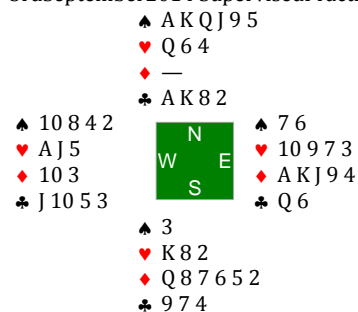


Board 1
East Deals
None Vul

3rdSeptember2014 SupervisedPractice



NS 3N; NS 3♠; NS 4♣; NS 2♥; NS 2♦; Par +400

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

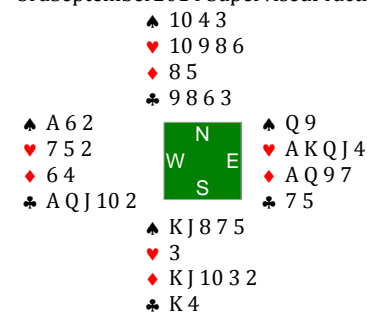
- 21-22 balanced; or 14+, unbalanced with 8 playing tricks.
- Might venture 2 ♦ (lead-directing) but South will pass and North's takeout double will be passed out. Bloodbath.
- Compulsory relay.
- 5+spades, unbalanced.

South decides to try for a better contract when bidding 3 ♦. North takes a chance that the heart holding is sufficient to give 3N a try.

There is little to the play. Barring an unlikely 5-1 or 6-0 spade break, declarer has six spades and two club tricks. A ninth trick can be built in the heart suit. If East leads a heart and West rises with ♥ A there are ten tricks.

Board 2
East Deals
N-S Vul

3rdSeptember2014 SupervisedPractice



EW 6N; EW 6♥; EW 6♣; E 3♦; W 2♦; E 1♠; Par -990

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

West shows a three-card limit raise of hearts with the second round jump to 3 ♥ (10-12 points). East has a good hand but the Q 9 in spades and the small doubleton in partner's suit are negative aspects. It's reasonable not to try for a slam.

South has a difficult lead. The only leads not to give away a trick are a trump (not recommended as it may kill partner's interesting holding) or a club. A sneaky ♣ 4 could work well - declarer may view this as a singleton and rise with the ace. Trumps are drawn, clubs are played on and a failing diamond finesse will hold declarer to eleven tricks. Twelve tricks will be common.

Board 3

South Deals
E-W Vul

3rdSeptember2014 SupervisedPractice

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

EW 4♠; EW 4♥; EW 2N; EW 3♣; NS 2♦; Par -500: NS 5♦ x-3

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

1. Insufficient playing-trick strength to open 2♣.

East has too much to raise 1♠ to 2♠ and shouldn't bid 3♠ without a fourth spade. That's all right. East bides time by making a forcing 2♣ call, thereby bidding out the shape. West raises to 2♥ raise (make ♦ Q the ♥ Q and a 3♥ bid is close) but the auction isn't over. East shows real spade support and extra values by jumping to 3♠. West can now place East with 3514 or 3406 shape. West will raise to game provided the potentially bad diamond holding (opposite a known shortage) is not taken into account.

Let's say North leads ♦ J. South wins and can do nothing better than return the suit. On the lie of the cards West can draw three rounds of trumps, take a winning club finesse (the king making an early appearance) and knock out the ace of hearts. Ten tricks.

On a bad day the club finesse loses. Now another diamond forces the West hand down to one trump. If a heart is played and the long trump is with ♥ A, that hand can draw West's last spade and cash a number of diamonds - maybe three off.

Sometimes it's better to set up the side suits first but there is a danger with that too : the trumps may have been 3-2 all along and an unnecessary ruff may be given to the defence.

Board 4

West Deals
Both Vul

3rdSeptember2014 SupervisedPractice

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

EW 4♦; EW 2N; EW 2♠; NS 1♥; E 1♠; Par -130

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

West's rebid shows 3/4diamonds and 5-9 points. The situation here is similar to auctions that start 1suit - 1N where the opener does not make a move to game with a balanced 16 count. Here, then, the best long-term policy is to pass 2♦ giving up on finding a 9 count opposite for the 25 point no trump game (there would be a concern, from East's point of view, about a heart weakness anyway).

South will either lead a top of nothing ♠ 9 or a MUD ("middle-up-down") ♠ 8 (note that the lead of the middle card is consistent with the modern lead style of "second from rubbish").

