

#### **COMMENTARY**



♥KJ7

♦ Q108

**♣**Q953

**★** K109

**♠**J753

♥A985

**♥**63

**♦** 75

♦ KJ94

**\$**10764

**♣**A82

- **♠** A84
- ♥Q1042
- ♦ A632
- **♣**KJ

	НСР		
7	10 14	9	

Makeable contracts									
	*	♣ ♦ <b>♥</b> ♠ NT							
Ν	1	1	2	1	2				
S	1	1	1	1	2				
Ε	-	1	1	ı	-				
W	-	ı	ı	ı	-				

Board 1: Dealer North: Love all

West North East South
Pass Pass 1NT

All Pass

West's lead is likely to be ♥5 showing the four-card suit with at least one honour.

The spades will yield one trick with ♠A. There is a 50% chance of making ♠Q. SPLIT HONOURS

Three Heart tricks after ♥A is played. FORCE OUT ACE.

Diamonds should give one trick with ◆A, and there is a 50% chance of making ◆Q and an outside chance of another. SPLIT HONOURS

Clubs should give two tricks once AA has been forced out. FORCE OUT ACE.

Plan: take the first heart trick. Play hearts back to force out ♥A. Then force out ♣A and play low to ♠Q and ◆Q.

**♠**J93

**♥** K43

**♦** 1054

**♣**9742

♠AK4

**♠**Q105

♥ AJ975

♥Q106

♦ AQ

♦ K762

**♣**K83

**♣**AQ6

**♦**8762

**9**82

♦ J983

**♣**J105

HCP	l
4 21 13 2	

Makeable contracts								
	*	♣ ♦ ♥ ♠ NT						
N	-	-	-	-	-			
S	ı	ı	ı	ı	ı			
Ε	5	5	6	5	6			
W	5	5	6	5	6			

Board 2: Dealer East: NS vulnerable

West North East South
1NT Pass

6NT All Pass

There are three tricks in spades. NO SCOPE FOR MORE
Three tricks in clubs NO SCOPE FOR MORE
Three tricks in diamonds. CAREFUL NOT TO GET BLOCKED

To make the contract will need three tricks from hearts.

The ♥K is missing, so take a FINESSE by leading ♥Q from hand "towards" dummy's ♥A J. This gives a 50% chance of making another trick if the ♥K is in the South hand.

Plan: The most likely "safe" lead from South is ◆3, taken in dummy with either ◆A or ◆Q. Now come to hand by leading a small club to ♣A or ♣Q, then lead ♥Q to try the finesse. Even if it fails there are enough tricks to get the twelve tricks required to make the contract.

**BFP B2 L07: Playing in No Trumps** 

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#### **COMMENTARY**

**3FP B2 L07: Playing in No Trumps** 

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		_	$\overline{}$
♠	J	1	2

**♥**A83

♦ K6

**♣**KQ754

**♠** KQ

**♠**9863

**♥**J6542

**♥** 109 **♦** Q873

♦ J542

**.**A62

**4**98

₩ // 0

- **A** A 1054
- ▼KQ7
- ♦ A109
- **♣**J103

НСР
13 7 6 14

Makeable contracts									
	*	♣ ♦ <b>∀</b> ♠ NT							
Ν	5	1	2	5	5				
S	5	1	2	4	4				
Ε	-	1	1	1	1				
W	-	ı	ı	ı	ı				

Board 3: Dealer South: EW vulnerable

West North East South
1NT

Pass 3NT All Pass

Four tricks in clubs once ♣A is played. FORCE OUT ACE

Two tricks in diamonds. NO SCOPE FOR MORE

Three tricks in hearts. NO SCOPE FOR MORE

One, perhaps two, tricks in spades. DEEP FINESSE

West is likely to lead ♥4.

Plan: Take the first trick in hand with ♥K, then lead clubs starting with ♣J until ♣A appears. When the defenders persist with hearts, take the trick with ♥A, cash the remaining clubs and lead ♠J, which will be taken by West's ♠K or ♠Q. West will probably persevere with hearts, but now ♥Q, ◆A K, and ♠A can be taken, and when West's second spade honour falls under ♠A that will leave ♠10 to take the eleventh trick.

