

**Board 1**

North Deals  
None Vul

110215SupervisedPractice

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

EW 6N; E 6♠; EW 6♣; W 5♠; NS 2♥; NS 2♦; Par -990			
West	North	East	South
	Pass	1 ♣	2 ♥ <sup>1</sup>
Dbl <sup>2</sup>	3 ♥ <sup>3</sup>	Pass	Pass
3 N	All pass		

1. Weak jump overcall (6card suit, about 5-9points).
2. For takeout (2 ♠ would promise 5+spades).
3. Upping the ante.

Lead: ♦ K (top of a sequence).

We start with a perfect- fit hand where East West can make twelve tricks but will find it difficult to reach slam, not least because of North South's aggressive competition. East's ♠ QJ are crucial in 6 ♣/6N being a shoo-in and if your system is good enough to find those cards then you've got something very special. For us mortals, the above auction is not unreasonable.

**Board 2**

East Deals  
N-S Vul

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

NS 3N; NS 5♦; E 3♠; EW 3♥; NS 4♣; W 2♠; Par +300:  
EW 5♥×-2; E 5♠×-2

West	North	East	South
		1 ♥	1 N <sup>1</sup>
2 ♠ <sup>2</sup>	3 ♦	3 ♠	3 N

- All pass
1. 15-17(18) with a stopper in spades.
  2. Not automatic but can trade on the favourable vulnerabiity.

Lead: ♠ 7 (4th best).

South is confident in bidding 3N because of the great cards in partner's diamond suit. On the spade lead declarer has nine tricks - one spade, a heart and seven diamonds (remembering to cash ♦ A and overtake ♦ Q with ♦ K). Had West led a ♥ J South's possession of ♥ 8 would provide a second stopper in the suit. If a heart is led the play becomes problematic because South cannot run all the diamonds without squeezing his own hand. In fact declarer can only cash four diamonds before playing on clubs (which lie very favourably). When East switches to a spade, after winning ♣ A, South has to guess to play ♠ 10 and now nine tricks emerge a little scarily.

**Board 3**  
South Deals  
E-W Vul

♠ J 9 4 3 2  
♥ —  
♦ K J 9 7  
♣ K 9 7 6

♠ K Q 5  
♥ 9 8  
♦ A Q 6 4 3  
♣ 8 5 4

N  
W S E

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

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

NS 2♠; W 2♥; NS 1N; NS 2♣; EW 1♦; Par +110			
West	North	East	South
			1♥ <sup>1</sup>
Pass	1♠	Pass	2♠
All pass			

1. A Rule of 20 opening bid (high card points plus lengths of two longest suits summing to 20 or more).

North has plenty of distribution but his void in partner's suit is no asset and he respects South simple raise to the two level.

Lead: ♣ 5 (second from bad holdings; or ♣ 8 (top of rubbish, this card being better for telling partner of the lack of quality in the suit).

The contract should make with declarer losing three spades, a diamond and a club. If declarer starts on spades from the South hand West will have to play low on the first round else one of the trumps disappears. The crashing of trump honours in defence always becomes an "egg on the face" moment.

**Board 4**  
West Deals  
Both Vul

♠ A J 7 4 3  
♥ Q J 4  
♦ A 8 4  
♣ Q 7

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

N  
W S E

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

♠ 9 8 6  
♥ —  
♦ K 10 9 5 3 2  
♣ 10 8 6 5

EW 4♥; NS 3♠; NS 3♦; EW 2♣; Par -200; NS 4♠x-1			
West	North	East	South
Pass	1♠	4♥	All pass

East may have visions of slam but must also consider that he has a number of losers for which partner will need to provide winners (♦ Q, ♣ 32, not to mention possible trump losers). 4♥ is the practical shot and is an easier call when partner has already passed (East won't look on West as having a good hand now).

Lead: ♠ 6 (low from three in partner's suit).

The normal lead isn't good for the defence as it gives declarer a free ruffing finesse. At first glance, however, declarer cannot get to dummy quickly to cash a top spade on which a diamond would be thrown. ... but ... East ruffs the opening lead, cashes two top hearts and follows with two top clubs - good news in that the queen of clubs drops. We now play a third heart. North wins and cashes ♦ A. We now have eleven tricks as we can cross to dummy with ♣ J to throw the losing ♣ 3 on ♠ Q. Had we played a third club, allowing North to ruff, we would only make ten tricks as this play squanders the entry to dummy and the little club will still be a loser in the ending.

