

Board 1 (Nil Dir N Decl N) - Double Finesse

- Either ♠ finesse 50% or ♥ double finesse 75%

Board 6: (JB4)	♠K 7 3	Suits
Vul: All	♥A J T	Double Finesse
Dealer: West	♦K 7 4 3	
	♣A Q 5	
♠J 9 4		♠Q T 8 6 2
♥K 9 6 5 3	N	♥Q 7
♦T 8 6	W E	♦9 2
♣9 4	S	♣K J T 8
	♠A 5	
	♥8 4 2	
	♦A Q J 5	
	♣7 6 3 2	

West	North	East	South
Pass	1NT	Pass	3NT
All Pass			

Bidding: North opens 1NT & South, with 11HCP, bids game.

Lead: East leads ♠6 (4th highest)

Play: There are 8 top tricks & 2 options for a 9th; the club finesse (a 50% chance), or the double heart finesse (a 75% chance). Play on hearts, & take the finesse twice, expecting to lose the first time. So win the first trick in South with ♠A & play ♥2 to Declarer's ♥T which loses to East's ♥Q but 2nd finesse works.

Score: Making 3NT scores 600 if Vul, 400 if NV

Board 2 (NS Dir E Decl E) - ruff in Dummy **Hint think entries**

- Win 1st trick in Dummy with ♥K keeping ♥A as entry to East. Ruff D, back to ♥A, ruff D, ruff H, ruff last D

Board: 2	♠ 5	South will probably lead the ♥Q against 4♠, and this hand looks very easy. There are only one or two apparent immediate losers, however, the Diamonds could be a problem.
	♥ 9854	
	♦ KQT964	
	♣ Q9	
♠ K94	♠ AQJT7	
♥ K732	♥ A6	
♦ 3	♦ A875	
♣ K8653	♣ 74	
	♠ 8632	
	♥ QJT	
	♦ J2	
	♣ AJT2	

W	N	E	S
--	--	1♠	P
3♠	P	4♠	P
P	P		

Counting her shortages, West has 12 TOTAL points, so should invite game.

East is stronger than a minimum hand, so accepts the invite, 4♠.

Advanced Tip:

Playing Bergen Raises, West should bid 3♥ (4 trumps, 10-12 points).

3H, 3
after ruff

Analysis:

Winners: 8 5♠, 2♥, 1♦

Losers: 5 3♦, 1-2♣

Can any losers be avoided?

The ♣K will score a trick if the ♣A is with South.

The Diamonds in East's hand can be trumped while West has trumps left.

To make this, Declarer needs to trump several Diamonds in Dummy, before the trumps are drawn.

Best play is to win the ♥K in Dummy, lead a Diamond to the Ace, and trump a Diamond, cross back to your hand with the ♥A and trump another Diamond. Trumping Diamonds once or twice will hopefully mean that you make 4♠.

Draw trumps after you've trumped the Diamonds, and at some stage lead a Club towards the ♣K.

Board 3 (EW Dir S Decl S) - length

- Need to keep plugging away at clubs
- Note hold 2+ stoppers in other suits

Board 4: (JB2)	♠Q 5 4 2	NT Play
Vul: N/S	♥K 9 5	Length
Dealer: South	♦K Q 8	
	♣9 8 6	
♠J T 8 7		♠9 6 3
♥Q 8 3	N	♥J 7 6 2
♦5 3 2	W E	♦T 9 7 6
♣A Q J	S	♣K T
	♠A K	
	♥A T 4	
	♦A J 4	
	♣7 5 4 3 2	

West	North	East	South
Pass	3NT	All Pass	1NT

Bidding: South opens 1NT with 15pts & balanced, North bids game

Lead: West leads ♠7 (4th highest) or possibly ♠J (top of sequence).