**♠** Q83

♥Q1073

**•** 97

**♣**A943

**♠** A7

**♠**J962

**♥**A52

**♥**K64

♦ QJ1082

♦A53

**♣**K85

**♣**J106

- **∧** K1054
- **♥**J98
- ♦ K64
- ♣Q72

HCP		Ma	ake	
				*
14	8		Ν	1
		9	S	1
	9		Ε	1
			W	-

Makeable contracts						
	*	•	•	<b>^</b>	NT	
N	1	-	-	1	-	
S	1	-	-	1	-	
Ε	-	2	1	-	2	
W	-	2	1	-	2	

Board 4: Dealer West: All vulnerable

West North East South

1NT All Pass

Four possibly five diamond tricks if the FINESSE succeeds.

Two in hearts. NO SCOPE FOR MORE

One in spades, a very long shot at a second.

Possibly one in clubs DEEP FINESSE.

When North leads ♥3, take the trick with ♥A.

Plan: try a diamond finesse by leading ◆Q, this will force out ◆K. When hearts are led again, take the trick with ♥K, and because the spade suit is still covered by A, try a club finesse by leading ♣J. Eight tricks made.

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#### **COMMENTARY**

**BFP B2 L07: Playing in No Trumps** 

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- **♥**A92
- ♦ A964
- **♣** K107
- **♠** Q10862
- **♠**J5
- ♥QJ6
- **v** 10843
- ♦ Q82
- **♦** J 10
- **.**98
- **♣**QJ642
- **♠** A97
- **♥** K75
- ♦ K753
- **♣**A53

HC	P
14 7 14	5

Makeable contracts										
	*	♣ ◆ ▼ ♠ NT								
Ν	2	4	2	2	3					
S	2	4	2	2	3					
Ε	1	1	1	1	1					
W	-	-	-	-	-					

Board 5: Dealer North: NS vulnerable

West North East South
1NT Pass 3NT

All Pass

There are two top tricks in each of the four suits, so need to establish a ninth trick somewhere.

The only 8-card suit is diamonds (SOURCE OF TRICKS), so it will yield another trick if opponents diamonds split 3-2.

As it turns out, East will probably lead \$4 which means \$10 will make a trick, so making ten tricks is the most likely result.

**♠** K75

- ♥J10952
- ♦ J98
- **♣**K2

♠AJ3

- **♠**Q108
- ♥AK3
- **♥**Q76 **♦**AK3
- ◆ Q1072 **♣** 1085
- ♣A964
- **♠**9642
  - **v** 84
  - **♦**654
  - **♣**QJ73

Board 6: Dealer East: EW vulnera	b	le
----------------------------------	---	----

West	North	East	South
		1.	Pass
1 •	Pass	1NT	Pass
3NT	All Pass		

Two tricks in spades, three if K FINESSE works.

Three tricks in hearts. NO SCOPE FOR MORE.

Three tricks in diamonds, four if the J drops. WATCH FOR JD.

One trick in clubs, possible promotion of 9 or 10. WATCH FOR Q and K.

South will probably lead ♣3. Should help.

Plan: After the club lead, ♣10 9 8 still provide a stopper in clubs, so start work on spades by leading ♠Q to force out ♠K. There are now definitely nine tricks, and a tenth appears when the diamond suit splits 3-3.

# 8 14 15 3

Makeable contracts						
	*	•	•	<b>^</b>	NT	
Ζ	ı	ı	ı	ı	ı	
S	-	-	-	-	-	
Ε	3	4	3	3	4	
W	4	4	3	3	4	



#### **COMMENTARY**

1NT



**♥** A 108

♦ 984

**♣**QJ987

♠ KQJ53

**♠**97

**♥** K6

**♥**QJ42

♦ J65

♦ K732

**4**654

**♣**K32

**♠** A1082

**9753** 

♦ AQ10

**♣** A 10

Board 7: Dealer South: All vulnerable
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West North East South

All Pass

One trick in spades HOLD UP ACE.

West will probably lead ♠K.

One trick in hearts, HOLD UP ACE, look for promotion of 9 or 10.

One sure trick in diamonds, DEEP FINESSE

There are four tricks in clubs once ♣K has been forced out and the right entry is available. SET UP THE CLUBS

Plan: Note that ♥A is the only entry to the clubs in dummy, so crossing to try the club finesse is not a good idea. Play ♣A followed by ♣10, overtake with ♣J and keep leading clubs until ♣K is forced out. The ♥A is then still available to get back in to make the remaining clubs.

