

15thOctober2014 SupervisedPractice

**Board 1**

North Deals

None Vul

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

S 6♥; N 5♥; S 4N; N 3N; NS 2♠; NS 3♦; NS 3♣; Par +980

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

Once North jump rebids 3♦, South's repeat of his own suit is game forcing. South has no need to fear missing a spade fit as North would first have bid 1♠ over 1♥ with a spade suit.

With the favourable position of the ♣ A declarer has a clear nine tricks - ♠ A, six hearts and two clubs and can ruff a spade loser in dummy to bring the total to ten. If West leads a trump the possibility of ruffing the spade disappears.

On an unlikely diamond lead (or declarer playing on the suit) there's the chance of some overtricks. Say ♦ 3 is led. South puts in ♦ J drawing East's ace. Now it's possible to ruff out ♦ Q and twelve tricks may come declarer's way.

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**Board 2**

South Deals

E-W Vul

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

NS 5♠; NS 2N; NS 2♥; NS 3♦; Par +450

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

All pass

1. A slight underbid but 3 ♠ is an overbid.

2. Trial bid.

North is interested in game and bids a side suit to ask for help in that suit. The doubleton king holding in diamonds is ideal and South jumps to the good game. Further, South is happy to bid the game because of taking it conservatively on the previous round.

West may well lead a club. South ruffs the third round and can embark on a cross ruff. The important point when doing this is to cash the side suit winners at an early stage. The correct sequence of plays is to unblock ♥ K, cross to ♦ K, cash ♥ A (throwing a diamond), ruff a heart, cash ♥ A, ruff a heart and continue the cross ruffing approach.

Declarer will make four side suit tricks and seven trumps for an overtrick and +450.

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**Board 3**

South Deals

E-W Vul

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

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

	W	N	E	
	S			

W 6♥; W 5N; EW 5♠; E 5♥; E 4N; EW 3♣; NS 1♦; Par -1400:  
NS 7♦x-6

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

1. Fourth suit forcing, game forcing as bid at the three level.

On the second round of bidding East could jump to 4♥. When he bids fourth suit forcing and then bids 4♥ he's showing a better hand with mild slam interest. West may continue with 4N, Roman Key Card Blackwood, to which the reply is 5♥ (here two aces but no queen of trumps). When missing both an ace and the queen of trumps it's a good long term policy is to stay out of slam. As a corollary, if only one key card is missing [including the trump queen, so six in all with the four aces and king of trumps], the slam should be bid.

In order to make 6♥ declarer needs to find the queen of trumps. Here there is a two-way finesse and it's a guess as whether to finesse ♥10 or ♥J. Alternatively West could lay down two top hearts and the queen drops but this is going against the odds. If declarer gets the trumps right it's a simple matter of ruffing two diamonds for twelve tricks to roll in. Making 4♥ +2 should be a reasonable score though.

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**Board 4**

North Deals

Both Vul

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

NS 4N; NS 4♥; NS 5♦; NS 2♣; EW 1♠; Par +630

West	North	East	South
	Pass	Pass	1 ♣
Pass	1 ♦	Pass	2 N <sup>1</sup>
All pass			
1. 17-18.			

2N is always a horrible contract as you would rather play in 1N, making seven or eight tricks, or bid game and get the game bonus. Here, if North is in gambling mode - hoping the diamond suit yields six tricks - 3N may be reached.

West's best lead is a spade and declarer could duck a couple of rounds to cut the defenders' communication. That said, declarer would not welcome a club switch and may win the first round ... and pray. Two top diamonds follow and, with ♦ Q falling, South has a clear ten tricks - one spade, three hearts and six diamonds.

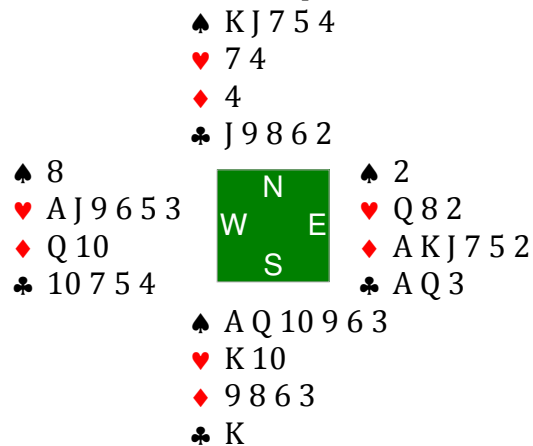
As a defensive point it's important for East to keep the same length in hearts as dummy. Here, if East releases a heart on the run of the diamonds, ♥ 10 becomes an eleventh winner for North/South.

