

D 1	N calvertg 6+
W Warden16 5	E mjp45
S stevepping 6	

**Hand 1:**  
 ♠ A 10 5 2  
 ♥ Q 10 6 4 3  
 ♦ Q 2  
 ♣ A Q

**Hand 2 (Warden16):**  
 ♠ K 8 3  
 ♥ 7 5  
 ♦ K J 6 5 4  
 ♣ J 10 8

**Hand 3 (stevepping):**  
 ♠ 9 6  
 ♥ A J 9 8 2  
 ♦ A 9  
 ♣ 6 5 4 2

**Hand 4 (mjp45):**  
 ♠ Q J 7 4  
 ♥ K  
 ♦ 10 8 7 3  
 ♣ K 9 7 3

**Contract:** 1♥ Dbl 4♥  
**Play:** Pass Pass Pass

1 Dlr N Decl N LOTT 1H 4H  
**Bidding:** N E S W  
 1H P 4H All Pass

**Lead:** SQ

**Losers:** 4, potentially 1 in each suit

**Winners:** 7 (assuming promote 4 heart winners). Try finesses hearts & clubs

**Play:** Win first trick with SA & lead low to Dummy's HA intending to take a finesse. Fortunately HK drops, draw remaining trump & then take club finesse. Makes 10 or 11 tricks.

- With 10+ trumps often easy to find oppo's high honour
- Typically cross ruff opportunities (here in ♠s & ♣s)

N-S Vul

♠ K J 4  
 ♥ K 7 4 3 2  
 ♦ 7 4 3  
 ♣ 10 4

♠ 8 7 6  
 ♥ 10 6  
 ♦ A 10 9 8 5  
 ♣ J 8 5

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

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

4 ♠ South  
 Lead: ♣ 5

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

2 Dlr E Decl S Hand Evaluation. Technique: Set up side suit

**Bidding:** Now that partner raised spades, & you are "behind the only bidder" your hand has improved. You are worth this jump to game; any finesses rate to be onside.

**Lead:** West leads ♣5- low from an honour in partner's suit

**Play:** If ♦A is onside 10 tricks is easy. Now the only chance to get rid of the ♦ loser was on dummy's long ♥s.

One round of trumps (the ♠A) was fine, but then declarer had to stop drawing trumps. They were needed for entries to set up the fifth ♥ & use it.

So the play must proceed ♥A, ♥K, ruff a ♥ (high), trump to dummy & ruff a ♥ (high). Now ♥7 is a winner & ♠K remains in dummy, both to draw last trump & to reach the last ♥.

Board 3  
 N-S Vul

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

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

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

♠ A 8 3  
 ♥ J 3 2  
 ♦ K 5  
 ♣ A J 8 6 5

4 ♣ South  
 Lead: ♥ A

3 Dlr S Decl S LOTT

**South West North East**  
 1C 2H 3C 3H  
 4C All Pass

**Bidding:** West's weak overcall shows 6♥s. North, with a singleton shows 5 clubs & 10-12pts. South bids 4C as knows have 10 clubs in partnership

**Lead:** West leads ♥A (adv: chance for West to give suit preference)

**Play:** Losers: 1S 1H 1D 1C but try finesse. If West leads a ♦ East should play ♦9 keeping South's ♦Q covered (if go up with Ace N/S get extra trick). Declarer should play a low spade to Dummy & then play ♣3 & finesse ♣J - works this time!

4

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

Hand 1, Vul NT

West	North	East	stevep
1NT	P	P	3NT
P	P	P	

Score: 430

4 Dlr W Decl W Rotated to West Hand Eval: Bid NT rather than minor

**Now West opens 1NT**

**Bidding:** With 10HCP & length in ♦s just bid 3NT rather than show ♦s - easier to make 3NT than 5D

**Lead:** ♥2 (4th highest) to ♥3 to ♥Q to ♥A (♥J is a stopper if ♥s are led by East). Best to lead a major if bidding goes 1NT 3NT

**Play:** 5 winners. Here West is a danger hand as, once ♥A has gone, a heart lead traps the ♥J. So play ♦K first as can finesse West if West has 3Ds. Can now make 6♦s, 2 spades & a ♥ & likely a club.