**Board 5**

North Deals  
N-S Vul

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

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

West	North	East	South
	1♦	1♠	Pass <sup>1</sup>
Pass	2♦	Pass	3N

All pass

1. Trap pass, looking to partner re-opening with a takeout double.

East has just enough to overcall 1 ♠ (a bid that satisfies the suit quality test if you consider ♠ 10 as a honour) and South passes, hoping to be able to convert a takeout double to penalties. That would require North to have the right shape, something being or approximating to, 1 ♠4♥5♦3♣ or 1 ♠3♥5♥4♣. Here North is not "shape suitable" but he does have a good hand and can show this by bidding 2♦ - opposite a passed partner this should always show some extras, perhaps a good 14+. North, who's not too shabby for a 2♣ opening bid, may even rebid 3♦. One way or another, all roads lead to 3N.

It's often wrong to lead a singleton in partner's suit against no trump contracts as it tends to help declarer in developing winners. Further, here, South is known to have a good holding in spades. So, it would be reasonable to look for another suit to attack - ♥4 would be a good start. That hits declarer's shortage quickly but South should emerge with eleven tricks provided he takes the as-good-as-marked spade finesse - two spades, one heart, six diamonds and two clubs.

**Board 6**

East Deals  
E-W Vul

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

NS 3N; NS 2♠; NS 2♥; EW 1♦; NS 1♣; Par +400

West	North	East	South
		Pass	1N <sup>1</sup>
Pass	2♦ <sup>2</sup>	Pass	2♥

All pass

1. 12-14.
2. Transfer, showing 5+hearts.

The bidding of this hand is a matter of style. Some Souths may regard their spade suit as being good enough to rebid, in which case the auction will be 1 ♠ - 2 ♥; 2 ♠ // . So the auction will stop at the two level in a major but 2♥ will be more problematic because of the 5-1 heart break. Let's say that against both contracts West leads a club (a fourth best ♣ 2). In 2 ♠ declarer can knock out ♠ A and make four spades, two hearts and two clubs (there's also the chance of taking a diamond ruff in dummy). In 2♥ South can attempt to run ♥ 10. West can cover and South returns to hand to finesse ♥ 8. Now the play becomes complex and declarer should leave trumps alone and play on spades. West eventually becomes endplayed and has to lead a trump from ♥ Q7 into ♥ K9.

**Board 7**  
South Deals  
Both Vul

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

EW 3♠; EW 3♥; EW 4♦; EW 1N; NS 1♣; Par -140

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

- 12-14.
- Transfer, showing 5+hearts.
- OK.
- Bids the second suit, promising 5+hearts and 4+spades (invitational or better, forcing for one round).

West might go to 4♥ over 2♠ but that decision would be marginal - the major suit cards (two aces) are a bonus but the value of the minor suit honours is uncertain; and the hand's distribution is not great. That said it's quite conceivable for East to raise 3♥ to game on the basis of his distribution and the touching spade honours pulling their weight (of course, the quality of the trump suit is a worry).

The contract will make unless the defence attacks club from the North hand. The effect of this is to shorten East's trumps and the defence will emerge with ♥KJ, a diamond and the promoted ♥8.

**Board 8**  
West Deals  
None Vul

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

EW 4♠; EW 3♥; NS 4♦; EW 2N; NS 3♣; Par -100; NS 5♦ x-1

West	North	East	South
3 ♠	Pass	4 ♠	All pass

This is not an automatic auction in that it's often right to pass initially with such freaky hands as West. That said, opening 3♠ works well here as it propels East West to game quickly and makes any entry into the auction by North South a tad uncomfortable. Were South to double 4♠ (a thin takeout double) North would bid 4N seeking a good fit and South would show his cheapest suit, here clubs.

Back to 4♠. North may lead ♦A. This is ruffed and trumps are drawn in one round. Declarer can play on hearts, establishing the suit by ruffing one round. There are ten tricks with West losing only two hearts and a top club.

**Board 9**

North Deals  
E-W Vul

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

EW 5N; EW 5♥; W 5♣; EW 3♠; E 4♣; EW 3♦; Par -660

West	North	East	South
	2 ♠ <sup>1</sup>	2 N <sup>2</sup>	Pass

3 N<sup>3</sup> All pass

1. Weak2 in spades, about 5-9 with a six card suit.
2. 15-18 with a spade stop.
3. Better not to use Stayman with such flat distribution.

Here it may be feasible for South to lead the singleton ♠ J (but see comment on board 5). When playing weak2's some partnerships will require partner to have a reasonable suit. In that case leading ♠ J may help in establishing defensive winners.

Declarer ducks in dummy and seeks to establish the heart suit. He cashes ♥ K and follows with ♥ 5. If South plays low on this dummy puts in ♥ 9; even if South splits his heart honours there are three tricks in the suit for declarer. With the 3-3 club break, nine tricks are assured - one spade, three hearts, two diamonds and three clubs. If East plays the club suit to best advantage there will be a tenth trick courtesy of a fourth club winner (low club to ♣ 9 will hold unless North covers with ♣ 10; if North does cover, declarer wins and can finesse ♣ 9 later).

