BFP B1 L07 Raising Partners Suit

Board 1
North Deals
None Vul

♠ A 7 6 5 3
♥ 10 7
♦ J 5
♣ A K Q 4

♠ 4 2
♥ A K 4
♦ K 10 7 3 2
♣ 9 8 2

	N	
W		E
	S	

♠ K 10
♥ 9 8 5 2
♦ A Q 9 6
♣ J 10 5

	♣	♦	♥	♠	N
N	2	-	-	2	-
S	2	-	-	2	-
E	-	2	1	-	2
W	-	2	1	-	2

♠ Q J 9 8
♥ Q J 6 3
♦ 8 4
♣ 7 6 3

        14
    10   10
        6

West	North	East	South
	1 ♠	Pass	2 ♠
All pass			

With 14 HCPs but an unbalanced hand, North opens 1 ♠.

South has four spades and 6 HCPs. South raises the spades one level: 2 ♠. This shows the fit in spades and 6-9 HCPs.
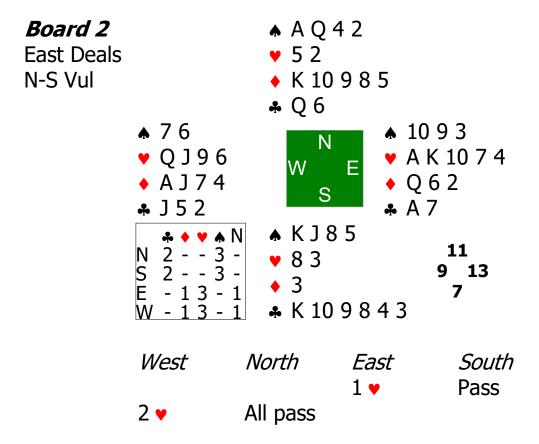
North adds South's possible maximum 9 HCPs to 14 HCPs to get 23 HCPs.

This is less than 25 HCPs required for game, so North passes.

East leads J♣, top of a sequence of 2 club honours.

North wins the first club trick. There are no entries in dummy. North cashes A♠ and plays another spade to clear trumps.

The defence may then take four tricks in the red suits, but eventually North regains the lead and can win four club tricks and more spade tricks.

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Board 2
East Deals
N-S Vul

♠ A Q 4 2
♥ 5 2
♦ K 10 9 8 5
♣ Q 6

♠ 7 6
♥ Q J 9 6
♦ A J 7 4
♣ J 5 2

	N
W	E
	S

♠ 10 9 3
♥ A K 10 7 4
♦ Q 6 2
♣ A 7

	♣	♦	♥	♠	N
N	2	-	-	3	-
S	2	-	-	3	-
E	-	1	3	-	1
W	-	1	3	-	1

♠ K J 8 5
♥ 8 3
♦ 3
♣ K 10 9 8 4 3

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      11
   9     13
      7
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West	North	East	South
		1 ♥	Pass
2 ♥	All pass		

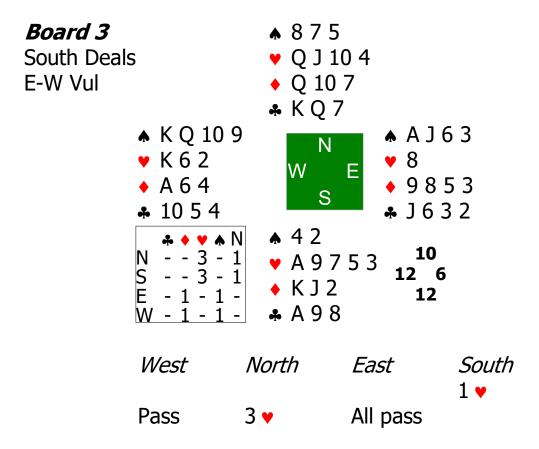With 13 HCPs and a five-card major, East opens 1 ♥.

West has four hearts and 9 HCPs. West raises the hearts one level: 2 ♥. This shows the fit in hearts and 6-9 HCPs.