One way East can make ten tricks is to establish extra spade winners. Win the opening lead and fire back a spade. Let's say the defence switches to a trump. Win with ♦ 10 and ruff a spade back to hand with ♦ J. Two rounds of trumps ending in dummy allows declarer to enjoy two spade winners. Two clubs are pitched and a club played. East can eventually play a heart towards the king. With ♥ A favourably placed that's three spades, one heart, five diamonds and one club - 10 tricks and +130 for E/W.

Board 5
West Deals
E-W Vul

3rdSeptember2014 SupervisedPractice

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

NS 6♠; NS 5N; NS 4♥; NS 5♣; NS 4♦; Par +980

West	North	East	South
Pass	2♦ ¹	Pass	2♥ ²
Pass	3N ³	Pass	4N ⁴
Pass	Pass ⁵	All pass	

1. 23-24, balanced; or any game force.
2. Compulsory relay.
3. 25+, balanced.
4. Invitational to 6N.
5. Not much extra for the jump to 3N.

This is a very difficult hand to bid to the right contract - 6♠ (after trumps are drawn a club can be ruffed in the South hand). That would require North/South to be playing a system where 4♣ over 3N is Stayman. Not impossible but these big hands are so rare that such an approach (that could easily be forgotten) is not worth it. Further, if the responder has a good hand based on a long club suit it's good to be able to bid 4♣ to show that.

Here some pairs may end up in 6N which has a chance, albeit one based on a mis-defence. East can never throw a club otherwise declarer has three spades (after taking a losing spade finesse), three hearts, two diamonds and four clubs - slam made. That means, on the run of the major suit cards, East must part with two diamonds. If, in turn, West ever throws a diamond, the lowly ♦ 7 is promoted to winning rank after the top two diamonds are cashed.

Of course, if East leads a club against 6N that gives the contract, ♣ 10 being the twelfth trick. Against 6N generally the best leads are passive - here East shouldn't lead away from any honour so ♥ 5 would be the best choice.

Board 6
East Deals
E-W Vul

3rdSeptember2014 SupervisedPractice

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

S 3♠; NS 2N; N 2♠; NS 1♥; EW 1♦; Par +140

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

1. 12-14.

South's hand has no great shape and 2♠ would not be recommended if North were not a passed hand. Here, with East passing on the second round, the hand has a 20:20 feel about it (i.e. each side has roughly half the deck of high cards). An optimistic South would say "partner could hold a balanced 14 count" [a tad short of a double of 1N]; a doomster South would credit East with a 10 count. In reality the balance between North and East will be, over the long run, somewhere between these two extremes.

The contract should make eight or nine tricks, ♦ Q being the most favourable lead for declarer. With West presumed to hold ♦ J South can finesse ♦ 10 on the second round and throw a club loser.

We're playing match points and want to make as many tricks as possible. How should we play the spade suit? We want to avoid a trump loser. Is that possible? Yes, but we'll have to hope that East was dealt a doubleton including the king. We play a spade to the knave. It holds and when we cash ♠ A the dreamed-for position is seen to occur. +110/+140.

Board 7
South Deals
Both Vul

3rdSeptember2014 SupervisedPractice

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

NS 6N; NS 6♠; NS 6♦; NS 1♥; NS 1♣; Par +1440

West	North	East	South
			2 ♦ ¹
Pass	2 ♥ ²	Pass	3 ♦
Pass	3 ♠	Pass	3 N
Pass	4 ♦	Pass	6 N

All pass

1. 23-24, balanced; or any game force.
2. Compulsory relay.

When North removes 3N to 4 ♦ North is not saying that 3N is a bad contract. On the contrary North thinks 3N is cast-iron and wants to make a move towards slam. He shows his diamond support and South blasts 6N gambling on North having the right cards to outscore those who settle in 6 ♦ (two black kings in the North hand and a kindly lie in diamonds allows South to count twelve tricks). Note that Roman Key Card Blackwood/Blackwood is not of much use to South as that hand holds all the key cards.

Dummy is a slight disappointment and declarer will have to play on spades to add to the eleven sure tricks (one spade, two hearts, six diamonds and two clubs). Playing ace and another spade gives the best chance and West's contribution should bring a smile to South's face. Note that 6 ♦ always makes as a heart can be ruffed in dummy.