**Board 10**

East Deals  
Both Vul

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

S 4♣; NS 2N; EW 2♠; EW 2♥; N 3♣; EW 1♦; Par +130

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

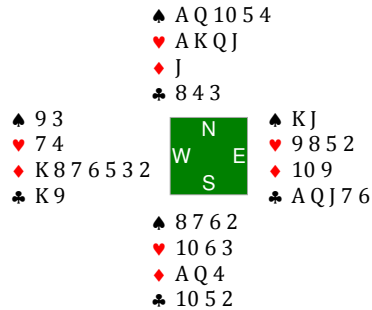
All pass

1. 12-14.

Lead: ♦ 10 (top of an interior sequence).

The lead is normal but costs the defence a trick. Provided the defence doesn't do anything rash there should be eight tricks, and no more - five clubs, three diamonds and a spade.

Board 11  
South Deals  
None Vul



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

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

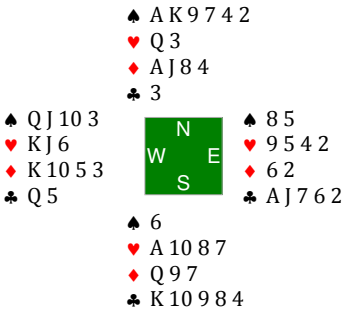
1. Game try.

Lead: ♦ 10.

Often when a bidder makes a game try it's to ask for help in that suit and, if that's forthcoming and partner has good values (in context), game will be reached. Here North doesn't need help in the heart suit but introduces that suit as 4 ♥ may be a good spot if South has the right cards. South would raise to game if holding four hearts too and a maximum for the 2 ♠ bid. Here that's not the case and the bidding fizzles out in 3 ♠.

That's the limit of the hand as declarer will lose three clubs and a spade. Bidding game could only be described as fair - it needs West to hold a doubleton spade that includes ♠ K.

Board 12  
West Deals  
N-S Vul



NS 3N; NS 3♠; NS 3♥; NS 4♦; NS 2♣; Par +600

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

1. 12-14.

North has a good overcall of the opening bid. It's best to play this as showing roughly 11-15 points with a six card suit or 5 ♠431 shape (better to pass with a "balanced" 5 ♠332 hand that's more suited to defence).

Lead: ♥ 5 (second from a bad holding).

West wins ♥ K and returns a neutral trump. North wins and cashes a second trump, unblocks ♥ Q and leads ♣ 3 towards dummy's king. The best that East can do is return a diamond (else declarer has quick access to dummy, can cash ♥ A and ♣ K before taking a winning diamond finesse). West plays ♦ 10, North wins and plays a trump to West. Now it's West's turn to feel the pressure. West plays a diamond (heart and club plays again being futile) but declarer runs this to ♦ Q. Nine tricks emerge for an overtrick.

Board 13  
North Deals  
Both Vul

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

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

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

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

NS 3♥; NS 4♣; EW 3♦; Par +140

West	North	East	South
3♦	3♣	Dbl	Pass
	All pass		

Lead: ♣ K.

East has just about enough for a takeout double and is "shape suitable" - opening points, support for the unbid suits and shortage in the opened one. This will be touch and go as declarer may lose a heart, three spades and a club (or a heart and four spades). The defence does best not to play spades at all, otherwise declarer will get home - five diamonds, a heart, a heart ruff, a long spade and the top club.

Board 14  
East Deals  
None Vul

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

♠ 3 2  
♥ 6 3  
♦ Q J 8 5 3  
♣ A J 7 6

♠ K 9  
♥ K Q J 9  
♦ K 10 9 2  
♣ Q 9 2

♠ A J 7 5 4  
♥ 10 8 5  
♦ 6  
♣ 10 8 5 4

EW 4♥; EW 3N; EW 2♠; EW 3♦; EW 1♣; Par -420

West	North	East	South
2♣ <sup>2</sup>	Pass	1 N <sup>1</sup>	Pass
4♥	All pass	2♥	Pass
		1. 12-14.	
		2. Stayman.	

We end with a Stayman sequence to a major suit game. South may start with an aggressive lead of the singleton diamond. This will simplify declarer's problem as there will now only be one diamond loser. Declarer makes an assessment of losers (from his own hand) - one spade, no hearts (barring a 5-0 break), one diamond (on that lead) and two clubs. That's a potential four losers but a club can be ruffed in dummy and the game is brought home.