BFP B2 L01 Playing Suit Contracts

Board 1
North Deals
None Vul

♠ K Q J
♥ K 10 9 7 6
♦ K 5
♣ 6 4 2

♠ A 10 8 7
♥ 5 3
♦ A 9 6 4 3 2
♣ 3

N
W   E
S

♠ 5 2
♥ 8 4 2
♦ Q J 8
♣ K J 10 8 7

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

♠ 9 6 4 3
♥ A Q J
♦ 10 7
♣ A Q 9 5

```
    12
 8     7
    13
```

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♥	Pass	4 ♥
All pass			
Lead: ♦ Q			

North (#1) plays in 4 ♥.
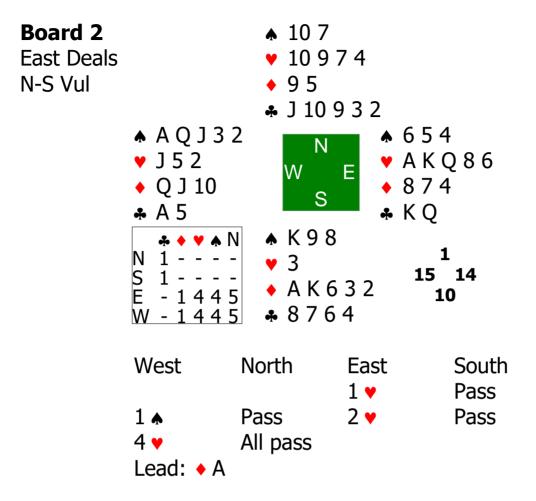
With five hearts North opens 1 ♥. South change of suit to 1 ♠ shows minimum four spades, minimum 6 HCPs and is forcing for one round. North re-bid of 2 ♥ shows at least five cards and limits the hand to max 14 HCPs. With 13 HCPs and three good hearts, South can raise to game 4 ♥.

Clear Trumps. Force out A♠.
Take Club Finesse Twice.
Take indirect finesse in Diamonds.
Lose 1 diamond trick, 1 spade trick and 1 club trick.

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Board 2
East Deals
N-S Vul

♠ 10 7
♥ 10 9 7 4
♦ 9 5
♣ J 10 9 3 2

♠ A Q J 3 2
♥ J 5 2
♦ Q J 10
♣ A 5

```
         N
      W     E
         S
```

♠ 6 5 4
♥ A K Q 8 6
♦ 8 7 4
♣ K Q

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

♠ K 9 8
♥ 3
♦ A K 6 3 2
♣ 8 7 6 4

```
        1
    15    14
       10
```

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

Lead: ♦ A

East (#1) plays in 4 ♥. The auction is the same as Board 1, but the cards lie differently.
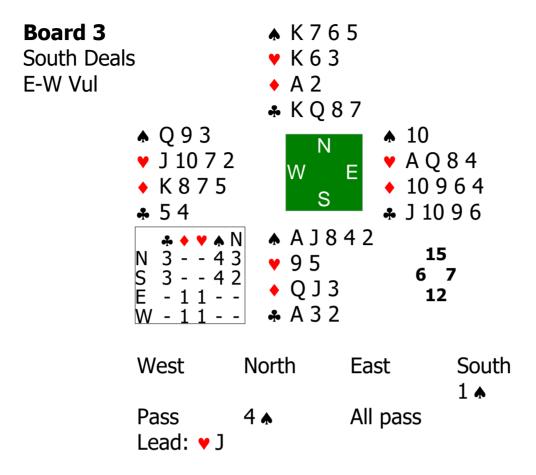
With five hearts East opens 1 ♥. West change suit to 1 ♠ shows minimum four spades, minimum 6 HCPs and is forcing for one round. East re-bid of 2 ♥ shows at least five cards and limits the hand to max 14 HCPs. With 15 HCPs and three hearts, West can raise to game 4 ♥.

Opponents take 3 tricks in Diamonds. (North should play high-low to encourage South to continue.)

Clear Trumps.
Take spade finesse twice.
Win remaining spade tricks and 1 more trick
in clubs.

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Board 3
South Deals
E-W Vul

♠ K 7 6 5
♥ K 6 3
♦ A 2
♣ K Q 8 7

♠ Q 9 3
♥ J 10 7 2
♦ K 8 7 5
♣ 5 4

```
        N
     W     E
        S
```

♠ 10
♥ A Q 8 4
♦ 10 9 6 4
♣ J 10 9 6

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

♠ A J 8 4 2
♥ 9 5
♦ Q J 3
♣ A 3 2

```
        15
     6     7
        12
```

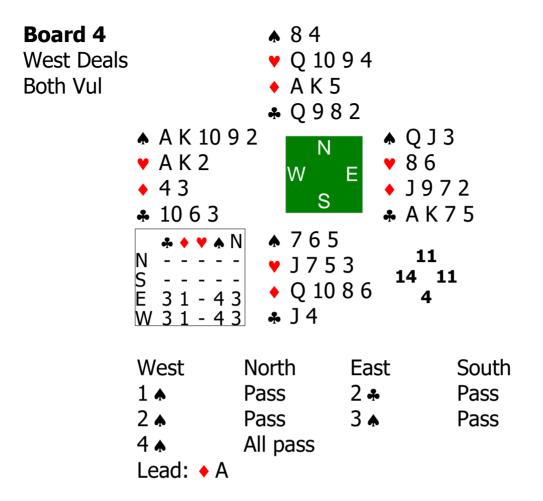| West	North	East	South
			1 ♠
Pass	4 ♠	All pass	

Lead: ♥ J

South (#1) plays in 4 ♠.