East adds West's possible maximum 9 HCPs to 13 HCPs to get 22 HCPs. This is less than 25 HCPs required for game, so East passes.

South leads 3 ♦, singleton.

East plays low from dummy, loses to K♦, but now has all the top diamonds. North returns a diamond, trumped by South.

The safest lead from South is a heart, even though it's trumps. This gives a chance of making one or both of the black Kings. East clears the remaining trumps, takes three diamond tricks discarding 7 ♣, and a club trick. Defence will take two spade tricks.

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Board 3
South Deals
E-W Vul

North:
♠ 8 7 5
♥ Q J 10 4
♦ Q 10 7
♣ K Q 7

West:
♠ K Q 10 9
♥ K 6 2
♦ A 6 4
♣ 10 5 4

East:
♠ A J 6 3
♥ 8
♦ 9 8 5 3
♣ J 6 3 2

South:
♠ 4 2
♥ A 9 7 5 3
♦ K J 2
♣ A 9 8

	♣	♦	♥	♠	N
N	-	-	3	-	1
S	-	-	3	-	1
E	-	1	-	1	-
W	-	1	-	1	-

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    10
 12    6
    12
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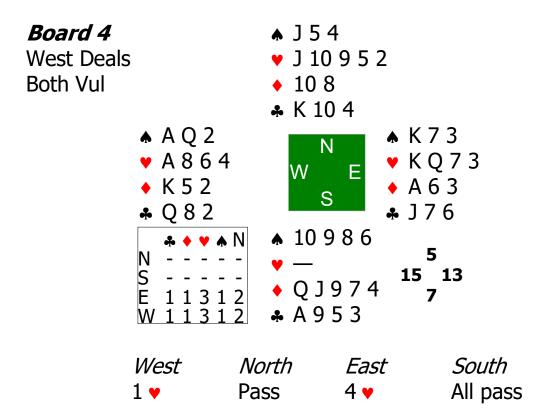| West	North	East	South
			1 ♥
Pass	3 ♥	All pass	

With 12 HCPs and a five-card major, South opens 1 ♥.

North has four hearts and 10 HCPs. South raises the hearts two levels (Jump Raise): 3 ♥. This shows the fit in hearts and 10-12 HCPs.

North adds South's possible maximum 12 HCPs to 12 HCPs to get 24 HCPs. This is less than 25 HCPs required for game, so North passes.

West leads K♠, top of a sequence of two touching honours.

The defence will win two spade tricks, the K♥ and the A♦.

Declarer must clear trumps, four tricks, three club tricks and two diamond tricks for nine altogether.