Play: 8 sure winners. With stoppers Declarer plays ♠s to try & make 2 extra tricks if ♠s break 3-2.

o E/W should play ♠s at every opportunity to make 1♠ & 3♠ tricks

Board 4 (All Dir W Decl W) entries (keep ♥A as entry, discard losers on ♠s)

Board: 8	♠J T 4	Focus on Play
(3WillFoc3)	♥6 4 2	Care with Entries.
Vul: Nil	♦K Q J 2	Discard losers
Dealer: West	♣8 6 2	
♠A 8 3		♠7 6
♥K Q J T 9 8	N	♥A 7 3
♦A 9 3	W E	♦7 6 4
♣3	S	♣K Q J T 9
	♠K Q 9 5 2	
	♥5	
	♦T 8 5	
	♣A 7 5 4	

West	North	East	South
1H	Pass	3H (limit raise)	Pass
4H	All Pass		

Bidding: East may bid 2C then 3H but West, with 17pts, bids game

Lead: North should lead ♦K (top of sequence), South discourages

Play: 8 immediate tricks & potential to get 4 more from clubs

- West should win first trick with ♦A (no need to hold up)

- West plays ♥K & ♥Q - leaving ♥A in dummy as an entry

- West then plays ♣3 to dummy's ♣K & South's ♣A

- South should then return partner's ♦lead & N/S will get 2 ♦tricks

- E/W can enter East via ♥A & discard losing spades on the clubs

Score: 4H non vulnerable making 10 tricks = 420

Board 5: (NS Dlr N Decl E) **Overcalls, discards losers**

- Lead ptnr's suit - top of seq

Dealer: North

♠ 53		♠ 53
♥ KQ73		♥ KQ73
♦ AKQ3		♦ AKQ3
♣ 965		♣ 965
♠ KJ106	N	♠ AQ987
♥ 108	W	♥ A94
♦ 654	E	♦ J72
♣ AQJ3	S	♣ K4
♠ 42		♠ 42
♥ J652		♥ J652
♦ 1098		♦ 1098
♣ 10872		♣ 10872

(Grant 7.9). Dealer North

Bidding: North East South West
 1D 1S Pass **3S** (11HCP + 1sp) - invitational
 Pass 4S (15tp) All Pass

Advanced: West could **cue raise** - so bid **2D** rather 3S to show 3♠s & 10+pts. 3S would be a weak bid showing 4♠s & 4-6pts

Lead: South leads ♦T (partner's suit top of sequence)

Play: Losers (2H but can ruff 1 in dummy, 3Ds)

North will win first 3 ♦ tricks & then likely play ♥K to try and promote the ♥Q. East should win with ♥A & then draw trumps. The 2 losing hearts can be thrown on the clubs.

Score: 4S vulnerable making 10 tricks is 620

Board 6: (EW Dlr E Decl N) **Takeout X, ruff high in Dummy**

- After ♥A South void so East leads CQ (top of sequence) => finesse. Must ruff ♥s in dummy

Dealer: East

♠ KQJ65		♠ KQJ65
♥ J43		♥ J43
♦ KQ6		♦ KQ6
♣ 53		♣ 53
♠ 982	N	♠ 4
♥ 9652	W	♥ AKQ108
♦ 109	E	♦ J842
♣ A976	S	♣ QJ10
♠ A1073		♠ A1073
♥ 7		♥ 7
♦ A753		♦ A753
♣ K842		♣ K842

Board 10 (Grant 8.10). Dealer East

Bidding: East South West North
 1H X Pass 4S (guaranteed fit & 13tp)
 All Pass

Best to have 4 cards in other major if doing takeout double
Lead: East leads ♥A (top of AK sequence), West discourage
Play: Losers (1H, 2C). Maybe extra tricks if ♦s split 3:3 or club finesse works. Need to trump hearts in dummy
 On seeing Dummy's heart singleton East should then lead CQ (another top of sequence) hoping West has the A - she does! West returns a club & now E/W have 3 tricks. N/S will win the next trick & can afford to ruff hearts high (ie A & T). N/S will make contract

