

Each year the English Bridge Union plays a friendly match, the Corn Cairdis, against the Contract Bridge Association of Ireland. Last year Stamford Bridge Club hosted the event and, this year, four of our members (Doreen Simpson, Alan Coker, Bill Chadwick and Marcus Witt) went to Limerick and played as the Club team (each team also has teams of County players and Officials).

Whilst the Stamford Club team did well, the match was lost narrowly. Most importantly the match was played in a great spirit and our Irish friends could not have been more hospitable.

Apart from the hands that relate to last week's workshop, today's hands comprise those that made up the first match in the Corn Cairdis (all matches being of ten boards).

Board 1		♠ A J 10 9		♠ 6 5 4 3 2
North Deals		♥ J 4 2		♥ A K Q
None Vul		♦ A K 6 5 3		♦ Q 10 4
		♣ 2		♣ 7 6
			♠ N	♠ 6 5 4 3 2
			♥ W	♥ A K Q
			♦ E	♦ Q 10 4
			♣ S	♣ 7 6
		♠ —		♠ K Q 8 7
		♥ 10 9 7		♥ 8 6 5 3
		♦ J 9 8 7		♦ 2
		♣ K J 10 9 8 3		♣ A Q 5 4
			♠ West	♠ North
			♥ 1	♥ 1
			♦ 1	♦ 1
			♣ Pass	♣ Pass
			♠ All pass	♠ All pass

[Follow up on last week's workshop]

East cashes three hearts and, with five trumps, has high hopes of defeating the contract. There is, however, no defence to 4 ♠. He switches, say, to a club at trick four. Declarer wins and realises that all his trumps are high. He can cash his side suit winners (♠ A, ♦ AK) and cross ruff the minor suits for his additional seven tricks. Ten tricks and game made.

Had East switched to a trump at trick four it wouldn't have made any difference as that wouldn't stop North taking the needed seven trumps to fulfil the contract.

Board 2		♠ J 10		♠ Q 3
East Deals		♥ K 8 3		♥ A J 10 9
N-S Vul		♦ 9 8 2		♦ K 10 5 4
		♣ K 9 8 7 2		♣ J 10 3
			♠ N	♠ 6 2
			♥ W	♥ Q
			♦ E	♦ A J 7 6 3
			♣ S	♣ Q 6 5 4
		♠ K 9 8 7 5 4		♠ K 9 8 7 5 4
		♥ 7 6 5 4 2		♥ 7 6 5 4 2
		♦ Q		♦ Q
		♣ A		♣ A

- EW 4N; EW 5♦; EW 3♣; NS 1♠; E 1♥; Par -430
- | | | | |
|------|-------|------|-----------------|
| West | North | East | South |
| 1♦ | Pass | 1♥ | 1♠ ² |
| 2♣ | Pass | 3♦ | All pass |
1. With the 10s and ♥ 9, could upgrade and open 1N (now 3N likely to be reached - see text).
2. Might bid 2 ♠ (weak), a bid not made on the previous round because of the extreme shape (partner will never play you for this type of hand) and the side suit in hearts.

North will lead ♠ J and declarer should come to at least nine tricks - one spade, a spade ruff, a heart, five diamonds and a club. If declarer either plays a low club from dummy (so ♣ A beats the air) or takes a risky heart finesse then there will be ten tricks. With some very delicate timing it's just possible to make eleven tricks. This requires a heart finesse and ruffing out ♥ K.

Some partnerships may reach a fair 3N contract and this will make. North leads ♠ J, covered in dummy, with West ducking South's ♠ K. South plays a second spade, ducked again. North wins but has no other spade. Declarer can play in comfort to set up three hearts to go with five diamonds and the ace of spades.

18thMay2016 SupervisedPlay ♠ Q 10 6 5

Board 4
West Deals
Both Vul

West Deals
Both Vul

Both Vul ♦ J974
♣ KQ2

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

♠ J984
♥ QJ73
♦ A8
♣ 1098

EW 2N; EW 2♥; EW 3♦; EW 3♣; NS 1♥; Par -120
West North East South

1 ♦	Pass	1 ♠	Pass
2 ♦ ¹	All pass		

1. Not 2 ♦ - that would be a reverse show but 16+ hcp.

There is some scope to make a ninth trick (the easy way is where the defence allows ♣ to become a winner) but it is likely that most Norths will make the contract exactly. Declarer should take two spades, two hearts, three diamonds and a club.