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Board 4
West Deals
Both Vul

♠ J 5 4
♥ J 10 9 5 2
♦ 10 8
♣ K 10 4

♠ A Q 2
♥ A 8 6 4
♦ K 5 2
♣ Q 8 2

	N	
W		E
	S	

♠ K 7 3
♥ K Q 7 3
♦ A 6 3
♣ J 7 6

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	1	1	3	1	2
W	1	1	3	1	2

♠ 10 9 8 6
♥ —
♦ Q J 9 7 4
♣ A 9 5 3

```
        5
   15      13
        7
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West	North	East	South
1 ♥	Pass	4 ♥	All pass

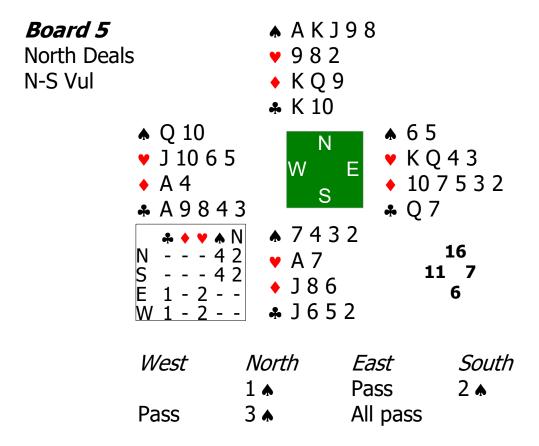With 15 HCPs and a four-card suit, West opens 1 ♥.

East has four hearts and 13 HCPs. East adds West's possible minimum 12 HCPs to 13 HCPs to get 25 HCPs. This is the 25+ HCPs required for game. This is a sign-off bid and West passes.

North leads 10♦, top of a doubleton. This is to signal the doubleton to partner hoping to trump a third round in diamonds.

Declarer and dummy are both perfectly balanced hands with four hearts. Declarer can win three heart tricks, three spade tricks, two diamond tricks and one club trick for nine.

This is really unlucky, but will happen sometimes.

The bidding is correct.

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Board 5
North Deals
N-S Vul

♠ A K J 9 8
♥ 9 8 2
♦ K Q 9
♣ K 10

♠ Q 10
♥ J 10 6 5
♦ A 4
♣ A 9 8 4 3

	N
W	E
	S

♠ 6 5
♥ K Q 4 3
♦ 10 7 5 3 2
♣ Q 7

	♣	♦	♥	♠	N
N	-	-	-	4	2
S	-	-	-	4	2
E	1	-	2	-	-
W	1	-	2	-	-

♠ 7 4 3 2
♥ A 7
♦ J 8 6
♣ J 6 5 2

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      16
   11    7
      6
```

West	North	East	South
	1 ♠	Pass	2 ♠
Pass	3 ♠	All pass	

With 16 HCPs and a five-card suit, North opens 1 ♠.

South has four spades and 6 HCPs. South raises the spades one level: 2 ♠. This shows the fit in spades and 6-9 HCPs.
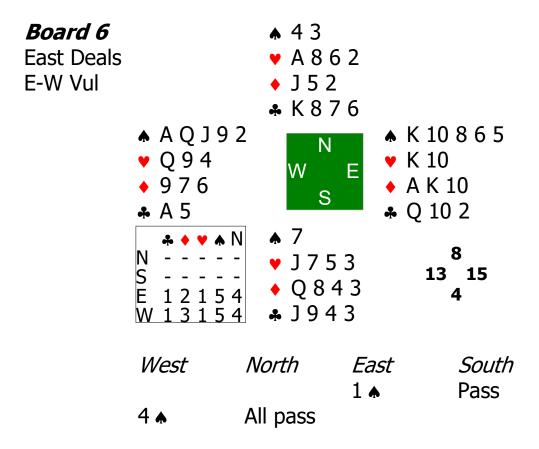
North adds South's possible maximum 9 HCPs to 16 HCPs to get 25 HCPs. BUT 6 HCPs added to 16 HCPs is only 22 HCPs.

North raises spades to 3 ♠. South passes with 6 or 7 HCPs, but raises to game, 4 ♠ with more. South passes.

East leads K♥, top of a sequence of two touching honours.

Declarer wins A♥, clears trumps in two rounds, plays diamonds to force out the A♦, loses A♣. That should make 11 tricks.

It was correct not to bid the game in Spades, however the cards are distributed well for declarer.

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Board 6
East Deals
E-W Vul

♠ 4 3
♥ A 8 6 2
♦ J 5 2
♣ K 8 7 6

♠ A Q J 9 2
♥ Q 9 4
♦ 9 7 6
♣ A 5

♠ K 10 8 6 5
♥ K 10
♦ A K 10
♣ Q 10 2

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	1	2	1	5	4
W	1	3	1	5	4

♠ 7
♥ J 7 5 3
♦ Q 8 4 3
♣ J 9 4 3

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        8
   13       15
        4
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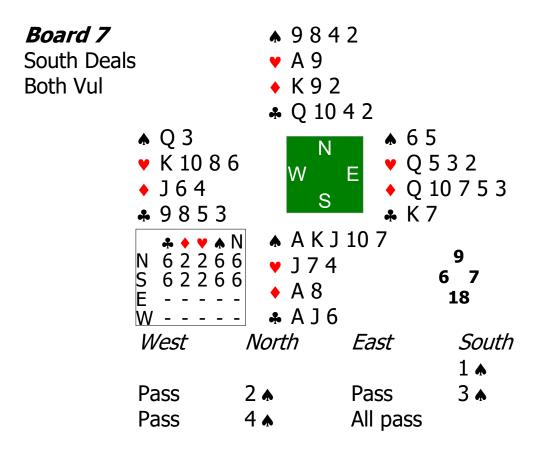| West	North	East	South
		1 ♠	Pass
4 ♠	All pass		

With 15 HCPs and a five-card suit, West opens 1 ♠.

