

20thMay2015 SupervisedPractice

Unless otherwise stated this set of hands includes further deals taken from the recent Corn Cairdis weekend held at the club. The other hands continue from what David was talking about last week, namely the responder's rebid.

Board 1

North Deals
None Vul

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

NS 7♥; NS 7♣; NS 4N; NS 3♦; Par +1510

West	North	East	South
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Pass	1♥	Pass	1♠
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Pass	4♥	Pass	4N ¹
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Pass	5♠	Pass	6♥
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All pass

1. Roman Key Card Blackwood (yuk).
2. 2 of the 5 "aces" plus the queen of trumps.

Opener's jump-to-game rebid is the way to show a long, near-solid (perhaps solid) suit with minimum values. Some folk would prefer an eight heart for the bid.

This hand demonstrates those polar opposites - very easy and very difficult. This is a hand that is very easy to play in a heart grand slam. There are seven top heart tricks to go with four club and two diamond winners. The difficulty lies in reaching the seven level. What makes the grand slam great is the solid suit allied to the spade void. Natural bidding cannot easily show these two facets.

The above auction is by no means great - Blackwood/Roman Key Card Blackwood shouldn't really be used when you do not know if one of the side suits (here spades) is controlled by the partnership. Here North may bid the same way with two+cards in spades, missing both the ace and the king.

Those who bid to 6N will have a shock if the opponents lead and continue spades. The defence can only take three tricks there but that's already embarrassing.

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Board 2

East Deals
N-S Vul

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

EW 5♠; EW 3N; EW 2♦; EW 2♣; EW 1♥; Par -450

West	North	East	South
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2 N ²	Pass	2♠ ¹	Pass
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4♠	All pass	3♥ ³	Pass
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1. Weak, 6spades, about 5-9.
2. Forcing enquiry.
3. Maximum points (9-10) but poor quality suit - we'll be covering this in a later workshop.

Some partnerships may use a similar 2N enquiry but use a different set of responses. For very natural bidders 3♠ by West could be invitational (though it's usually played as preemptive). Optimists may just blast 4♠.

South may lead ♣ K and North should discourage a continuation (by playing ♣ 3 if low discourages; ♣ 8 if high discourages). That will see South switch, perhaps to a neutral heart. Declarer wins in hand and plays a trump (low to ♠ K or ♠ Q from hand). With trumps behaving there should be eleven tricks - five trumps, three hearts, a diamond, a club and a club ruff.

Board 3

South Deals
E-W Vul

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

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

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

1. 4th suit forcing - could blast 3N at this stage and hope.
2. Heart stopper.

[Follow up on last week's workshop but bringing in the use of fourth suit forcing, covered in an earlier workshop.]

North has an awkward lead and may plump for a heart, that suit being the one where the opponents may have some fragility. That doesn't work very well, giving West a cheap trick with ♥ 9. A spade is led towards dummy and ♦ J run to ♦ K. North wins and does well to cash ♠ A and get off play with a second heart. Now declarer has four spades, two hearts, two diamonds and two clubs - ten tricks and seemingly no chance of an eleventh winner.

Board 4

West Deals
Both Vul

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

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

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

All pass

1. Fourth suit forcing.
2. Genuine spade support (3cards) and extra values.

[Follow up on last week's workshop but again bringing in the use of fourth suit forcing, covered in an earlier workshop.]

North's third round bid is the key to reaching the major suit game easily as it gives South the confidence of knowing that the partnership has found an eight card fit. North's bidding has also shown his hand pattern - 3154 (as here), just possibly 3055 or 3064.

With diamonds and spades breaking kindly, and ♣ A onside (i.e. under North's ♣ KQ) declarer should make eleven tricks, losing just to the club and heart aces.

Board 5

North Deals
N-S Vul

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

NS 6♦; NS 6♣; NS 4♥; NS 2N; EW 1♠; Par +1100: EW 6♠×-5

West	North	East	South
	2 ♣ ¹	Pass	2 ♦ ²
2 ♠	3 ♣	4 ♠ ³	Dbl ⁴
Pass	5 ♣	All pass	

1. 21-22, balanced; or eight playing tricks in an unbalanced hand.
2. Relay.
3. Pressure bid.
4. Showing some values (not penalties).