With five spades South opens 1 ♠. With four spades and a5 HCPs North knows game in spades is on. Raises to 4 ♠.

The defence take two tricks in hearts. It would be reasonable to switch to clubs on Trick 3.

Declarer and Dummy have nine spades, but the queen is missing. The guidance is "play for the drop" i.e. take two tricks, rather than take a finesse. This time the play for the drop does not work because the queen is sitting with two guards. Declarer leaves the queen out.

The diamond finesse gives declarer two more tricks. There are three in clubs. A heart trick can be trumped in declarers hand.

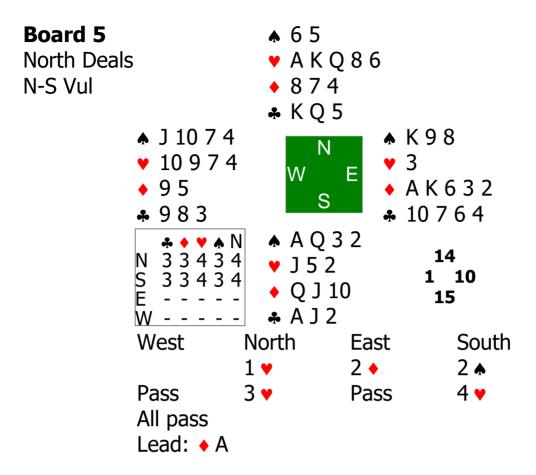Sooner or later the defence take Q♠, their final trick.

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Board 4
West Deals
Both Vul

	♠ 8 4
	♥ Q 10 9 4
	♦ A K 5
	♣ Q 9 8 2

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

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

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

```
      11
   14     11
        4
```

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

Lead: ♦ A

West (#1) plays in 4 ♠.

With five spades West opens 1 ♠. East change of suit to 2 ♣ shows minimum four clubs, minimum 10 HCPs and is forcing for one round. West re-bid of 2 ♠ shows at least five cards and limits the hand to max 14 HCPs. With 11 HCPs and three spades, East makes an invitational raise of 3 ♠. With a full 14 HCPS, West raises to game.

Opponents take 2 tricks in Diamonds.
Declarer takes top two heart tricks and trumps a heart in the SHORT suit.
Clear trumps. Two more trump tricks and two club tricks remain.

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Board 5
North Deals
N-S Vul

North hand:
♠ 6 5
♥ A K Q 8 6
♦ 8 7 4
♣ K Q 5

West hand:
♠ J 10 7 4
♥ 10 9 7 4
♦ 9 5
♣ 9 8 3

East hand:
♠ K 9 8
♥ 3
♦ A K 6 3 2
♣ 10 7 6 4

South hand:
♠ A Q 3 2
♥ J 5 2
♦ Q J 10
♣ A J 2

	♣	♦	♥	♠	N
N	3	3	4	3	4
S	3	3	4	3	4
E	-	-	-	-	-
W	-	-	-	-	-

14
1   10
15

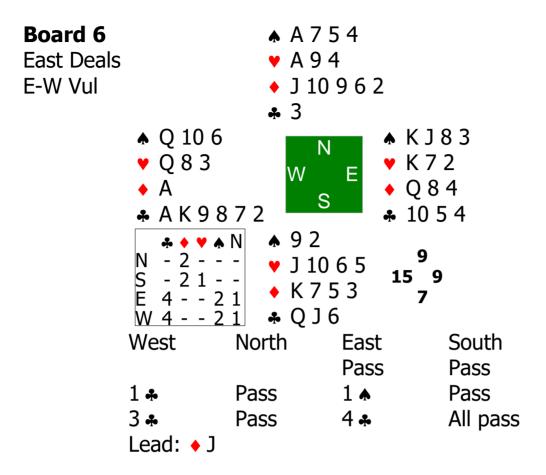| West	North	East	South
	1 ♥	2 ♦	2 ♠
Pass	3 ♥	Pass	4 ♥
All pass			

Lead: ♦ A

North (#2) plays in 4 ♥.

With five hearts North opens 1 ♥. East has a sound overcall of 2 ♦. (Skip this if players haven't learnt overcalls) With 15 HCPs South can change suit to 2 ♠ shows minimum four spades, minimum 10 HCPs and is forcing for one round. West re-bid of 3 ♥ shows at least five cards and limits the hand to max 14 HCPs. With 15 HCPs and three hearts, South raises to game.

