

Week 8 Revision

**Hand 1** North-South game, dealer North

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

♠ 10 8 4 2  
♥ 9 8 5 4 3 2  
♦ Q 6  
♣ 6

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

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

West	North	East	South
	1♦	2♣	Dble
Pass	2♠	3♣	4♠
Pass	Pass	Pass	
4♠ by North		Opening lead: ♣A	

North opens 1♦ and East overcalls 2♣. South, being 4-4 in the majors, has the ideal hand for a negative Double. North shows his Spades now and East competes further with 3♣. That can be brushed aside by South – an opening bid facing an opening bid makes game, so South raises to 4♠. The play here is tricky – East should start by playing three rounds of Clubs. Knowing that a low Spade would lead to an overruff, declarer should call for a Spade honour from dummy (*don't send a boy on a man's errand*). Careful now! A low Spade to the ♠A, a Spade to dummy, the marked finesse of the ♠9, cash the ♠Q and, finally, lead the ♥K and overtake with the ♥A.

**Hand 2** East-West game, dealer East

♠ 10 5  
♥ 8 6 5 3  
♦ J 9 7 6  
♣ 10 4 3

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

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

♠ A K Q J 9 2  
♥ 9 7 4  
♦ None  
♣ Q J 9 8

West	North	East	South
		Pass	1♠
Dble	Pass	3♦	3♠
5♦	Pass	Pass	Pass
5♦ by East		Opening lead: ♠A	

East Passes and South opens 1♠. West has plenty (17 points) to Double and East has to find the best response. 2♦ would show nothing (think of the West cards, Hand 1). With 9 points and a good five-card suit the right call is 3♦, showing West that the East hand is far from worthless. South may well bid 3♠ now (low in point-count, high in *playing tricks*). Still, West has enough to bid 5♦. This contract is no cake-walk, especially after the start of three top Spades. Realising North has no more Spades, declarer must ruff the third Spade with the Ace. A Diamond to the ♦K reveals the break and now there are two *marked finesses* in trumps to pick the suit up. A tricky hand.

**Hand 3** Game all, dealer South

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

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

N	♠ 3 2
W	♥ Q 9 5 2
E	♦ 7 5
S	♣ 9 8 7 4 2

♠ A K Q 8  
♥ A J 10 8 6  
♦ 8 6  
♣ K 3

West	North	East	South
			1♥
2♦	Dble	Pass	4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♦A	

South opens 1♥, West overcalls 2♦ and North's negative Double promises four Spades. Holding 17 good points and a four-card Spade suit, South should cut the cackle and bid game immediately without stopping to pick the daisies. West starts off with three rounds of Diamonds, which South ruffs. He draws trumps and plays a Club. West takes that and plays another Diamond, removing dummy's last trump. It's now a case of **Find the Lady** – where is the ♥Q? Well, if declarer cashes the ♠Q J he can **count the hand** – West has three Spades, six Diamonds and three Clubs, so only one Heart. South cashes the ♥K and finesses the ♥J with confidence.

**Hand 4** Dealer West

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

♠ 6 4  
♥ 8 7 4 3  
♦ A K 7 5 3  
♣ 7 2

N	♠ A K Q
W	♥ A Q 6
E	♦ 6 4 2
S	♣ A 10 6 4

♠ J 10 9 8 3  
♥ J 10 5  
♦ 9  
♣ K J 5 3

West	North	East	South
Pass	Pass	1♣	Pass
1♦	Pass	3NT	All Pass
3NT by East		Opening lead: ♠J	

Another tricky deal. East plays in 3NT and South leads the top-of-a-sequence ♠J. East's **Count** and **Plan** shows three Spades, one Heart, two Diamonds and one Club *on top*. By now, it should be clear to set up Diamonds – and that by ducking the first round of the suit, playing for a 3-2 break. So, take the opening lead and duck a Diamond. Take the Spade return and lead a Diamond, hoping and expecting to take the ♦K, ♦A and two little Diamonds. However, as he leads a Diamond, South shows out – so the suit is known to be 4-1. East needs a Plan B. What is it? *Duck a second round of Diamonds!* Win the return, cash **three** Diamond winners and take the Heart finesse. That works, so the contract limps home.