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**Board 5**

North Deals

N-S Vul



EW 6♥; EW 6♦; NS 3♠; EW 3♣; EW 1N; Par -800: NS 6♠x-3

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

1. Negative (takeout) double.

2. Extra values, tends towards takeout shape.

West does not have sufficient values to bid 2♥ on the first round so starts with a negative double. North preempts to the maximum, safe in the knowledge of having a ten card fit (at least) and some shape to his hand (i.e. a shortage somewhere).

This gives West a difficult problem. He can't be entirely sure that 4♠ won't make and he has an undisclosed six card suit. Further he holds a useful doubleton in opener's first suit so may bid 5♥ as "insurance". It may or may not make but in the latter case the negative score will be small.

As it is West will make twelve tricks by finessing against ♥ K. Were North to lead a club West does best to rise with ♣ A as he hopes to pitch all club losers on the long diamonds. If West finesses ♣ Q declarer can be held to ten tricks - South boldly underleads ♠ A and receives a club ruff. Quality bridge (well, from the defence).

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**Board 6**

East Deals

E-W Vul

♠ A K Q 8 4  
 ♥ K Q 6  
 ♦ Q J  
 ♣ J 10 9

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

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

♠ 9 6  
 ♥ 9 7  
 ♦ K 8 7 5 4 3 2  
 ♣ K 6

N  
 W     E  
 S

EW 4♥; N 3♦; EW 3♣; W 1N; S 2♦; N 1♠; Par -300; N 5♦×-2

West North East South

1♠ 1N<sup>1</sup> 1♥ Pass  
2♥ 3♦

All pass

1. 15-18.

A reasonable competitive auction with North bidding 1N in the so-called sandwich position (he's the jam between the positive calls made either side of him). Note that West has minimal values but responds to the opening bid because of the shape of his hand (there are five counts and then there are five counts).

The best defence is for West to lead a spade. East wins and knows that the only way to get another spade ruff is to switch to a club. West wins ♣ A and duly returns another spade. The defence will take two spade ruffs, one heart, one top diamond and one or two clubs for a North-South score of -50 or -100. The second undertrick comes if declarer plays ♣ K at trick two. This is not unreasonable as he is trying to keep West off lead (so as not to give the second ruff) and is only wrong if West has the ace. Playing a low club instead fails when West has either ♣ A or ♣ Q.

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**Board 7**  
South Deals  
Both Vul

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

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

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

A good, simple auction to the top spot. East doesn't support the spades until he knows that partner has at least five of them. West's rebid shows a minimum hand (roughly 11-14) and as East has a minimum game forcing hand he simply bids 4 ♠ without thoughts of a slam.

Declarer should make eleven tricks. At first glance it would appear that West will lose two hearts (assuming South doesn't go in with ♥ A if a heart is first played from table) but the favourable club position (winning finesse and suit breaking 3-3) means that one heart can be discarded on the lofty ♣ 4. There is, of course, a spade loser with North holding the protected queen of trumps.

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**Board 8**

South Deals

None Vul

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

EW 3♥; EW 4♣; NS 2♠; NS 3♦; Par -100; NS 4♦×-1

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

1. Takeout implying 4hearts and some club support.

This is quite a tricky auction with West able to show the *four* card heart suit via a takeout double (a bid of 2 ♥ instead would promise at least five cards). Whilst West has a very flat hand he can reasonably play partner for a very useful 6-4 shape in his two bid suits and bid the game (the two minor suit aces are gold dust).

Earlier in the auction South opened the shorter of the two long suits. That's because he doesn't have the reversing strength to open 1 ♦ and follow with 2 ♠ were partner to bid 1N or 2 ♣. He treats the hand as 5-5 and follows the rule of opening the higher of these two suits.