Makeable contracts						
	*	•	>	•	ΝT	
Ν	2	1	1	ı	1	
S	2	1	1	1	1	
Ε	1	1	1	1	1	
W	•	•				

**↑** 1095

**Q**109

♦Q753

**.**732

↓ J6

**♠**KQ7

**♥** AJ53

**∀**K86

**♦** 1062

◆ AK84

♣AQJ10

**\$864** 

**♠** A8432

**♥**742

**♦** J9

**♣**K95

Board 8: Dealer West: Love all

West N

**North** Pass *East* 3NT **South** All Pass

Two tricks in spades, but short suit. LOOK FOR ACE Two or three tricks in hearts if Q is finessed. Two tricks in diamonds. NO SCOPE FOR MORE

Three in clubs, four if K successfully finessed. FINESSE

North will probably lead ◆3. DEDUCE 4 diamonds with an honour in North hand and 2 in South hand.

Makeable contracts							
	*	•	•	<b>^</b>	NT		
N	-	-	-	-	-		
S	ı	ı	ı	ı	ı		
Ε	5	4	5	3	5		
W	5	5	5	3	5		

Plan: Take trick in dummy, try the club finesse. It works, play J♠ to force out Ace and leave defence to hopefully make a helpful lead. Another trick is available if South leads back ◆9 because ◆Q can be finessed.

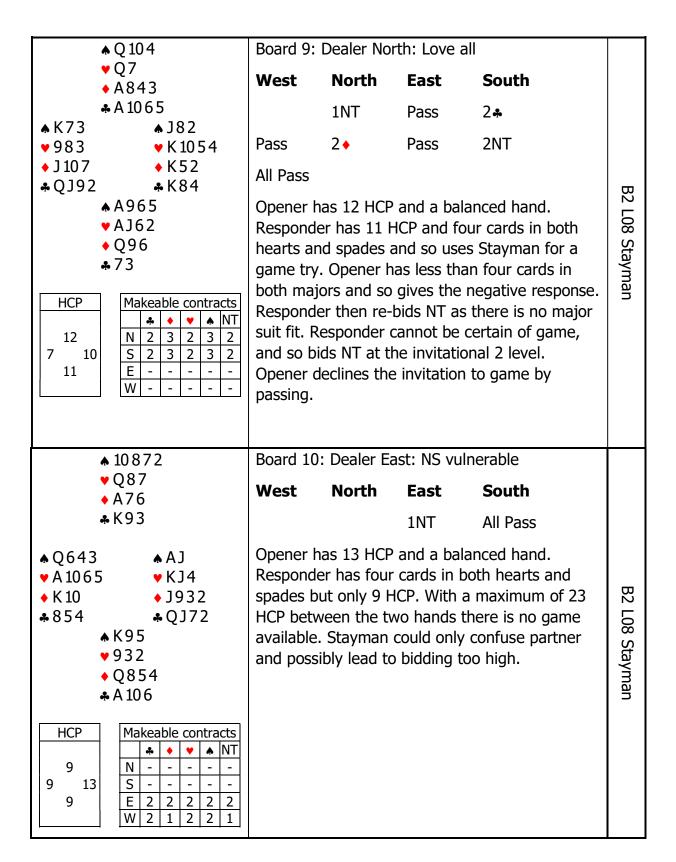
The heart finesse works, it is possible to wins eleven tricks.

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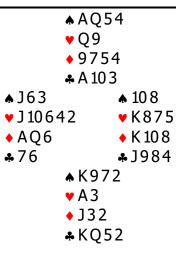


#### COMMENTARY





# BCL BFP Thursday COMMENTARY



	HCP	╛
8	12 7 13	

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

Board 11: Dealer South: EW vulnerable

West	North	East	South
			1NT
Pass	2*	Pass	2♠
Pass	3♠	Pass	4♠

All Pass

Opener has 13 HCP and a balanced hand. Responder has 12 HCP and four cards in spades and so uses Stayman for a game try. Opener has four cards in spades and so bids spades at the two level. With 12 HCP, responder invites game with a bid of 3. With a good looking 13, opener bids the game. This bidding is not wrong, and more often than not the game will be there. But this time the cards don't sit well for declarer and it should be one down.

**y** J8 ♦ J43 ♣ A 1065 **♦** K53 **A**AJ ♥A753 ♥Q1092 ♦ A 9 7 ◆ Q 1085 **♣**Q74 ♣KJ2 **♦** Q 10 7 6

**♥** K64

♦ K62

**\***983

**♦**9842

Makeable contracts							
	•	•	>	•	NT		
Z	ı	ı	ı	ı	-		
S	-	-	-	-	-		
Е	3	4	4	2	3		
V	3	4	4	2	2		

Board 12: Dealer West: All vulnerable

West	North	East	South
1NT	Pass	2*	Pass
2♥	Pass	4♥	All Pass

Opener has 13HCP and a balanced hand. Responder has 13 HCP and four cards in hearts and so uses Stayman for a game try. Opener has four cards in hearts and so bids hearts at the two level. Responder then bids game with 13 HCP. This time the cards behave and it should make.