Defence may take three tricks in diamonds, A, K, and a ruff. Declarer should then get the lead. Clear Trumps. Take Spade finesse.
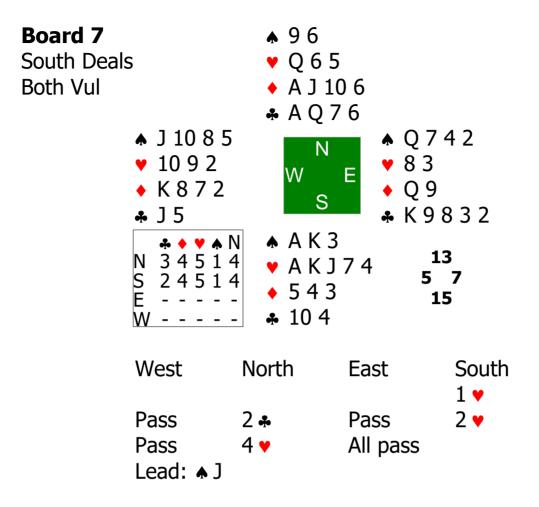It works, and declarer should make ten tricks.

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Board 6
East Deals
E-W Vul

♠ A 7 5 4
♥ A 9 4
♦ J 10 9 6 2
♣ 3

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

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

♠ 9 2
♥ J 10 6 5
♦ K 7 5 3
♣ Q J 6

```
      9
 15      9
      7
```

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

Lead: ♦ J

West (#2) plays in clubs.

East and South both pass having less than 12 HCPs. West has 15 HCPs, unbalanced hand, with six clubs and so opens 1♣. With 9 HCPs and four spades, East changes suit to 1♠. West's re-bid of 3♣ shows six clubs and 15-19 HCPs. East's 9 HCPs and three clubs could be enough for the game contract of 5♣, BUT only if West is top of their range. East makes invitational bid of 4♣. West is minimum for his bid and should pass. It would be understandable for West to overvalue the singleton ace.
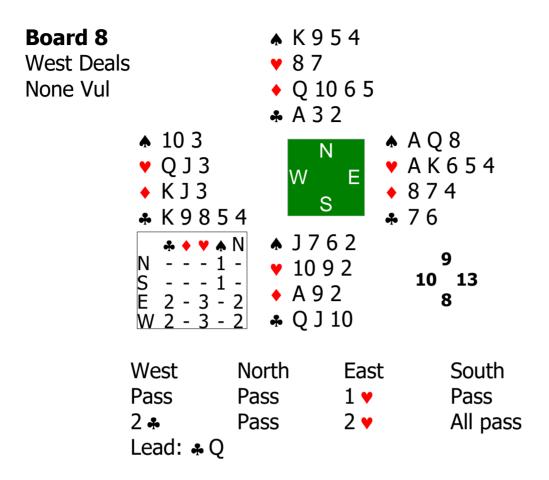
There are two Aces missing, and declarer should lose another heart, though not if the defence are careless with the A♥.

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Board 7
South Deals
Both Vul

♠ 9 6
♥ Q 6 5
♦ A J 10 6
♣ A Q 7 6

♠ J 10 8 5
♥ 10 9 2
♦ K 8 7 2
♣ J 5

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

♠ Q 7 4 2
♥ 8 3
♦ Q 9
♣ K 9 8 3 2

♠ A K 3
♥ A K J 7 4
♦ 5 4 3
♣ 10 4

```
      13
   5      7
      15
```

West	North	East	South
			1 ♥
Pass	2 ♣	Pass	2 ♥
Pass	4 ♥	All pass	

Lead: ♠ J

South (#2) plays in 4 ♥.

With five hearts South opens 1 ♥. North change of suit to 2 ♣ shows minimum four clubs, minimum 10 HCPs and is forcing for one round. South re-bid of 2 ♥ shows at least five cards and limits the hand to max 14 HCPs. With 13 HCPs and three hearts, North raises to game.

There is an extra trick to be had by delaying clearing trumps until a spade is trumped in the short suit.

BFP B2 L01 Playing Suit Contracts

Board 8
West Deals
None Vul

♠ K 9 5 4
♥ 8 7
♦ Q 10 6 5
♣ A 3 2

♠ 10 3
♥ Q J 3
♦ K J 3
♣ K 9 8 5 4

N
W E
S

♠ A Q 8
♥ A K 6 5 4
♦ 8 7 4
♣ 7 6

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

♠ J 7 6 2
♥ 10 9 2
♦ A 9 2
♣ Q J 10

```
        9
   10       13
        8
```

West	North	East	South
Pass	Pass	1 ♥	Pass
2 ♣	Pass	2 ♥	All pass
Lead: ♣ Q			

East (#2) plays in 2 ♥.

With five hearts East opens 1 ♥. West change suit to 2 ♣ shows minimum four clubs, minimum 10 HCPs and is forcing for one round. East re-bid of 2 ♥ shows at least five cards and limits the hand to max 14 HCPs. With 10 HCPs and three hearts, the right contract is hearts but there cannot be 25 HCPs between the two hands. West passes.

Should make nine tricks.
There is a spade finesse that works, and then a trump in the short suit.