Board 7: (All Dlr S Decl W) - **Bidding game on an overcall**

- Discard a ♦ on a ♠ before drawing trumps

Dealer: South

♠ QJ54		♠ QJ54
♥ 72		♥ 72
♦ 86		♦ 86
♣ 97632		♣ 97632
♠ 8	N	♠ AK73
♥ KQ1098	W	♥ J654
♦ 753	E	♦ A942
♣ KQJ10	S	♣ 5
♠ 10962		♠ 10962
♥ A3		♥ A3
♦ KQJ10		♦ KQJ10
♣ A84		♣ A84

Board 11 (Grant 7.11). Dealer South

Bidding: South West North East
 1D 1H Pass 4H (12HCP & singleton & 9th trump)
 All Pass

Lead: North leads ♦8 (partner's suit - top of doubleton)

Play: Losers (1H, 2Ds & 1C) - look to discard ♦ loser
 West should win first trick in dummy & play SA & K discarding a diamond on the SK. Declarer can then draw trumps.

Score: 4H making 10 tricks scores 420 Non Vul & 620 Vul

Board 8: (Nil Dlr W Decl S) **Takeout Double, discard**

- **Hint:** South Jump response showing 9-11pts (has 11pts with shortage points)
- Use ♣s to discard ♥ loser before drawing trumps
- Nth invites with 15tp, South bids game if max of 9-11pt

J	8	6	2	8	5	A	Q	J	K	Q	J	3
7	5	4	2									
A	5											
K	Q	J	7	3								
A	4											
Q	T	9	5	3	A	T	K	6	8	6	4	2

N	E	S	W
			1H
X	Pass	2S (jump)	Pass
3S	Pass	4S (top of range)	All Pass

North makes a takeout double showing an opening hand, & heart shortage. Show your spade suit & jump to 2♠ to describe a hand in the medium responding range (9-11). When partner invites game we bid 4♠ as have the max 11pts (9HCP + 2sp & extra ♠)
 West leads ♥K (top of sequence), East discourages. There are 4 losers 2♠s, 1♥ & 1♦, so before drawing trumps, you need to try to reduce a loser. Win ♥A & play 3 rounds of ♣ discarding ♥T from South hand on the last one.

Score: 4S making 10 tricks scores 420 Non Vul & 620 Vul

Brd 9:(EW Dir N Decl S) **Opener's Rebid**, discards after draw trumps



Board 13: (JB) Vul: All Dealer N Decl S

Bidding: South West North East
 1D Pass
 1H Pass 1NT (limit-min hand, bal.) Pass
 4H (11HCP + 3sp) **All Pass**

Lead: West leads ♠K (top of sequence), East discourages

Play: We have 3♠ & 2♣ losers & 10 potential winners. Need to discard losers on ♦s. As we're not going to lose the lead we can afford to draw trumps first & then play ♦s to make 10 tricks

Score: 4H making 10 tricks scores **420 if NV** & 620 if Vul

Brd 10: (All Dir E Decl S) from Rev 2. **Transfer**, whether to draw trumps



Bidding: South West North East
 1NT P 2H (transfer) P
 2S P 2NT (8/9pts) P
 4S (16pts & extra trump) **All Pass**

Lead: West leads H10 (top of seq. & showing no honour)

Losers: 1S, 1D, 1 or 2 club tricks

Play: After winning first trick Declarer has 2 choices, either draw trumps & risk losing 2 club tricks if gets the club play wrong, or look to discard a club in North on the 3rd round of hearts (but here it doesn't work as East will ruff). Drawing trumps is better here if South goes up with CK but it won't everytime

Brd 11: (Nil Dir S Decl W) (from Rev2) Stayman



S W N E
 P 1NT P 2C
 P 2S P 3S (Responder shows ♠ fit & 8/9pts)
 P P (Opener with just 15pts declines invite) **All Pass**