**B2 L08 Staymar** 

B2 L08 Stayman



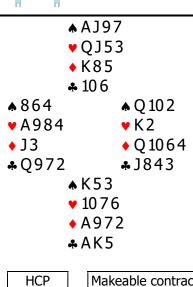
11

14

8

# BCL BFP Thursday

#### COMMENTARY



Ma	Makeable contracts						
	*	•	•	٨	ГИ		
N	-	3	3	3	3		
S	ı	3	3	3	3		
E	-	-	-	-	-		
W	ı	ı	ı	ı	-		

**♦** J 1086 ♥A853 **♦** J **♣** A875 **▲**AQ94 **♦** K2 ♥Q962 ▼ KJ74 ♦ KQ53 ◆ A 10 9 7 **.** 9 **♣**K62 **↑**753 **v** 10 ♦ 8642

**♣**QJ1043

Makeable contracts							
	♣ ♦ ♥ ♠ NT						
N	1	-	-	-	-		
S	ı	ı	ı	•	-		
Е	-	3	5	2	2		
W	-	3	5	2	2		

Board 13: Dealer North: NS vulnerable

West	North	East	South	
	Pass	Pass	1NT	
Pass	2*	Pass	2♦	
Pass	2NT	Pass	3NT	

All Pass

Opener has 14 HCP and a balanced hand. Responder has 11 HCP and four cards in both hearts and spades and so uses Stayman for a game try. Opener has less than four cards in both majors and so gives the negative response. Responder then re-bids NT as there is no major suit fit. Responder cannot be certain of game, and so bids NT at the invitational 2 level. With 14 HCP Opener accepts the invitation to game by bidding 3NT.

Board 14: Dealer East: EW vulnerable

West	North	East	South
		1NT	Pass
2*	Pass	2♥	Pass
4♥	All Pass		

Opener has 14 HCP and a balanced hand. Responder has 13 HCP and four cards in hearts and so uses Stayman for a game try. Opener has four cards in hearts and so bids hearts at the two level. Responder then bids game with 13 HCP. The trump split is 4:1, so declarer must abandon clearing them and make some tricks by trumping clubs in dummy.

B2 L08 Staymar

B2 L08 Stayman



#### **COMMENTARY**

B2 L08 Stayman

B2 L08 Stayman



• K42

**▲** 10963 **▼** 83

♠ A K
♥ 975

♦ A 10832 • A 9 ★ KJ54♣ 10765

**▲** ○ 7

**♠** Q 7

♥ A K 10 4

**♦** Q97

**♣**QJ83

HCP
7 8 11 14

Makeable contracts					
	*	•	>	<b>^</b>	NT
N	1	-	3	-	-
S	1	ı	3	-	-
Е	-	4	-	-	2
W	-	4	-	-	2

Board 15: Dealer South: All vulnerable

West	North	East	South
			1NT
Pass	2*	Pass	2♥

All Pass

An unusual case where you can use Stayman even though there's no game on. South opens 1NT. With 7 HCP North knows there's no game. But he has five spades and four hearts. A weak take out into spades will skip the chance that partner has four hearts. So North enquires with Stayman. Partner shows four hearts and North passes to keep it low. If partner had shown 4 spades, North would have passed. What if partner denied four of either major? North bids 2\* showing a weak hand with five spades (and four hearts) a "delayed" weak take out. Opener must recognise this sequence and pass.

**♦**97

**9752** 

♦ KQJ105

**.** A3

**A** A854

★ KQ63
▼ A 106

K83A642

◆93

• K5

♣Q1096

**▲** J 10 2

**♥**QJ4

**♦**87

**♣**J8742

HCP	)
10 14 5	11

Makeable contracts				
*	•	>	<b>^</b>	NT
ı	ı	ı	ı	ı
ı	ı	ı	ı	1
2	2	1	4	2
2	2	1	4	2
	kea - - 2	keable  2 2 2 2	keable cor	keable contra         *       •       •       •         -       -       -       -         -       -       -       -         2       2       1       4         2       2       1       4

Board 16: Dealer West: Love all

West	North	East	South
1NT	Pass	2.	Pass
2♠	Pass	3♠	Pass
4♠	All Pass		

Opener has 14 HCP and a balanced hand. Responder has 11 HCP and four cards in spades and so uses Stayman for a game try. Opener has four cards in spades and so bids spades at the two level. Responder then makes an invitational bid of three. With maximum points Responder raised to game in spades.