North may defend and take 4 ♠ off by three tricks. That would give North South +500 but this is not adequate compensation for a possible +600 from a making 5 ♣. South's double over 4 ♠ helps North because it tells him that some of his holes in the red suits will be covered. It's sufficient for him to try 5 ♣. After ruffing the second spade declarer will, in practice, cash the top two clubs. With the five trump winners declarer has five red suit winners and the contract makes provided an extra trick can be gathered from diamonds or hearts. North can combine his chances which means testing one suit safely before turning his attention to the other. Here the top diamonds can be cashed and if the suit breaks 3-3 or ♦ J falls in one or two rounds, the extra trick has been found. If there is no joy in diamonds declarer cashes ♥ K (lest East were dealt a singleton ♥ Q) before taking a finesse of ♥ J. It would be a mistake to play on hearts first because if the heart finesse loses there's no chance of recovery.

Well, all roads lead to Rome, and 5 ♣ makes. Both the diamonds and the hearts behave. That means that even with faulty technique the game's there.

Board 6

East Deals
E-W Vul

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

NS 2N; NS 2♥; NS 2♣; NS 1♠; NS 1♦; Par +120

West	North	East	South
		Pass	1 ♣
Pass	1 ♥	Pass	1 N ¹
Pass	3 N		

1. 15-16, balanced, not 4hearts.

The hand presents a lead problem for West. If he leads a spade (a 4th best ♠ 3) declarer can win and play on hearts to make the contract. A heart or diamond lead will scupper 3N as the defence is ahead of the game and can build three diamond tricks to go with the major suit aces.

Board 7
South Deals
Both Vul

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

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

West	North	East	South
			Pass
1 N ¹	Pass	2 ♣ ²	Pass
2 ♠	Pass	3 N	All pass
1. 12-14.			
2. Stayman.			

Another lead problem, this time for North. One of the problems with Stayman is that it is very revealing. Here East finds out what, for him, is useless information, namely that West holds a spade suit. All East wanted to know was whether West held a four card heart suit. When that fit doesn't come to light he bids the obvious 3N. Unfortunately that should tip North off such that a spade lead is not forthcoming. Perhaps North leads a fourth best diamond. Whether or not the defence takes the four diamonds immediately (South might switch to a spade after cashing ♦ AQ) declarer has only eight tricks and shouldn't come to a ninth as both major suit finesses (of ♥ J or ♠ 10/J) are wrong.

Board 8
West Deals
None Vul

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

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

West	North	East	South
			Pass
1 ♠	Pass	2 ♥	Pass
2 ♠	Pass	3 ♥ ¹	All pass
1. 10-12, 6+hearts, game invitational.			

[Follow up on last week's workshop.]

West knows of the misfit but can take some comfort in knowing that partner has at least six hearts. Here the seventh card is a bonus.

Here South's best lead is a spade as it knocks out dummy's entry to the diamonds. After this start, and against best defence, declarer cannot discard a club on the third diamond - North will hold up ♦ A until the second round (South playing a second highest ♦ 6, followed by ♦ 2, to show an even number of diamonds; if it's two dummy can always be reached so North defends on the assumption that South has four). Now the dummy is dead.

If declarer anticipates this defence he may lead ♦ 3 (rather than ♦ J) and overtake with ♦ Q. That forces an entry to table but East's joy is short-lived as he uses the opportunity to take a club finesse. Unfortunately it loses and, with South holding both heart honours, 3 ♥ will drift one off.

Board 9
North Deals
E-W Vul

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

NS 5♠; NS 4♥; NS 2N; NS 3♦; Par +450

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

[Follow up on last week's workshop.]

North might bid 3 ♠ on the third round (not least because it's better not to stretch for thin games playing, as this morning, match-pointed pairs) but 4 ♠ is a reasonable call given the honour concentration (note that there are no high cards in the short suits).

Bidding game works well as there are always ten tricks. Declarer can use the two diamond entries in dummy to finesse in spades and will lose at most one spade, one club and a heart. The heart loser will disappear if declarer guesses which way to finesse against ♥ Q. Play East for the card and North South record +450. Play West for the same and it's the lower +420. If quite a few pairs miss bidding game, making ten (having bidding it) could still score reasonably.

