

# BFP B2 L01 Playing Suit Contracts

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# BFP on BCL Mondays COMMENTARY



**A** A 1087

**♦**52 **♥** 53 **v** 842 ♦A96432 ♦QJ8

**.** 3

♣ KJ 1087 **♦**9643

♥ AQJ 107

**♣**AQ95

	HCP	)
8	12 13	7

Makeable contracts							
♣ ♦ <b>♥</b> ♠ NT							
N	3	-	4	3	2		
S	3	-	4	3	2		
Ε	-	2	-	-	-		
W	-	2	-	-	-		

Board 1: Dealer North: Love all

West	North	East	South
	1♥	Pass	1
Pass	2♥	Pass	4♥

All Pass

N plays in 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.

**▲** 10 7

10974

95

♣J10932

AQJ32

**♠**654 ♥AKQ86

**♥**J52 ◆ QJ 10

♦ 874 **♣**KQ

**♣** A 5 **▲** K98

**y** 3

♦ AK632

**\***8764

	HCP					
15	1 10	14				

M	Makeable contracts						
	♣ ♦ ♥ ♠ N						
Ν	1	-	-	ı	-		
S	1	-	-	ı	-		
Ε	-	1	4	4	5		
W	_	1	4	4	5		

Board 2: Dealer East: NS vulnerable

West North **East** South

**1** 🕶 **Pass** 

2 🕶

**Pass** 

**4** • **All Pass** 

Pass

E plays in 4♥.

1

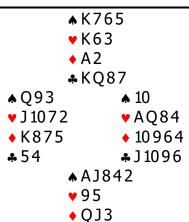
Opponents take 3 tricks in Diamonds.

Clear Trumps.

Take spade finesse twice.

Win remaining spade tricks and 1 more trick in clubs.





**♣**A32

	HCP	)
6	15 12	7

Makeable contracts								
♣ ♦ <b>♥</b> ♠ NT								
Ζ	3	-	-	4	3			
S	3	ı	ı	4	2			
Е	-	1	1	-	-			
W	-	1	1	-	-			

Board 3: Dealer South: EW vulnerable

West	North	East	South
			1 🛦

Pass 4♠ All Pass

South plays in 4♥.

Declarer and Dummy have nine spades, but the queen is missing. The guidance is "play for the drop", 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.

Take indirect finesse in Hearts, does not work, puts the defence on lead. Los1 1 trick to Q and two tricks in hearts.

Board 4: Dealer West: All vulnerable

West	North	East	South
1.	Pass	2*	Pass
2♠	Pass	3♠	Pass
<b>4</b> ♠	All Pass		

West plays in 4♠.

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.

♦ AK5						
<b>♣</b> Q	982					
<b>▲</b> A K 10 9 2	♠QJ3					
♥AK2	<b>y</b> 86					
<b>♦</b> 43	◆J972					
<b>4</b> 10 6 3	<b>♣</b> AK75					
<b>♠</b> 7	65					
<b>♥</b> J7	753					
◆ Q 10 8 6						
<b>4</b> J 4	4					

**♦**84 ♥Q1094

HCP
11 14 11 4

Ма	Makeable contracts							
	♣ ♦ <b>♥</b> ♠ NT							
N	•	ı	-	·	-			
S	-	-	1	-	-			
Ε	3	1	-	4	3			
W	3	1	ı	4	3			



QJ 10

♣AJ2

Makeable contracts							
NT							
N	3	3	4	3	4		
S	3	3	4	3	4		
Е	-	-	-	-	-		
W	-	-	-	-	-		

Board 5: Dealer North: NS vulnerable

West	North	East	South	
	1♥	2•	2	
Pass	3♥	Pass	4♥	

**All Pass** 

North plays in 4♥.

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.

A754
✓A94
✓J10962
♣3

**♠** Q 10 6 **♥** Q 8 3

**♦** KJ83

♥ Q83 • A K72◆ Q84

♣AK9872

**♣** 1054

**♠**92

♥J1065

♦ K753

♣QJ6

H	HCF	)
15	9	9

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

Board 6: Dealer East: EW vulnerable

West	North	East	South
		Pass	Pass
1.	Pass	1 🛦	Pass
<b>3</b> ♣	Pass	<b>4</b> •	All Pass

East should be in clubs. 4. preferably but going for 5. is understandable.

There are two Aces missing, and declarer should lose another heart, though not if the defence are careless with the  $A \checkmark$ .

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♠96♥Q65◆AJ106♣AQ76

**▲**J1085 **▲**Q742 **▼**1092 **▼**83

▼1092▼83◆K872◆Q9♣J5♣K9832

♠ AK3
♥ AKJ74

**♦**543

**4** 10 4

Makeable							
contracts							
	*	•	•	٨	NT		
Ν	3	4	5	1	4		
S	2	4	5	1	4		
Ε	-	-	-	-	-		
W	-	-	-	-			

Board 7: Dealer South: All vulnerable

West North East South

1 ♥

Pass 2 ♣ Pass 2 ♥

South plays in 4♥.

Pass

**4** •

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

All Pass

**∧** K954

**v** 87

•Q1065

**♣**A32

**★** 10 3

**A**AQ8 ♥AK654

**∨**QJ3 ♦KJ3

874

• K9854

**.** 76

**v** 1092

♦ A 9 2

♣ QJ10

Makeable							
	C	ont	rac	ts			
	*	•	>	<b>^</b>	NT		
Ν	•	ı	•	1	-		
S	ı	ı	ı	1	-		
Е	2	-	3	-	2		
W	2		3		2		

Board 8: Dealer West: Love all

West North East South

Pass Pass 1♥ Pass

2♣ Pass 2♥ Pass

3♥ All Pass

East plays in 2♥ or 3♥.