### Hand 5 North-South game, dealer North

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

West	North	East	South
	Pass	1♦	Dble
Pass	2♥	Pass	3♥
Pass	4♥	All Pass	
4♥ by North		Opening lead: ♦K	

North Passes as dealer, East opens 1♦ and South has a clear take-out Double. West Passes mournfully and North has to reply. 1♥ would not do the hand justice – South would expect his partner to hold peanuts. So North jumps to 2♥ to show 8-11 points or thereabouts (cf Hand 2). Now what, South? With 14 points he is a tad too good to Pass, but too weak to bid 4♥ directly. The middle-of-the-road action is to raise to 3♥, allowing North (with 10 points) to go on to game. After the ♦K lead declarer can see a Heart and a Diamond loser, so has to avoid two Spade losers. To that end, North must take two finesses in Spades. The first one loses, the second one wins.

### Hand 6 East-West game, dealer East

♠ Q 4  
 ♥ 4  
 ♦ A K 9 7 5 4  
 ♣ K 10 9 6  
 ♠ A J 9 7 3 2  
 ♥ A K 9 7 3  
 ♦ None  
 ♣ 4 3  
 N  
 W E  
 S  
 ♠ 6  
 ♥ Q J 10 8  
 ♦ Q 10 8 3 2  
 ♣ A 7 5  
 ♠ K 10 8 5  
 ♥ 6 5 2  
 ♦ J 6  
 ♣ Q J 8 2

West	North	East	South
		Pass	Pass
1♠	2♦	Pass	Pass
2♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass
4♥ by West		Opening lead: ♦A	

West opens 1♠ with his interesting 6-5-0-2 pattern and sees North's 2♦ overcall come back round to him. East, having Passed 2♦ with a trump stack, is willing his partner to make a reopening Double as he expects 2♦ Doubled to cost North a fortune. Nope – it isn't right to defend on these two-suiters, the more so with a void trump. West's 2♥ reopening rebid shows a two-suiter, probably 5-5. With anything less (5-4 in the majors, say) he'd probably Double (see Hand 3). East now realises the hand is **not** a misfit, so raises Hearts and West is happy to go onto game. Ten tricks can be made easily enough on a crossruff.

**Hand 7** Game all, dealer South

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

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

♠ 7 6 4 2  
♥ J 10 9 8 7 3  
♦ None  
♣ 10 8 3

West	North	East	South
1♠	2♦	Pass	Pass
Dble	Pass	Pass	2♥
Pass	Pass	2NT	Pass
3NT	Pass	Pass	Pass
3NT by East		Opening lead:	

There are many interesting points on this deal. West has an obvious opening bid of 1♠ and North's 2♦ overcall with a six-card suit is respectable. East, with a trump stack, Passes and west makes a reopening take-out Double. East, naturally, makes a Penalty Pass, expecting a massive score to come his way. South, though, should *rescue* his side from disaster by bidding 2♥, following the principle that the weaker hand should declare trumps. Robbed of a big penalty East-West can only bid and make their vulnerable game now by declaring the laydown 3NT.

**Hand 8** Love all, dealer West

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

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

♠ J 4 3  
♥ K Q J 5 2  
♦ K Q 6  
♣ 5 3

West	North	East	South
1♠	Dble	2♠?	4♥
Pass	Pass	Pass	
4♥ by South		Opening lead: ♠A	

West opens 1♠ as dealer and North has a thin, but perfectly acceptable take-out Double. You wouldn't open the bidding with that North hand with just 11 points and an awkward 1-4-4-4 pattern but Doubling 1♠ is fine as you are likely to find a trump fit quickly. East may raise to 2♠ (we would!) just to be awkward but South, holding an opening bid himself, should ignore that and simply blast 4♥. After the ♠A lead and the ♣Q switch South can see three quick losers. To avoid any more he must make sure he ruffs his Spade losers on table before pulling all the trumps. So, ruff the third Club, ruff a Spade, play a Heart to hand, ruff a Spade, draw trumps. This way he makes **seven** Heart tricks and three Diamond winners.