Board 10
East Deals
Both Vul

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

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

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

Both bidders show their suit up-the-line and North has an easy jump to game on the second round. West leads a fourth best ♥ 7, declarer wins to play (to) ♣ J. In this way a club winner can be built in time to discard a heart loser. With spades breaking 3-2, declarer just has to ruff a club in dummy to guarantee ten tricks - three spades, two hearts, a diamond, three clubs and a club ruff. If declarer times the play well he can also take an early heart ruff in the dummy to bring the total to eleven.

West may overcall 1 ♥ but that shouldn't have any effect on the outcome.

Board 11
South Deals
None Vul

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

EW 6♥; E 5♦; W 4♦; EW 4♣; EW 1N; N 1♠; Par -980			
West	North	East	South
2 ♥	2 ♠	4 ♥	1 ♠
			All pass

West has good shape (6331) and the suit quality is at the lower end for the overcall of 2 ♥ (a bid that wouldn't have been made without the sixth heart). Some partnerships have a style whereby two-level overcalls guarantee six card suits. If that's the case, East's raise to game becomes more automatic (known eight-card fit). Doing well at match points is about squeezing out every extra overtrick. Here the diamond position is such that West can finesse against both ♦ K and ♦ 10. With the suit breaking 3-3, there are four diamond tricks allowing West to discard a club loser. With the club finesse against ♣ K working and with the opponents' trumps being picked up easily, twelve tricks are always there provided declarer sees it through - six hearts, four diamonds and two clubs.

Board 12
West Deals
N-S Vul

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

EW 4♠; EW 4♣; EW 1N; NS 1♥; Par -420			
West	North	East	South
1 N ¹	Pass	2 ♥ ²	Pass
2 ♠	Pass	3 ♣ ³	Pass
4 ♠	All pass		

1. 12-14.
2. Transfer showing 5+spades.
3. Bidding out the shape, showing 4+clubs. Natural and forcing.

[Follow up on last week's workshop.]

Any partnership reaching game will have done very well and be rewarded with a fortunate making contract. East may transfer to spades and decide to pass but, hey, ho, with all that distribution it's tempting to give it another try. West will be pleased to cooperate given the prime, four-card spade support and fitting cards in partner's side suit. With the spades breaking 2-2 ten tricks should be made. It's correct to play the club by taking two finesses (run ♣ 9, then run ♣ Q) but playing ace and another club works well here too. The problem with the latter approach is that if South plays a low club on the second round declarer is in a quandary, having to guess whether to play ♣ 9 or ♣ Q.

Board 13
North Deals
Both Vul

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

NS 3N; NS 2♥; NS 2♦; NS 2♣; Par +600

West	North	East	South
	1 N ¹	Pass	3 N

All pass
1. 12-14.

South shouldn't think of anything but bidding 3N. Slam is not remotely a possibility so bidding 3♦ over 1N is a waste of time and could give the opposition unnecessary information.

Declarer should always come to nine tricks by playing on diamonds. It's difficult to see any losers other than the two black aces and the two red kings. If East finds ♠ 9 lead (not obvious) West does best to duck. If declarer loses his way and doesn't play on diamonds immediately East can win, say, ♣ A or ♥ K, and fire back a second spade. West wins and clears the suit by playing a third round. This sets up the spade winners with ♦ K a guaranteed entry to their being enjoyed.

Board 14
East Deals
None Vul

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

EW 6♠; EW 3♥; EW 4♦; NS 3♣; Par -800; NS 7♣×-4

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

Yes, 6♠ makes here as West loses just to the ace of trumps - both clubs can be ruffed in dummy (or one club ruffed, the other discarded on the set-up ♦ 10). It's far from easy to reach and more delicate bidding by East (e.g. bidding 2♥ *en route* to showing partner spade support) will allow South an easy entry into the auction. Now, apart from worrying about reaching slam, East West will have to contend with a barrage bid of 5♣ by North. The decision now moves towards whether to bid 5♠ over this or to take the money from 5♣X. A club contract for North South makes nine tricks and the resulting +300 will be disappointing for East West. Bidding on to 5♠ is clearer for East as he has the club void; West's small doubleton is potentially poisonous for further action.

Sometimes a good old-fashioned leap, as here to 4♠, is a great tactical shot. Once in a while a good slam is missed but often it has the effect of silencing the opponents and thereby avoids the need for having to make more high-level decisions in competitive auctions.