A dullish hand where the only eight card fit belongs to North South (in spades). They have no entry into the auction though.

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Board 5
North Deals
N-S Vul

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

NS 6N; NS 6♣; NS 5♠; NS 3♦; NS 1♥; Par +1440			
West	North	East	South
1 ♣		4 ♥ 1	4 ♠

All pass
1. Taking advantage of the favourable vulnerability.

South is awkwardly placed after East's preempt and will hope bidding 4 ♠ works. It does, to some extent, as North has a useful doubleton honour in the suit. 4 ♠ may, however, propel North on to higher things (he'll play partner for a better/longer spade suit). North may use Roman Key Card Blackwood, find that partner has two aces but no queen of trumps, and take the contract to 6 ♠.

Against 6 ♠ West may reason that he's likely to make a trump trick so will start with ♦ K, a card that will build a diamond trick. That's the only lead to defeat the contract (yes, it needs the club finesse but that is right).

6 ♣ is a contract that should always make, even on the lead of a diamond. Declarer will now have a second diamond trick and there are no losers apart from the one diamond.

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Board 6
East Deals
E-W Vul

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

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

[Follow up on last week's workshop]

South has a problematic hand where treating the hand as "eight playing tricks" is not right as the heart holding is of dubious value. The hand is more of a working fifteen count than the 18 hops it contains. That said, it's the sort of hand where opener will always reach game once partner makes a noise.

West leads ♦ K and declarer sees there's the possibility of losing a trump, two hearts and a diamond. Before knocking out ♠ A South should discard his diamond loser. This is done by winning the opening lead, cashing ♣ K, leading and overtaking ♣ J and throwing the diamond on the third club winner. Yes, declarer has the four top clubs but only three can be made.

The contract is made with six spades, a diamond and three clubs.

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Board 7

South Deals
Both Vul

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

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

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

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

[Follow up on last week's workshop]

East could blast 4 ♠ on the first round but his side suit holdings mean it's probably better played by partner. As it is, the auction puts North on lead and ♦ K is quickly on the table. That's the lead declarer did not want to see.

If declarer plays all three rounds of trumps he'll find the contract will not make - there are two diamond, one heart and one spade losers. No, better is to unblock ♣ A, draw two rounds of trumps, winning the second with ♠ A. Now declarer can throw the two diamond losers on the winning ♣ KQ. Declarer will make an overtrick, losing just a spade and a heart.

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Board 8

West Deals
None Vul

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

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

EW 4♠; EW 4♥; NS 3♣; EW 1N; NS 1♦; Par -300; NS 5♠x-2	West	North	East	South
Pass	1 ♣	1 ♥	1 N	Pass
2 ♣ ¹	3 ♣	Pass	Pass	Pass
3 ♥	All pass			

1. An assuming cue bid, showing a good raise of hearts. This is usually described as "10+". Here the club shortage is a bonus so the hand should be upgraded.

The East West hands fit well together well so it's possible to make game in hearts. The defence can always take a trump and two diamonds so making ten tricks is dependent on how East plays the spade suit. Declarer may establish that South holds ♥ K, ♦ K and ♣ J. Give that hand ♠ Q and South would still be in range for a 6-9 1N response. Conversely, and better, might be to argue that North wouldn't bid to the 3level with a bare minimum.

So if declarer credits North with ♠ Q he'll run ♠ J from dummy and be rewarded with ten tricks.

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Board 9
North Deals
E-W Vul

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

NS 2 ♠; EW 2 ♥; EW 3 ♦; EW 1 N; NS 1 ♣; Par -100; NS 3 ♠x-1
West North East South
1 N¹ All pass
1. 12-14.

That will be the auction if North South are playing that all 5332 hands, with 12-14 hcps, open 1N. That won't be a success if East West get the red suits going.

Where North opens 1 ♠, the spade fit will quickly come to light and South's raise will give West a bidding problem. The vulnerability is not good but West has a perfect shape for a takeout double. That will get them to 3 ♥ and the focus will be back on North South who may go quietly (correct). 3 ♥ will make unless North is able to get a club ruff in. When North South play 2 ♠, that will make exactly, declarer losing a spade and two tricks in each of the red suits (declarer will have to be careful, needing to ruff a diamond, in addition to a heart, in dummy [unless the defence sets up a natural diamond trick]).