Board 8
West Deals
None Vul

3rdSeptember2014 SupervisedPractice

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

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

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

North South will have done very well to reach this game with good judgment being to the fore. With the singleton diamond South has a limit raise of North's spades (see Board2). North has a very minimum hand in terms of high cards (some may not open it at the one level) but the shape and controls are great. Further North knows that South is short in diamonds as West has bid them and East has implied them with the double. That means ♦ 9 and ♦ 3 might be ruffed in dummy.

The contract will make ten or eleven tricks depending on whether declarer guesses to hop up with ♠ K on the first round of trumps (the best technical line is to run the knave).

♦ Q is a bonus as only one diamond has to be ruffed in dummy.

East's double conforms to the SOS criteria for the bid : **S**hort in the opened suit (yes, a singleton would fit the bill better); **O**pening points (yes and opening points without the flawed ♠ Q); and **S**upport for all three suits (two four-carders and one trebleton).

Board 9
North Deals
E-W Vul

3rdSeptember2014 SupervisedPractice

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

NS 6♠; NS 6♥; NS 2N; EW 3♦; Par +980

West	North	East	South
	Pass	Pass	2 ♣ ¹
Pass	2 ♦ ²	Pass	2 ♥
Pass	3 ♥	Pass	4 ♥

All pass

- 21-22, balanced; or 14+, unbalanced with eight playing tricks.
- Compulsory relay.

Another tricky hand that has slam potential. North might bid 2 ♠ at the third turn but the "support with support" mantra makes 3 ♥ a good choice. This bid is invitational to game (had North had a fourth trump 4 ♥ would be the call - 4card trump support plus a shortage is a powerful combination).

Six of either major is reasonable because of the double fit (i.e. fits in both hearts and spades) combined with the diamond shortage. Bringing the slam home depends on playing the heart suit for no losers. When we cash ♥ A West drops the knave. If West held ♥ QJ doubleton he could equally have played the queen. Therefore there is a presumption that the knave was singleton. South uses this reasoning to finesse ♥ 10 and chalk up twelve tricks ... and is pleased to have survived a very scary moment.

Board 10
North Deals
Both Vul

3rdSeptember2014 SupervisedPractice

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

NS 2♠; EW 2♥; NS 3♣; EW 1N; NS 2♦; Par +110

West	North	East	South
	Pass	Pass	1 ♠

All pass

South has a good hand but the contract may not leave the dizzy heights of the one level. South should try to set up the diamonds. Unless West leads and re-leads trumps (sacrificing a natural winner) South can ruff the third diamond in dummy. The suit is now set up. Declarer could make nine tricks but if the defence repeatedly lead hearts, eight should be the limit (declarer will have to give East/West two trump tricks to go with the heart, diamond and club losers).

East might venture a 2 ♥ bid in the fourth seat. Much fourth seat bidding is guided by the "transferred king" principle. Imagine that the East hand is a king stronger. If that hand is good enough for a direct overcall (i.e. immediately after the opponents have made a one level suit opening) then the actual hand is worth a bid after two passes. If East does bid South may bid 3 ♦ and West might compete with 3 ♥ (lots of conjecture there then). East/West should lose at least five tricks in hearts (including a spade ruff) and will have to guess well in the minors to avoid a bad -200/-300 score.

Board 11
South Deals
None Vul

3rdSeptember2014 SupervisedPractice

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

EW 4♥; EW 2♠; EW 1N; NS 2♣; EW 1♦; Par -420

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

- 21-22, balanced; or c. 14+, unbalanced with eight playing tricks.
- Compulsory relay.

Compare this hand with board 9 where the lack of a fourth trump guided responder to inviting rather than blasting game. Game should be made. North leads, say, ♥ 9. We can't get away from counting if we want to do well so let's do some.

Counting from West's hand we have, potentially, a loser in spades, no heart loser, four diamond losers and one club loser. That's six losers that we need to reduce to three or fewer. We can hope for a successful spade finesse and something good to happen in diamonds. If South has ♦ A we're likely to make ♦ KQ and if the suit breaks 4-3 one ruff in dummy will set up the suit. If all that materialises we'll restrict our diamonds to one loser and make eleven tricks. If North holds the ace of diamonds we'll have to ruff two losers in dummy (and again a 4-3 diamond break will yield eleven tricks).

So our plan is to set about the diamond suit. We win the trump lead in dummy and lead a diamond. North wins and returns a second trump. We're pleased the heart suit breaks 2-2 as we can always ruff two diamonds in dummy. We ruff a diamond and finesse ♠ Q, which holds, and play a spade to hand. Diamond ruff, spade ruff. The diamonds break 5-2 so we have to give up a second diamond but we have made the contract. +420 to East/West.