There is a difficult defence that defeats 4 ♥. After two rounds of spades North switches to a club. South ruffs and, in the fullness of time, North will make ♣ K. Else declarer loses just two spades and a club (in other words makes four hearts, one diamond and five clubs).

South may decide to sacrifice over 4 ♥. 4 ♠ should fail by one or two tricks depending on whether West can give East two diamond ruffs. If West leads ♣ A this will be a disaster. ♣ K is set up to pitch a heart loser and declarer will lose one spade, one heart and ♦ A.



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## Board 9

North Deals

E-W Vul

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

EW 5♠; EW 3N; EW 4♣; EW 2♥; EW 1♦; Par -650

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

Back to a simple auction. West has great shape and controls (aces and kings) so the blast to 4 ♠ is automatic. Some Easts might prefer a 1N response (yes, ostensibly 6-9) but the small doubleton and three trumps to an honour justify the 2 ♠ call. With a 1N response game is still reached via 1 ♠ - 1N; 3 ♣ (game forcing) - 3 ♠; 4 ♠ [or 1 ♠ - 1N; 2 ♣ (not forcing) - 2 ♠; 4 ♠].

Let's say North leads ♦ 5 (fourth best from a broken suit, i.e. a suit in which there is no touching sequence of cards). West, a good planner, makes an assessment of potential losers. There are two in spades (♠ A and ♠ Q), none in hearts, none in diamonds (dummy's ♦ K covers ♦ 3) and three in clubs (♣ 742). We can ruff two clubs in dummy and if the suit breaks 4-2 the fifth club is set up as a winner (if they break 3-3 we'd only need to ruff one card as both the fourth and fifth cards are promoted). So a reasonable plan is to win ♦ K, cash two top clubs, ruff a club, play a diamond to the ace, ruff another club and play ♠ J, running it if not covered. If it's not covered we win North's return and have no choice but to play ♠ K hoping ♠ Q falls for two overtricks. Yes we're in luck - four spades, one heart, two diamonds, two club ruffs and three club winners - +680 and a good score.

An opening salvo of ace and another spade will hold declarer to eleven tricks as West can only ruff one club now.

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**Board 10**  
East Deals  
Both Vul

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

S 5♠; S 4N; N 4♠; S 3♥; S 4♣; N 2N; N 2♣; N 1♥; NS 1♦;  
Par +650

West	North	East	South
		Pass	1 N <sup>1</sup>
Pass	4 ♠	All pass	
1. 12-14.			

North could speculate and bid 3N (gambling on no trumps making the same number of tricks as the major suit game and trading on no trumps' higher scoring) but a 4 ♠ call is normal. Here North knows that he wants to play game (and no more) so the blast is recommended. North could start with 2 ♥ (transfer to spades) but why give the opponents an easy entry to the auction, allowing them to sacrifice or suggest a good lead? Further North's queen holdings in clubs and hearts are vulnerable to attack so it's better for the lead to come up to, rather than through, North.

There might be some help from the defence, if they're generous, but generally declarer can do no better than try some finesses for the contract. Trumps can be drawn and a diamond played to the king. No success there and we'll lose two diamonds. We can attempt to run ♥ Q. It's covered but we have two hearts in the bag. We'll now need to play the clubs for one loser to make game. We cash ♣ A and play a club towards the card we wish to promote (♣ Q). With the king of clubs well placed we make six trumps, two hearts, no diamonds and two clubs. Game made but a tad scary.

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**Board 11**  
South Deals  
None Vul

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

NS 5♠; NS 4N; NS 4♦; NS 2♥; NS 3♣; Par +450			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♣
Pass	1 ♠	Pass	2 ♣
Pass	3 ♠ <sup>1</sup>	Pass	4 ♠
All pass			
1. 6+suit, game invitational.			

North would prefer a more robust spade suit but rebidding 2 ♠ is a slight underbid.

East leads, say, ♥ Q. North counts his losers - possibly three spades (♠ A, ♠ Q & ♠ 10), one heart (♥ 10, ♥ 6 being covered by dummy's ace), one diamond (♦ 6, ♦ 3 being covered by dummy's king) and no clubs (♣ J covered by dummy's ace). That's a possible five losers, two more than our maximum target that assures the contract's success.