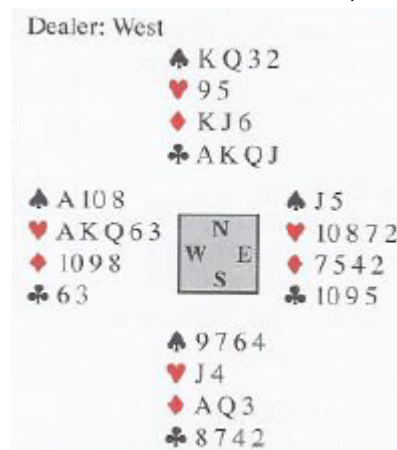
Lead: ♥4 (4th highest promising an honour)

Play: Losers - 2S?, 1♦, 1/2 ♠s

Win ♥ lead in Dummy & lead ♠2 to the ♠K hoping the ♠A is in South. North should win with Ace but be patient as can win another ♠ trick, so lead ♠T (top of doubleton) through Dummy's "strength". Later on West will lead a heart to East's Ace & try either the ♠ finesse or the ♦finesse. A tricky hand to play & good defence (2S, 1D & 2C) should get the contract down.

Board 12 (NS Dir W Decl S) (**Grant 8.12**). **Takeout X**

- Finesse SK & Q twice, need entries



Bidding: West North East South
 1H X Pass 1S (0-8pts so min)
 Pass 3S (19HCP+1sp) Pass 4S (19+7=game)
All Pass

Lead: West leads ♥A (top of sequence)

Play: Losers (2S, 2H) - look to finesse SK & Q

West takes first 2 heart tricks & likely leads a ♦. Declarer should win in her hand & lead ♠4 towards Dummy's ♠KQ, then come back to South via a diamond & play another spade finesse. As trumps split 3:2 & ♠Ace is onside Declarer can limit spade losers to 1 & so make contract.

Score: 4S making 10 tricks scores 420 if NV & **620 if Vul**

Brd 13: (All Dir N Decl S) 2/1 bid to game

N E S W
 1S P 2H P - 2H shows 5+ hearts & 13+pts
 3C P 3H P - 3H shows 6+ hearts
 4H All Pass - North now knows fit in hearts

Lead: West leads CJ

Losers: Maybe HQ, 2Ds

Play: Win club lead in North & lead H2 to HJ - it works. Back to Dummy with another club & repeat H finesse. With spades splitting 3:3 this contract makes 13 tricks.

Brd 14: (Nil Dir E Decl E) Bid Game, Finesse/Ruff in Short Hand

Bidding: West can bid game with 12HCP, doubleton & 4 ♥s

Lead: South leads ♠K (top of sequence)

Play: 8 winners (1 ♠, 4 ♥, 3 ♣s). 4 Losers (2 ♠, 1 ♥, 1-2 ♦)

- must win 1st ♠ trick as know North has a singleton (count ♠s - 6 in Sth)

- try finesse ♥Q, ♦s may only be 1 loser, discard ♠ loser on extra ♣ winner

- Where is ♥Q? Bidding suggests South has few ♥s, try North for finesse

- Play ♥A first & then low to ♥T. (It works!)

- Draw last trumps, play ♠s discarding ♠4 on 3rd round

- South likely to have pts in ♠s & not much else, eg no ♦A, so try ♦T from East & let it run.

Dealer: South ♠ K 6 2
 Vul: E-W ♥ J 9 7 4
 ♦ Q 9
 ♣ Q 8 4 3

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

N
 W E
 S

♠ A J 10 7 4 3
 ♥ 6
 ♦ K J 8 4
 ♣ 7 2

WEST	NORTH	EAST	SOUTH
Double	3♠	Pass	2♠
Pass			Pass

LEAD

“West has a difficult choice of opening leads. Anything could be right. It’s usually best to avoid leading a singleton trump when there’s no expectation that declarer will be ruffing losers in dummy. Instead, West should pick an unbid suit. The ♥A is quite reasonable. South has shown a weak hand and is unlikely to hold the ♥K. West will have a better idea of what to do next after seeing the dummy.”