Should make nine tricks.

There is a spade finesse that works, and then a trump in the short suit. BFP B2 L01 Playing Suit Contracts

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**∧** A4

♥AQJ93

♦ KJ3

**.**942

**↑** 1092

♠ KQJ75

**♥**542

**♥** K6

♦ Q 2

♦ A85

**♣** AK853

**4** 1076

**♦**863

**v** 1087

109764

♣QJ

Makeable contracts							
	♣ ♦ <b>♥</b> ♠ NT						
N	-	1	1	-	-		
S	ı	1	1	ı	ı		
Е	4	-	-	3	1		
W	4	-	-	3	2		

Board 9: Dealer North: Love all

North South West **East** 

**1** 

1 **Pass** 

2♠ **All Pass** 

East has a top end simple overcall, only a fivecard suit, so not suitable for a jump overcall.

With a three-card spade suit and 9HCPs, West can advance the overcall.

The simple raise response doesn't suggest an opening quality hand, so East passes 2.

♠ Q74

▼ A 8 5

J3

♣J10653

**♠**J3

**♠**95

♥J109642

**♥** K3 ◆AQ865

• K 10 9 **♣** K8

**♣**AQ42

**A** K 10862

**♥** Q 7

♦ 742

**497** 

8	8 9	15

Makeable contracts								
♣ ♦ <b>♥</b> ♠ NT								
N	-	-	-	2	-			
S	ı	ı	ı	2	-			
Ε	1	4	3	-	-			
W	1	4	3	-	-			

Board 10: Dealer East: NS vulnerable

West North **East** South 1 • 1

2**\**/2**\ All Pass** 2

South has a six-card spade suit, but only 9HCPs and so makes a simple spade overcall.

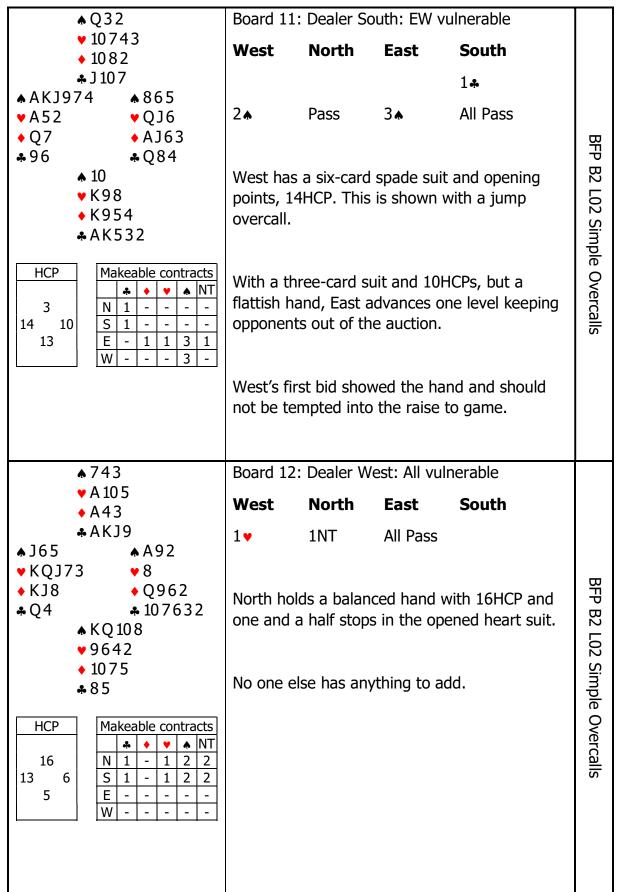
West's raise to 2♦ is stretching, a common tactic when opponents intervene. It should really be a four-card diamond suit, but value is given to the spade doubleton and East/West are not vulnerable. 2 vis tempting, and not wrong, but the hand perhaps isn't quite good enough for a change of suit.

North's advance to 2♠ is again stretching but keeps North/South in the auction. All sensibly pass now.

BFP B2 L02 Simple Overcalls

BFP B2 L02 Simple Overcalls







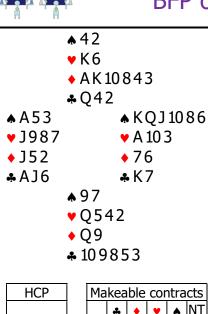
12

4

13

11

# BFP on BCL Mondays COMMENTARY



Ν

1 | 1

2 4

S | 1 | 1

Board 13: Dealer North: NS vulnerable

West	North	East	South
	1 🔷	2♠	Pass
3♠	Pass	4♠	All Pass

North opens 1 ♦ showing well understood values.

East has an opening quality hand with a fine six-card spade suit, worth overcalling at the two-level.

With 11HCP and a three-card spade suit, West advances to the three level. If it had a bit more shape a game raise would be right.

East decides that his hand is worth game. The protected King of Clubs is probably the clincher.



- ♣9532
   ♣K104

   ♥J96
   ♥2

   ◆987
   ◆AK532

   ♣1062
   ♣QJ73
  - AQ7 ▼1075 ◆64 AK984

HCP	Ма	kea	ble	cor	ntra	cts
		*	•	•	<b>^</b>	NT
13	Ν	3	1	5	2	5
1 13	S	3	1	5	2	5
13	ш	ı	ı	-	ı	-
	W	-	•	-	•	-

Board 14: Dealer East: EW vulnerable

West	North	East	South
		1 ♦	2*
Pass	3♥	Pass	4♥
All Pass			

South has a good five-card club suit and 13HCPs, worth a simple overcall at the two-level.

North has an excellent hand, but singleton hand. The jump-and-switch bid promises a quality six-card suit.

South can support heart and raises to game.

BFP B2 L02 Simple Overcalls

BFP B2 L02 Simple Overcalls



