and cashing ♦ A would bring down ♦ K to allow ♦ Q to be that game-going winner. That doesn't work. The only chance, in practice, of making game is through a defensive error - giving declarer a ruff and discard by playing a third heart; West switching away from ♦ K; or East leading a diamond and West "flying" with the king.

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**Board 8**

West Deals

None Vul

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

EW 2N; EW 3♣; EW 1♠; NS 1♥; EW 1♦; Par -120

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 N <sup>1</sup>	All pass		
1. 12-14.			

Declarer will probably come to eight tricks by taking a spade, a heart, a diamond and five clubs. If North were to lead ♦ J then a second diamond trick can be made by finessing ♦ 9 (that's assuming South hasn't already gone up with the ace on the first round of the suit).




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**Board 9**

North Deals

None Vul

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

EW 6♠; EW 5N; EW 4♥; EW 2♦; EW 2♣; Par -980

West	North	East	South
	1 ♥	Pass	Pass
2 ♠ <sup>1</sup>	Pass	4 ♠	All pass

1. An intermediate jump overcall - c. 13-15 with at least 6spades (see text).

"Stamford Standard" uses weak jump overcalls but one area of bidding we have yet to cover (come along on 22nd June) is protective bidding - that is, bidding in the seat where a pass would otherwise end the auction (or, put another way, becoming involved when a bid has been followed by two passes). In this seat weak jump overcalls, designed to make life difficult for the opponents are ineffective. Here North has a good idea of partner's lack of values. That means it's recommended to play jump overcalls as intermediate, as defined above. After the 2 ♠ bid above East has an easy 4 ♠ bid.

The best lead is a heart\*. Declarer wins, unblocks ♦ A, crosses to dummy with a trump to throw a heart on ♦ K. Now a finesse of ♣ Q follow (yes, typical). In time declarer can draw the two remaining trumps and will have ruffed a club in dummy. Making plus 450 for East West, the losers being a heart and a club.

*\*only in the sense that it builds a heart trick quickly.*

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**Board 10**

East Deals

N-S Vul

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

EW 2♥; EW 1N; E 2♦; EW 1♠; W 1♦; NS 1♣; Par -110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
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		Pass	Pass
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Pass	1 N <sup>1</sup>	All pass	
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1. 12-14.

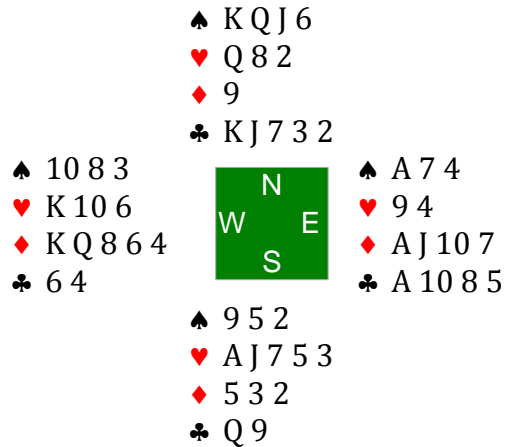
If East "kicks off" with a top-of-an-interior sequence ♣ 10 he'll give declarer a third club and declarer will be on his way to fulfilling the contract. He wins ♣ J and plays a heart. With the favourable heart position he'll come to one spade, two hearts, a diamond and three clubs.

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**Board 11**

South Deals

None Vul



EW 2N; NS 2♥; EW 3♦; NS 1♣; Par -100: NS 3♥×-1

West	North	East	South
			Pass
Pass	1 ♣	Pass	1 ♥
Pass	2 ♥ <sup>1</sup>	Dbl	Pass
3 ♦	All pass		

1. Could bid 1 ♠ and that's likely to keep East West out of the auction.

East has an opening hand but the days when such hands make a double at the first opportunity have hopefully disappeared (using the SOS rules, East doesn't have support for hearts and he has length in the opened suit). That said, East may come in with a delayed double (taking advantage of the vulnerability) and that bid will be based on a (relative) shortage in the bid and supported suit, hearts. Matchpointed pairs auctions are about jostling in potentially-competitive situations. That will get East West to a makeable contract (♥ A is onside) and the damage will have been done (to North South).