Board 15 (NS Dir S Decl S) Weak Two

PLAY

“South has a potential spade loser, a heart loser, two diamond losers and two club losers. A diamond loser can be ruffed in dummy or the ♦10 might drop, so declarer’s main concern should be the trump suit.

“Declarer has a choice between playing the ♠A and ♠K, hoping the ♠Q will fall, or taking a finesse. The standard guideline in this situation is eight ever, nine never, indicating that with nine or more cards, you *never* finesse. This is a guideline, however, not a rule. Declarer also should be guided by the auction. West’s takeout double showing support for all of the unbid suits indicates that West is probably short in spades. Declarer should take this into account before deciding what to do in spades.

“Suppose the defenders lead the ♥A and another heart, which is ruffed by South. Before playing any trumps, declarer should lead diamonds next to drive out the ♦A. This will allow declarer to ruff a diamond loser even if the missing trumps divide badly. Suppose the defenders take their club

winners after winning the ♦A, and declarer regains the lead. Now it’s time for the trump suit. Declarer plays a low spade to dummy’s ♠K and leads a low spade back toward the South hand. East follows on the second round with a low spade, and South is at the crossroads. Follow the guideline or take the finesse based on the inference from the auction?

“As can be seen from the actual layout, South can make the contract by finessing. Is that the *right* play? In this situation, there is no right or wrong. That’s what makes the game interesting. Going down one trick in a contract of 3♠ is no disaster. Making 3♠ will be an excellent result. South still may be pondering.”

ed Defense

“The defenders should avoid giving declarer any help. If the defenders lead spades, they will solve declarer’s problem in that suit. Meanwhile, they should be careful to collect the tricks to which they are entitled — one heart, one diamond and two clubs. Then they’ll have to sit back and see if declarer gives them a second diamond trick or a spade trick.

“If East–West bid to a heart contract, they are unlikely to take 10 tricks, even if they guess how to play the club suit. North–South should get at least one spade trick, one heart trick and two diamond tricks, maybe more. If East–West get pushed to 4♥, they are likely to get a poor result if they go down two tricks (or get doubled and go down one trick). Vulnerable undertricks can be expensive.”

Brd 16: (EW Dir W Decl W) **NT Play** choosing which suit to promote

Board: 2
(Will3Foc8)
Vul: N/S
Dealer: West

♠9 6 5 4
♥Q 9 8 7 6 4
♦A 3
♣9

Play of the Hand NT
Care with Losing Lead

♠K Q 3 2
♥A K
♦7 6 5 4
♣K J 8

♠J T
♥J 2
♦Q J T 9 8
♣A Q 7 6

♠A 8 7
♥T 5 3
♦K 2
♣T 5 4 3 2

West: 1NT
North: Pass (too weak to call ♥s at 2lvl)
East: 3NT
South: All Pass

Bidding: East is slightly unbalanced & 2 weak suits, but, with 11HCP, bids 3NT. Don't worry too much about stoppers/weak suits after partner opens / overcalls INT, as will often be very strong with scattered winners in all suits.

Lead: North should lead ♥7 (4th highest of longest suit)

Play: ... ≡ + **INNERS, LOSERS & EXTRA TRICKS**

Dummy	Declarer	Sure Winners	Extras	Losers
♠KQ32	♠JT	0	3 - promotion	1 - Ace
♥AK	♥J2	2	0	4? - Danger
♦7654	♦QJT98	0	3 - promotion	2 - A & K
♣KJ8	♣AQ76	4	0	0

- 6 immediate tricks & extra tricks can be achieved from ♠s or ♦s
- The 'normal' rule is to play the longest suit (eg ♦s), but you will need lose lead twice before any tricks can be established
- If Declarer wins ♥K at trick one, & loses the lead, the Defenders will lead more ♥s & Declarer will be out of stoppers, & at risk.
- ♠s can be established with only 1 loser, so best to play ♠s not ♦s.
- 9 tricks can be made before the Defence get a lot of Heart tricks