East has five spades and 13 HCPs. East adds West's possible minimum 12 HCPs to 13 HCPs to get 25 HCPs. This is the 25+ HCPs required for game. West raises to 4 ♠. This is a sign-off bid and West passes.

South has three feeble four-card side suits. A trump lead 7 ♠ is unlikely to do harm ("passive" lead).

West clears trumps and has only the K♣ and the A♥ to lose.

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Board 7
South Deals
Both Vul

♠ 9 8 4 2
♥ A 9
♦ K 9 2
♣ Q 10 4 2

♠ Q 3
♥ K 10 8 6
♦ J 6 4
♣ 9 8 5 3

| N | W | E | S |

♠ 6 5
♥ Q 5 3 2
♦ Q 10 7 5 3
♣ K 7

	♣	♦	♥	♠	N
N	6	2	2	6	6
S	6	2	2	6	6
E	-	-	-	-	-
W	-	-	-	-	-

♠ A K J 10 7
♥ J 7 4
♦ A 8
♣ A J 6

9
6   7
18

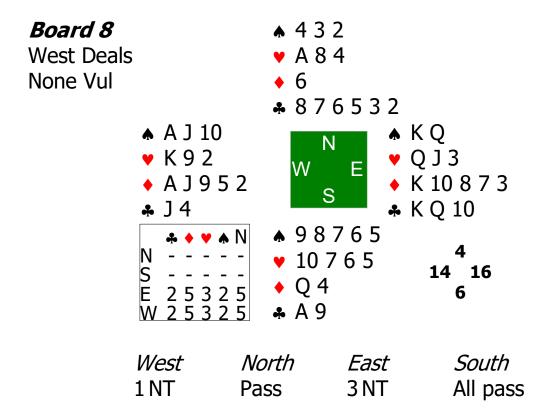| West	North	East	South
			1 ♠
Pass	2 ♠	Pass	3 ♠
Pass	4 ♠	All pass	

With 18 HCPs and a five-card suit, South opens 1 ♠.

North has four spades and 9 HCPs. North raises the spades one level: 2 ♠. This shows the fit in spades and 6-9 HCPs.

South adds North's possible maximum 9 HCPs to 18 HCPs to get 27 HCPs. BUT 6 HCPs added to 18 HCPs is only 24 HCPs.

South raises spades to 3 ♠. North passes with 6 or 7 HCPs, but raises to game, 4 ♠ with more. North bids 4 ♠.

West leads 9♣ denying honours.

South gets the lead, clears trumps and has only a heart trick to lose. This makes twelve tricks, a small slam. This couldn't be predicted on the HCPs alone.

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Board 8
West Deals
None Vul

♠ 4 3 2
♥ A 8 4
♦ 6
♣ 8 7 6 5 3 2

♠ A J 10
♥ K 9 2
♦ A J 9 5 2
♣ J 4

N
W E
S

♠ K Q
♥ Q J 3
♦ K 10 8 7 3
♣ K Q 10

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	2	5	3	2	5
W	2	5	3	2	5

♠ 9 8 7 6 5
♥ 10 7 6 5
♦ Q 4
♣ A 9

4
14   16
6

West	North	East	South
1 NT	Pass	3 NT	All pass

With 14 HCPs and a balanced hand, West opens 1 NT.

With 16 HCPs and a balanced hand, East raises to 3 NT.

North leads the 8♣ to show length in clubs but no honours.

West has two Aces to lose and takes 11 tricks,

This give the best possible score to East/West of 460.
They can make 11 tricks with diamonds as trumps, but this only scores 400.

This shows it's better to open No Trumps with five of a minor.