Slightly counter-intuitively we can risk a possible club loser to create two winners in the suit. We can finesse ♣ J and if it loses we have two club winners (and the ability to pitch two red suit losers); if it wins (or East covers with ♣ K) we still have two club winners and one pitch of a loser. If the club finesse works we can pitch the diamond loser and we can always ruff the heart loser in dummy. That will be the best scenario as now we restrict ourselves to losers in the trump suit. So let's win the heart in hand and play ♣ J. It's covered and we win, cash the second club (throwing the diamond loser), unblock ♥ A, play a diamond to the ace and ruff a heart. Now we play ♠ 8 and run it (or overtake with ♠ J). Whichever way we seem to lose three trumps but we make the contract.

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**Board 12**  
West Deals  
N-S Vul

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

EW 4♣; NS 2♠; EW 2♥; Par -130

West	North	East	South
1 ♣	1 ♠	3 ♣ <sup>1</sup>	Pass
Pass	Dbl <sup>2</sup>	Pass	3 ♠ <sup>3</sup>

All pass

1. 10-12, 4card support (limit raise).
2. Takeout, extra values.
3. Nothing to spare (true).

It's the modern way to overcall with the North hand, and show the five card suit, rather than start with a strength-showing double. Here North can show the strength on the second round (if partner responds 3 ♦ he can bid 3 ♥ to show this type of hand).

If East doesn't lead a trump North is likely to come to nine tricks as he'll be able to ruff a couple of hearts in dummy and give up just a diamond and a trump in addition to the heart and club losers. It's a different matter if East leads a trump (low, say). Now declarer has to play ace and another heart to set the stage for heart ruffs. East wins the second heart and plays ace and another trump. Now there is only one heart ruff and the contract is one off.

A diamond lead may also defeat 3 ♠ if East is allowed a ruff. East gets West in with ♣ A to seek to achieve this (or West wins the second round of hearts for a similar effect).

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**Board 13**

North Deals

Both Vul

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

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

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

All pass

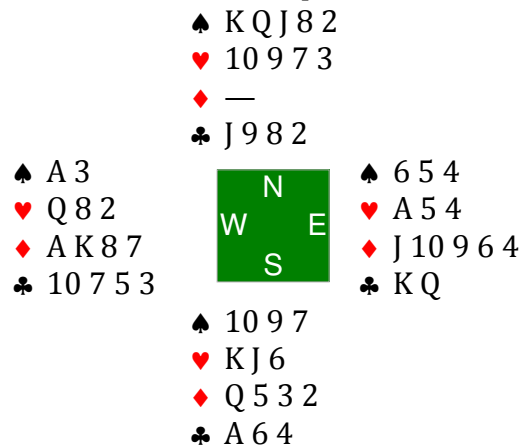
1. Might try a takeout double - shape-suitable if no extras (see board 12 too).

It's possible that South may invite to game with 3 ♥ and this could prove the successful course when North passes. A spade lead could defeat 4 ♥. Declarer wins with ♠ A and plays a trump. Let's say West wins the second round and plays a club (not entirely obvious but clearer if East throws a discouraging diamond - ♦ 5 if playing low-discouraging; and ♦ 10 if playing high-hates). East wins and plays a top spade. Now declarer is subject to a ruffing finesse in defence. The king is played but is ruffed out. Declarer may lose two spades, ♥ A, a diamond and a club.

The contract could get home if declarer is able to set up the club suit (note that the queen of clubs can be ruffed out and three club tricks might emerge).

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**Board 14**  
East Deals  
None Vul



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

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

A very simple auction with which to end (intrepid souls may venture 2 ♠ with the North hand - not ridiculous when East and South have already passed and are therefore limited : that means that it'll be difficult for the opponents to double if North has done the wrong thing; and partner won't blast to game when limited either).

North has an obvious spade lead against 1N. West can duck one round of the suit but perforce must win the second and can't cut the spade communication between the two hands. Oh well. We cash the top diamond getting the news of the surmountable 4-0 break. We cross to dummy with a club and the defence can cash some spades but we pick up the diamonds by way of a finesse. The diamonds may get temporarily blocked if South correctly doesn't cover ♦ J & ♦ 10 but we have entries in ♥ A and ♣ Q to make eight tricks - one spade, one heart, five diamonds and a club. The defence takes four spades and the top club.