**Hand 9** Dealer North

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

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

♠ Q J 9 6 4  
♥ A K Q J  
♦ K  
♣ 10 6 4

West	North	East	South
	Pass	Pass	1♠
Pass	3♣	Pass	4♠
4♠ by South		Opening lead: ♦J	

South opens 1♠ in third seat and sees North (who holds 10 points and five-card trump support) make an invitational 3♣ raise. Well, with 16 points and a 5-4-3-1 shape bidding onwards is clear-cut, even if the singleton King is of dubious worth. West leads the top-of-a-sequence ♦J and, once again, declarer can see four immediate losers (one Spade and three Clubs). The only way to reduce the loser count is to **dump** one of them, drawing trumps immediately risks defeat. The only suit that would allow a Club discard is Diamonds – South must take the ♦A at trick one (*crashing* his own King) and cash the ♦Q to dump a losing Club. Now it is safe to knock out the ♠A, losing only to the Ace of trumps and two Clubs.

**Hand 10** Dealer East

♠ J 8 7 6 4 2  
♥ A  
♦ 10 8 7 2  
♣ 7 3

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

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

West	North	East	South
		1♥	Pass
3♥	Pass	4♥	All Pass
4♥ by East		Opening lead: ♠K	

A variation on Hand 5. East-West bid to game in the now-familiar style: 1♥ – 3♥ – 4♥. South leads the top-of-a-sequence ♠K and this is a double whammy as far as East is concerned. First it opens up the Club suit, exposing East to two losers there. Secondly, it removes an entry to dummy. On a Spade lead (say) East could have taken the ♠K, crossed to the ♣A and dumped two Clubs on the ♠A Q with good chances of making eleven tricks. Now, with four top losers (two Clubs and two red Aces) it's all hands to the pump. The only successful line of play is to take the ♠A, cash the ♠A Q (yes, killing the King) in order to dump a Club. Now declarer is in a position to play on trumps, losing only to two Aces and one Club.

### Hand 11 Dealer South

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

West	North	East	South
Pass	1♥	Pass	3♥
Pass	4♥	All Pass	
4♥ by North		Opening lead: ♣Q	

North opens 1♥ after two Passes and South gives that an invitational raise to 3♥. Going on to game is dubious on those North cards (a 6-3-2-2 hand isn't worth a great deal more than a 5-3-3-2 hand) but the six-card Heart suit sways it. Just. East leads the top-of-a-sequence ♣Q and declarer can see the grisly prospect of losing two trumps, a sure Diamond and a slow Club. Playing trumps immediately would be futile – East-West would take the first round and play another Club, leaving North without resource. No, a Club loser must be dumped on a Diamond. Declarer must take the ♣K and play a Diamond. When on lead with the ♣A he can cash the ♦K Q and dump a Club.

### Hand 12 Love all, dealer West

♠ K Q J 10 8 4 2  
 ♥ 8  
 ♦ 9 3  
 ♣ 10 7 2  
 ♠ None            N  
 ♥ A 7 6 4        W    E  
 ♦ A K 5           S  
 ♣ K Q 6 5 4 3    ♠ 7 5  
                           ♥ K 9 5 3  
                           ♦ J 7 6 4 2  
                           ♣ A 9  
 ♠ A 9 6 3  
 ♥ Q J 10 2  
 ♦ Q 10 8  
 ♣ J 8

West	North	East	South
1♣	3♠	Dble	4♠
5♥	Pass	Pass	Pass
5♥ by West		Opening lead: ♠K	

A high-level competitive hand, illustrating just how difficult the game can be when the opponents are prepared to mess you about. West opens 1♣ and North launches a missile with a 3♠ pre-empt. East counters that with a negative Double (showing four Hearts) and South raises the barrage by bidding 4♠. Not knowing who can make what, West is virtually forced into bidding 5♥ (although 4♠ Doubled would be two down). North leads a Spade and it all looks so easy: a 3-2 Heart break would make the hand simple. West ruffs the Spade lead, cashes the ♥A K and blenches. No need to worry about the 4-1 split, just play off the three top Clubs, dumping dummy's Spade. South can make his ♥Q J but nothing else.