Board 12
West Deals
N-S Vul

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

EW 4♦; EW 2N; NS 2♠; W 3♣; E 2♣; W 1♥; Par -130

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

- 12-14.

South's bid of 3♠ is not recommended (at all) but the hand is a good example of how East/West have to be on their toes (or at least East does). East has every reason to believe 3♦ will make (values, good 6card suit and partner known, from the opening bid, to have at least 2card support) so can expect to chalk up +110. It's unlikely that 3♠ will make but if it's only one off that'll be just +100 which is inferior to the expected +110. In order to protect his side's making partscore East should double. Played well North should make eight tricks but the double has consigned North/South to the dreaded "kiss of death" score of -200, so-called because the score outscored all making partscores.

In 3♠ the best way for declarer to play the hearts is to attempt to run ♥ J. This will be covered all round but two heart winners will emerge (along with five spades and a club).

Board 13
North Deals
Both Vul

3rdSeptember2014 SupervisedPractice

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

EW 6N; EW 6♦; EW 6♣; EW 5♠; EW 5♥; Par -1440

West	North	East	South
	Pass	Pass	Pass
2 ♣ ¹	Pass	2 ♦ ²	Pass
2 N ³	Pass	3 ♣ ⁴	Pass
3 ♥ ⁵	Pass	4 N ⁶	Pass
6 N	All pass		

- 21-22, balanced; or 14+, unbalanced with eight playing tricks.
- Compulsory relay.
- 21-22, balanced.
- Stayman.
- 4hearts (sometimes 5cards). Doesn't deny 4spades.
- Natural try for slam (but see text).

East's 4N call could be known as a Humpty Dumpty bid ("it means just what I choose it to mean - neither more nor less"). It's perfectly feasible to play 4N as Roman Key Card Blackwood for the last bid suit (so here RKCB for hearts) but how would you develop an auction towards slam where you hold a 4card spade suit and slam-invitational values? In other words how to bid with East's hand here. If 4N is some sort of Blackwood for you then it might be better not to look for a major suit fit but to either bid 4N as a natural invite to slam directly over 2N or bid 4 ♣ over 2N as Gerber (if that's useful).

A passive lead is recommended (see Board 5) so the choice would be ♣ 8 (top of rubbish/sequence). A heart lead is a disaster provided declarer plays low from dummy (that'll eventually promote ♥ 10). The play that legitimately secures the contract is the running of ♦ 10 ... but that's pie in the sky.

Board 14
South Deals
None Vul

3rdSeptember2014 SupervisedPractice

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

NS 6N; NS 6♠; NS 5♥; NS 4♣; NS 2♦; Par +990

West	North	East	South
			Pass
Pass	2 ♣ ¹	Pass	2 ♦ ²
Pass	2 ♥ ³	Pass	2 ♠ ⁴
Pass	4 ♣ ⁵	Pass	4 ♦ ⁶
Pass	4 N ⁷	Pass	5 ♣ ⁸
Pass	5 N ⁹	Pass	6 ♦ ¹⁰
Pass	6 ♥ ¹¹	Pass	6 ♠

All pass

- 21-22, balanced; or 14+, unbalanced with eight playing tricks.
- Compulsory relay.
- 5+hearts, unbalanced.
- Usually, as here, 5+spades.
- Ace showing cue bid agreeing spades.
- This would normally show ♦ A but South cues the king because he wants North to know that he has sufficient values to co-operate in a slam investigation.
- Roman Key Card Blackwood.
- 1 of the 5 "aces", here the trump king.
- 5 ♦ would ask for the queen of trumps which North holds. North goes straight into the side-suit king ask.
- Lowest side suit king.
- Grand slam interest. Do you have ♥ K?
- No.

If North jumps to 6 ♠ over 5 ♣ that would be fine too but the above shows how it's possible to squeeze as much information out of partner to explore all possibilities.

North has enough to open 2 ♦ (unbalanced, 22 count) but after 2 ♦ - 2 ♥; 3 ♥ the auction gets a little crowded for space. Here jumping to 4 ♣ allows North to catch-up. From the South hand (but taking into account North's holdings) there are only two possible losers - one heart and one club. The former can't be helped but dummy's third club can be pitched on ♦ K and ♣ J can be ruffed in dummy. A satisfying +980.