

1stOctober2014 SupervisedPractice

Board 1

North Deals

None Vul

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

NS 3♠; EW 4♦; NS 4♣; EW 2♥; Par -100: NS 4♠x-1; NS 5♣x-1
West North East South
 1 ♣ 3 ♦ All pass

A good example of an auction where we see a preemptive bid making life difficult for the opposition. South has the right shape (4-4 majors and tolerance/support for partner) but insufficient values to double (for takeout) at the three level.

If West bids 3♥ East will raise to 4♥ and it will be difficult to defeat this. If North South surrender trump control West will make eleven tricks - four hearts and seven diamonds. One way to defeat this is for North to lead an improbable ♥4! If declarer knocks out the ace of trumps the defence can cash three clubs. If declarer plays a club the defence wins, cashes ♥A to similar effect.

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Board 2

East Deals

N-S Vul

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

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

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

1. 12-14.

1N is the modern, practical bid with the East hand. If East opens 1♦ the auction is likely to get to 2♦ after a 1♠ response and East rebidding 2♣ (showing 5/4 shape in the minors).

Declarer is likely to make between seven and nine tricks with eight being par. It's predictable that declarer will win, say, the heart lead and set up the diamonds by playing ♦ K. With the suit breaking 4-1, with the ace singleton, there are now only three diamond tricks. The defence should also come to ♣ A&K and ♥ A meaning that they take five tricks, hence eight for declarer (three diamonds together with three spades and either a heart and a club or two hearts).

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Board 3

South Deals

E-W Vul

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

EW 3♥; EW 2N; EW 3♦; EW 1♠; E 1♣; Par -140

West	North	East	South
			Pass
Pass	Pass	1 ♥	Pass
1 N	Pass	3 ♥ ¹	All pass

1. 15-17, 6+hearts.

This contract may be a struggle as declarer has only one sure entry to dummy. Much depends on the lead. South may lead a second-from-rubbish/middle-up-down ♠ 6 and if declarer puts up ♠ Q he'll be quickly disappointed as North covers. It's better to play low in dummy (♠ 8) winning ♠ J in hand with the ace. We play two rounds of diamonds ending in dummy. Let's say we decide that the diamonds are not breaking 3-3 (North's play of ♦ 10&9 somewhat esoterically suggests this - with ♦ J109, ♦ J may randomly have made an appearance as all the cards are equals). We turn away from diamonds and play on trumps. The best way of not losing a heart is to take the *deep finesse* of ♥ 8. If that holds we can repeat the process of finessing and garner six trumps.

BUT North can foil this by covering the eight. Now our play at trick one pays dividends as we are able to finesse ♠ 9 drawing ♠ K. The defence may play three rounds of clubs, ensuring their two club tricks, but we can cross to the promoted ♠ Q and take a further heart finesse. In fact the spade lead has been a gift and we make ten tricks - six trumps, two spades and two diamonds. On a diamond lead it will be difficult to come to nine tricks, let alone ten.

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Board 4

West Deals

Both Vul

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

EW 5♠; N 3♥; S 2♥; EW 2♣; NS 1♦; Par -650

West	North	East	South
Pass	2♥ ¹	2♠	3♥
3♠	Pass	4♠	All pass

1. 6-10, 6card suit ("weak").

South may well lead ♦ A which East will ruff and play a heart. East hopes to make seven spades, two heart ruffs and two clubs for eleven tricks. If two rounds of trumps are drawn prematurely there will only be on heart ruff and declarer will restrict himself to ten tricks and a poor score.

After the heart play at trick two the defence can switch to a trump but it's too late. Win the trump in hand, ruff a heart, ruff a diamond, ruff a heart, ruff a diamond and draw the last trump. Now play ace and another club. With ♣ K well placed the hoped-for two club winners materialise and we make our eleven tricks. Nicely played.

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Board 5

North Deals

N-S Vul

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

NS 3♥; NS 3♣; NS 1N; EW 1♠; EW 1♦; Par +140

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♥	All pass	

6-4 hands are always a problem in that the decision is whether to rebid the first suit or start to bid out the shape by showing the second suit quickly. With a minimum hand it's better to repeat the first suit, as above. Note that the North hand qualifies as an opening bid using the "Rule of Twenty" (lengths of two longest suits plus high card points summing to at least twenty) even if North had a small spade.