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Board 10
East Deals
Both Vul

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

E 2N; W 1N; EW 2 ♦; NS 1 ♥; E 1 ♣; Par -120
West North East South
1 N 1 ♦ Pass
All pass

West has the option of raising to 2 ♦ instead. With a very flat hand, and with no trumps scoring better than a minor suit contract, many will prefer 1N. East has a little extra but shouldn't be tempted to bid 2N, as a try for game. That should be reserved for hands with 17-18 hcps.

North's best lead against 1N is a heart with West doing best to play ♥ 8. South wins and switches to a spade. West takes the trick and runs ♦ 10. That's good news as it loses to a top honour, marking North with ♦ J. On a second spade from South declarer wins in hand to play ♦ 9. Now declarer has a sure seven tricks - three spades, one heart, two diamonds and a club. After South has played a third spade, declarer will make an overtrick if he plays a club to ♣ 9.

Board 11

South Deals
None Vul

♠ Q 10 5
♥ Q 10 7 6
♦ A 2
♣ K J 9 5

♠ —
♥ Q 4
♦ A 10 7 6 4 3
♣ A 10 7 6 4 3

W

N

E

S

♠ 9 8 4
♥ A J 9 4
♦ K 7 6 5 3
♣ 8

♠ A K
♥ K 8 5 3 2
♦ J 10 9 8
♣ Q 2

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

West

North

East

South

Pass

1 ♠

Pass

1♥

All pass

2♦

An absolute stinker of a hand to bid with North feeling obliged to pass partner's 2♦ bid (anything else would suggest additional values, though 2♠ could work as the least bad call and will end the auction). The best contract, for South North, is 2♣ (an 8card fit) but there will be no way of playing/getting there.

In such contracts we have to scramble as many tricks as possible. Provided West doesn't start with ace and another diamond it'll be possible to make seven tricks - one club, two heart ruffs, two diamonds and two spades. If that occurs North South should feel grateful.

Board 12

West Deals
N-S Vul

♠ 5
♥ 7 5 3 2
♦ K 5 2
♣ K 7 4 3 2

♠ 4
♥ J 8 6
♦ A Q J 10
♣ A Q J 10

W

N

E

S

♠ A J 2
♥ A K Q J 10
♦ A 4 3
♣ 6 5

♠ K Q 10 4
♥ 9 8 6
♦ Q 10 9 7
♣ 9 8

West

North

East

South

Pass

Pass

2N1

Pass

3♣2

Pass

3♥

Pass

4♥

All pass

1. 19-20, balanced.

2. Stayman.

[Follow up on last week's workshop]

Though East has a 5card heart suit 2N is the recommended bid with a balanced hand (5332 hands included in this category). A simple Stayman sequence sees East West reach the major suit game.

South lead ♠K and declarer can count one spade, five heart and two diamond winners. That's eight tricks and the total can be brought to ten by ruffing two spades in dummy. Declarer should win the lead, ruff a spade and return to a trump. A second spade is ruffed and declarer gets back to hand with a second trump. The third trump is drawn and declarer plays a club towards the king. That loses so there's no overtrick.

The mistake here would be to play too quickly and draw trumps prematurely. Now there's only one trump left in dummy and the contract will fail. Declarer would be at the mercy of the king of clubs being a winner. But, of course, the hand has been set up to ensure that won't happen.

Board 13

North Deals
None Vul

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

NS 3♣; NS 1♠; EW 1♥; EW 1♦; Par +110			
West	North	East	South
	1 ♠	Pass	1 N
Pass	2 ♥	Pass	2 ♠
All pass			

A trump lead probably works best and, after that start, East West are likely to come to six tricks, defeating the contract by one (two trumps, two hearts and the minor suit aces).

Some Easts will overcall with an offbeat 1N (15-18) but that will be difficult to make. A club lead works well for the defence and the contract can be defeated by two tricks. When this happens North South will have taken four clubs, a heart and three spades.

Board 14

East Deals
E-W Vul

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

EW 4♥; EW 4♣; EW 2N; EW 1♠; EW 1♦; Par -620			
West	North	East	South
		1 ♦	Pass
1 ♥	Pass	1 N	Pass
2 ♣	Pass	2 ♦	Pass
3 N	All pass		

West bids his second suit to find out if East has 3card heart support. When East rebids 2 ♦ he shows the 5card suit and simultaneously denies 3hearts. West settles for 3N. South will lead a diamond and declarer does best to take this (duck and South could switch to a lethal spade, spelling the contract's defeat). Declarer can now play on hearts and will come to nine tricks - two spades, two hearts, two diamonds and three clubs (yes, North should not play ♣ K else declarer might make an overtrick).