Board 1: (Jaz)      ♠ 4 3      Cue Raises  
 Vul: Nil              ♥ K J 9 8 2  
 Dealer: North        ♦ K J 5      ♣ A 6 4

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

   N  
    W   E  
    S

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

West	North	East	South
Pass	1H	1S	2S
	3H	Pass	4H - All Pass

**BIDDING:** South, with 3 spades & 14HCP, cue raises to 2S intending to bid game next.  
**LEAD:** East leads ♠K (top of sequence)  
**5 PLAY:** North will lose 2 spades & a diamond

**Brd 5** Dir N Decl N Cue Raise by Responder  
**Lead:** SK top of sequence  
**Losers:** 2 spades, 1 diamond  
**Winners:** 5H, 0D (but look to promote 2 tricks), 3 clubs  
**Play:** Rough 3rd spade if played, draw trumps & lead a diamond to draw Ace

14  
 BR: EAST  
 ♠ S

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

♠ K 10 9 4  
 ♥ Q 9 2  
 ♦ K Q  
 ♣ 8 3 2

NORTH  
 WEST EAST  
 SOUTH

♠ Q 3  
 ♥ J 10  
 ♦ J 8 7 5 3  
 ♣ 10 9 5 4

♠ J 7 5  
 ♥ A 6 4 3  
 ♦ 9 4  
 ♣ A K J 6

Bid	WEST	NORTH	EAST	SOUTH
1♠	Pass	DOUBLE	Pass	1♣
	Pass	Pass	Pass	2♥

**Brd 6** Dir E Decl S Negative Double  
**Lead:** SA  
**Losers:** 5/6 (3S, 1/2H, 1D)  
**Winners:** 7 (2H, 1D, 4C)  
**Play:** E/W win first 3 tricks (SA & K & then East spade ruff)  
 • Need to make 3 tricks in hearts. Luckily here they split 3:2

**7 ASK SOUTH TO PASS & EAST TO BID 1D**

North	Dummy (E)
♠ - J 10 3	♠ - A 8 5
♥ - Q J 3 2	♥ - 9 5
♦ - 10 9 5	♦ - K Q J 3
♣ - 10 8 3	♣ - K Q 9 5

Declarer (W *)	South
♠ - K Q 9 7 6	♠ - 4 2
♥ - 6 4	♥ - A K 10 8 7
♦ - A 6 2	♦ - 8 7 4
♣ - J 6 4	♣ - A 7 2

South	West	North	East
	P	P	1D
1H	1S	P	3S
P	4S	All Pass	

**7 Dlr S Decl W Negative Double 1S = 5 spades.**  
**Bidding:** By bidding 1S instead of a Double West shows a 5 card suit, which East jump raises (now having 16 pts). West with 11 pts accepts invitation & bids 4S  
**Opening Lead:** HQ (N) = top of touching Honours of Partner's suit  
 Declarer (W) counts 4 possible losers: A K of Hearts, the A of Clubs, plus a trump loser if the enemy Spades split 4-1. But if the Spade Jack (or 10) falls on the first trump trick he can finesse the 10 (or Jack).  
**Declarer Play:** North wins first trick & continues with ♥J which wins the second trick. Seeing Dummy is now void in ♥s he switches to a small Club, won by Partner's Ace. At trick 4 South leads a small ♦, won by Declarer with the Ace.  
 Declarer now leads his ♠K. If either the 10 or Jack falls on this first ♠ trick Declarer can finesse the other card of this duo in either direction. He holds Q & 9 in own hand & A & 8 in Dummy. If instead he had played Dummy's ♠A on first trick he could only have finessed on the 2nd trick in one direction.  
 The enemy trumps break 3-2 however & finesse option is not required. Declarer wins all remaining tricks without any problem, making 10 tricks in total.

- Responder shows a 5 card suit
- Safety play

8

N North	W N E S
♠ AKQ103	1♦ 1♠ P 2♦
♥ 984	P 2♠ P P
♦ 105	P
♣ J32	
W West	E East
♠ 92	♥ 754
♥ K52	♠ A63
♦ KQJ7	♦ 986
♣ A1096	♣ Q754
S South	
♠ J86	
♥ QJ107	
♦ A432	
♣ K8	

2♠ N NS: 0 EW:

**8 Dlr W Decl N Cue Raise**  
 The cue raise of 2♦ show 10+pts & a trump fit in ♠s. If you bid 2♠, you show only 6-10pts. If you bid 3♠, you go down.  
 The cue raise is a good strategy because you don't know how strong partner is for their 1♠ overcall. Partner may have a weak or strong hand for an overcall.  
 If the partner has a weak overcall (8-11pts), partner rebids their suit at lowest level. If partner has 12+pts, she makes a higher bid/bid a new suit. On this hand partner rebids 2♠. Partner has 10pts so 2♠ is your best contract as good defenders will limit you to 8 tricks.  
<http://tinyurl.com/yvfzccf4> goes thru bidding & play. Best play is to not draw trumps but rather set up the dummy's ♥s while the dummy has ♣J as an entry card. A declarer play tip is to often draw trumps with weak trumps but consider delaying drawing trumps with strong trumps.