East may lead ♣ 3 which will not work out too well as it has given declarer a free finesse (the defence has opened up a suit in which declarer, left to his own devices, might have been looking at a *two-way finesse*). Now North plays ace and another heart to clear the trumps. If the defence never switch to diamonds declarer will make an unlikely eleven tricks as both of North's diamond losers disappear on the ♠ K&J (promoted once ♠ Q has driven out the ace of the suit).

Let's say the defence started by leading a spade and switched to a diamond. Now declarer can only make nine tricks but the two-way club finesse is a red herring. There is no need to guess which way to play the clubs as two of North's clubs can be thrown on the king and knave of spades.

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Board 6

East Deals

E-W Vul

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

NS 5♠; NS 2N; NS 2♥; NS 1♦; NS 1♣; Par +450

West	North	East	South
		Pass	1♦
Pass	1♠	Pass	2N ¹
Pass	3♥	Pass	3N
Pass	4♠	All pass	

1. 17-18, denies 4spades.

2N is the practical rebid (that phrase recurs in modern bidding) and North introduces the heart suit as South's bidding has not precluded a fit there. Were South to bid out the shape the auction may go 1♦ - 1♠; 2♣ - 2♠; 4♠.

East leads a second-from-rubbish ♣ 8 and North makes a loser assessment - from the North hand but taking into account South's holding opposite. There are no club losers (in fact there is one surplus winner), one diamond, one heart and possibly two trump losers (♠ A&10; only one if the suit breaks 3-2). We can throw the diamond loser on the second club winner so we should always make the contract.

We win the opening lead, cash the second club pitching ♦ 5 and play ♠ K. When the ♠ 10 pops up we'll only lose one trump even when the suit breaks 4-1. We knock out the ace of hearts and chalk up a good +450.

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Board 7

South Deals

Both Vul

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

EW 3♠; EW 2N; NS 2♥; EW 3♦; EW 1♣; Par -140

West	North	East	South
			2♥ ¹
Pass	Pass	2N ²	Pass
3♥ ³	Pass	3♠ ⁴	All pass

1. 6-10, 6card suit ("weak").
2. 15-18, balanced.
3. Transfer showing 5+spades.
4. OK.

Well, that's one possible auction and East will make ten tricks unless South leads ♦ 10, thereby receiving a ruff. Otherwise declarer will make six trumps, the ace of hearts, two diamonds and a club.

North can make life more difficult for East by raising 2♥ to 3♥. This is preemptive, not invitational to game (with an invite hand bid 2N as an enquiry). The 3♥ bid conforms to the general principle in competitive auctions of bidding to the level of the fit (i.e. we bid to the three level, that is contract for nine tricks, because that equates to the number of trumps we hold : 6 + 3 = 9).

Over 3♥ East may make a takeout double (not the greatest shape but with extra values such an approach becomes necessary in what are crowded auctions - the opponents have taken away much of our bidding space). Now West will bid 3♠ and East has to decide whether to bid game (don't forget that West won't be promising more than four spades). If East bids game it may be easier to defeat this as North can lead ♦ A. When South plays ♦ 10 it's easy to give the ruff. With a sight of dummy South won't have played the ten unless holding a doubleton or singleton.

After 2♥ - 3♥ East may decide to go quietly (i.e. pull out the Pass card). Will South make this contract? No, not quite. There are eight winners - five hearts, two diamonds and a club. The best chance of making a second club is to take a *deep finesse*, running ♣ 8. When that loses to ♣ 10, declarer has to hope West has the king of clubs so finesses the queen next. That loses so the contract fails. When declarer took the deep finesse the hope was that West had either ♣ K or both ♣ J&10.

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Board 8

West Deals

None Vul

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

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

West	North	East	South
Pass	Pass	1 N ¹	All pass

Whether you open the East hand 1N or 1♥ is a matter of style. If you prefer the latter you may use this as an example of the "correctness" of that bid.

Here 2♥ should make - four hearts, a spade, a diamond ruff (if trumps aren't drawn too soon) and two clubs ... eight tricks. In 1N declarer can be held to seven tricks. South can start with a top diamond and North encourages with ♦ 8 (or ♦ 4 if playing reverse signals). After four rounds of diamonds North switches to ♠ K. When the heart finesse fails the defence has six tricks - a spade and a heart to go with the diamond winners.