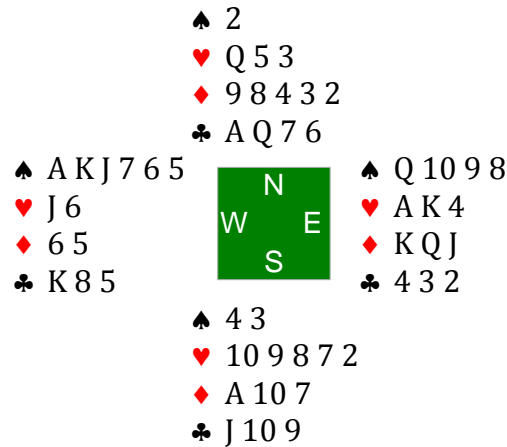
North South won't want to be in the position in which they find themselves. One moment they thought they'd play a quiet 2 ♥, but now they are forced to decide whether to compete to 3 ♥. That contract is certainly playable but can be defeated. West can lead a club and if East is able to lead a third club, a second trump can be promoted for West. Now East West will take a spade, two trumps, a diamond and a club (at least).

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**Board 12**

West Deals

N-S Vul



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 N <sup>1</sup>	Pass
4 ♠ <sup>2</sup>	All pass		

1. Jacoby 2N, 4+spade support and game forcing.
2. About right - minimum hand with no side suit ace.

**[Follow up on last week's workshop]**

This contract should be defeated provided North doesn't get too busy (by leading an awful ♣ A [when holding the promotable ♣ Q]) and South, on winning ♦ A, brightly switches to ♣ J. Now the defence will take one diamond and three clubs. If South fails to switch to a club, on winning the diamond, declarer can throw one club loser on the second diamond winner.

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# **Board 13**

North Deals

Both Vul

♠ K J 9 3  
 ♥ A 5  
 ♦ A K 9 5 3  
 ♣ K 5

♠ A Q 5 4	<div style="background-color: green; color: white; padding: 10px; display: inline-block;">           N W     E S         </div>	♠ 10 8 7 2
♥ 6 4		♥ Q J 2
♦ J 8 6		♦ 10 4 2
♣ 10 9 4 2		♣ J 8 3

♠ 6  
 ♥ K 10 9 8 7 3  
 ♦ Q 7  
 ♣ A Q 7 6

NS 6♦; NS 5N; NS 5♥; NS 4♠; NS 5♣; Par +1370

West	North	East	South
	1 ♦	Pass	1 ♥
Pass	1 ♠	Pass	3 ♥ <sup>1</sup>
Pass	4 ♥	All pass	

1. 10-12, 6+hearts (game invitational).

This is a hand on which it might be possible to get too high. With ♠ A and a trump to lose in hearts, slam doesn't make there (the uses of Roman Key Card Blackwood should keep North South out of slam, irrespective of who uses this device, as each hand will show two "aces" without the trump queen).

The making, but very fortunate, slam is 6 ♦. This rolls in because of the 3-3 diamond break and because the heart suit can be ruffed good (declarer only needs four heart tricks; or three if ♠ K has already become a winner).

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**Board 14**

East Deals

None Vul

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

EW 6♠; EW 5N; EW 5♣; EW 3♥; EW 3♦; Par -980

West	North	East	South
		1 N <sup>1</sup>	Pass
2 ♥ <sup>2</sup>	Pass	2 ♠	Pass
3 N	Pass	4 ♠	All pass

1. 12-14.

2. Transfer showing 5+spades.

With his prime spade support and concentration of values in two suits, East has an easy conversion of 3N to 4 ♠ (and a known 9card fit to boot). Some partnerships have fancy methods here - a simple version being that East can jump to 3 ♠ over 2 ♥ to show a maximum hand with 4/5card spade support.

Declarer can win the lead (♦ Q, say) and draw two rounds of trumps. Dummy is entered with a heart and ♣ J played. Whether North covers, or not, declarer has three club winners, on the third of which a diamond can be thrown from dummy. Declarer will lose just one trick - a heart.

We've finished with another hand where slam will be a fortunate make.