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Board 9

North Deals

E-W Vul

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

NS 3N; NS 3♠; NS 3♥; NS 2♦; EW 2♣; Par +400

West	North	East	South
	1 ♠	2 ♣	Pass
Pass	2 ♥	Pass	3 ♠
Pass	4 ♠	All pass	

South has a tricky decision on the first round and may pass with such a flat hand. When North bids his second suit South should let partner know that he has some values and does this by jumping in spades. This is a slight overbid but South has three card support and a very useful trebleton in hearts. Further it's quite likely that North has 5-5 in the majors (so South's hand is better than it looks) - certainly with 5 ♠ 4 ♥ 3 ♦ 1 ♣ it would be more appropriate for North to double, as takeout, on the second round.

East will regret leading a fourth best club as declarer can put in ♣ Q (a veritable free finesse) and cash the top club to dispose of two diamond losers. Now there should be eleven tricks (there are insufficient entries to pick up all the spades for no losers).

The legitimate - but far from obvious - way to beat 4 ♠ is for the defence to cash three diamonds and wait for the trump trick. When North cashes ♠ A and correctly divines the spade position he can cross to dummy with a heart and attempt to run ♠ 9. Provided West covers this (see hand 3 too) the eight of spades cannot be picked up as North is stuck in his hand.

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Board 10

East Deals

Both Vul

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

EW 3N; EW 2♥; NS 2♦; EW 1♠; NS 1♣; Par -500: NS 4♦×-2

West	North	East	South
		1 ♠	Pass
2 ♣	Pass	2 ♥	Pass
2 ♠	All pass		

A simple auction where East, with a minimum hand, will not try for game even though West showed (9)10+ points for the two level response. The key is West's bid of 2 ♠ which indicates some spade support (perhaps, as here, a doubleton) but a minimum 2 ♣ response (3 ♠ instead would be a strong invitation and guarantee three-card support).

South can do nothing but a bit of a teeth-gnashing though a delayed double (for penalties) might work well especially if South starts with ace and another heart, North being able to ruff in with his solitary heart. Now a diamond switch is natural (South might co-operatively play ♥ 8 on the second round, a high card, as suit preference for the higher side suit, i.e. diamonds). Now the defence should come to at least six tricks - two top spades, a club ruffed by South, ♥ A, the heart ruffed by North and a diamond winner).

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Board 11

South Deals

None Vul

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

EW 6N; EW 6♥; EW 6♦; EW 6♣; EW 3♠; Par -990

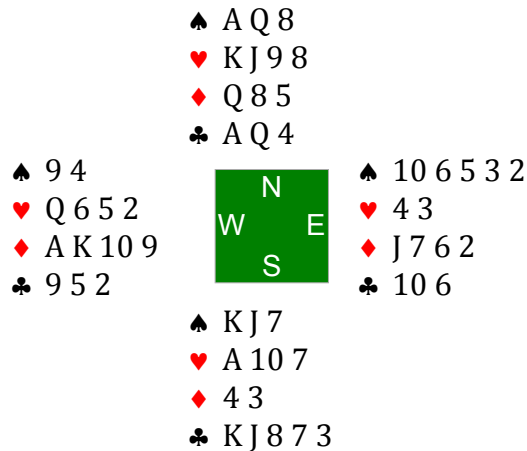
West	North	East	South
			Pass
2 ♣ ¹	Pass	2 ♦ ²	Pass
2 N ³	Pass	3 N	All pass

1. 21-22, balanced; or eight playing tricks.
2. Compulsory relay.
3. 21-22, balanced.

North may decide to lead "fourth from longest suit" in which case ♥ 2 hits the table. West calls for ♥ J which holds. The main source of extra tricks is the club suit so declarer returns to hands with ♣ A and finesses ♣ 10. This loses and another heart comes back which is won by ♥ A. Declarer takes stock : there are two spade, three heart, two diamond and four club winners (the clubs are known, after two rounds, to break no worse than 4-2). That's eleven winners and a twelfth can come from either a 3-3 heart break or a diamond finesse. North's lead of ♥ 2 and South play of ♥ 8&10 strongly suggest that North has led from a four card suit in which case the 3-3 heart break can be dismissed. We should look to the diamond suit for a third winner there. We cash ♦ A (just in case North started with a singleton queen) and cross to dummy's ♠ A and run the club winners. Then we take the winning diamond finesse and record +490.

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Board 12
West Deals
N-S Vul



NS 5N; NS 5♥; NS 5♣; NS 3♠; NS 1♦; Par +660

West	North	East	South
Pass	1 ♥	Pass	2 ♣
Pass	3 N ¹	All pass	

1. 18 count (see text).

With an opening 2 ♣ bid now showing 19-20 there's no place for a jump rebid to 3N, as above, to show 18-19. In all fairness you could make a 2N rebid show 15-16 (rather than 15-17) and use 3N to portray 18-19. Whichever way 3N is the spot.

East will probably lead from the longer spade suit though a diamond lead is more scary for declarer. After the spade attack we count our tricks. We have three spades, two top hearts, no clear diamond winner and five clubs for a total of ten tricks. Any extra tricks can only come from the heart suit. We have a *two-way finesse* in the suit. We also know that we are vulnerable to assault on the diamond suit so we want to make it difficult for the defence to switch to that suit (we don't know West has both top diamond honours). To protect ♦ Q as best we can we should cash ♥ A and run ♥ 10. We are pleased that the ten of hearts holds and we can repeat the finesse to make twelve tricks.

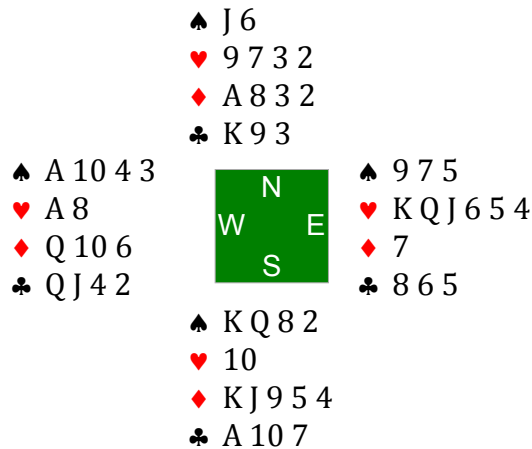
In seeking to protect the diamond suit we've followed the line that gives us the maximum possible number of tricks. That's a lucky bonus. One of the defence's top diamonds will fall on one of our winners.

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Board 13

North Deals

Both Vul



NS 4♦; S 2♠; EW 2♥; EW 1N; NS 2♣; N 1♠; Par +130

West	North	East	South
	Pass	2 ♥ ¹	Dbl
Pass	3 ♦	Pass	Pass
3 ♥	All pass		

1. 6-10, 6card suit ("weak").

West has a tough decision on the second round. Bidding 3 ♥ isn't utterly clear but in doing so West hopes that 3 ♥ is at worst one down and undoubled to boot. West is expecting North to make +110 so -100 will be a good score.

East should be one off in 3 ♥ losing two spades, a diamond and two clubs. When playing the club suit declarer should lead twice towards ♣ Q&J and will make a trick provided the top honours are split or South started with both of them (the former case here). It's just possible that 3 ♥ will make here but that depends on a misdefence (surely not). After ♠ K lead there's a danger that South will crash partner's knave on ♠ Q. Now two spade losers have been transformed into one.

3 ♦ should make ten tricks provided declarer doesn't play trumps too early. If North plays on spades first, two spades can be generated. Importantly a club can be discarded on one of these winners. Now two rounds of trumps are cashed before the suit is abandoned. ♣ 10 and ♠ 8 can now be ruffed in dummy - two spades, no hearts, four diamonds, two clubs, a club ruff and a spade ruff come to +130, a very good score.

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Board 14

East Deals

None Vul

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

EW 4♠; EW 5♦; EW 1♥; Par -420

West	North	East	South
		1♦	Pass
1♥	Pass	2♦	Pass
3♦ ¹	Pass	3♠ ²	Pass
5♦ ³	All pass		

1. 3/4card support, limit raise.
2. Spade values, looking to partner bidding 3N with something in clubs. East cannot hold 4spades else 1♠ bid over 1♥.
3. Good judgment.

This is the auction of a pair on a roll; of a pair for whom nothing can go wrong. It's also a very good example of a hand for which it's right to play in five of a minor at match-pointed pairs. Usually you should avoid five-of-a-minor contracts because 3N often scores much better. Further if you believe 3N to be viable then languishing in 5♣/♦ is pointless - you'd do as well to bid the minor suit slam to try to better the scores of those in no trumps. Here 6♦ depends on the diamond finesse and 3N has no play as the defence can cash five clubs (for starters).

What makes the game so good on minimal values is the lack of wastage - the singleton heart is opposite the ace and the three small clubs are opposite the singleton in dummy. Further all the spade honours combine to pull their weight.