

**Board 1** ♠ J 9 8 5

North Deals ♥ A 5 2

None Vul ♦ K 9 8

♣ 8 7 4

♠ 6 2

♥ K Q J 10

♦ Q 6 5 2

♣ K Q 5



♠ A K Q 10 4 3

♥ 8 4 3

♦ —

♣ A J 9 2

♠ 7

♥ 9 7 6

♦ A J 10 7 4 3

♣ 10 6 3

8  
13 14  
5

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	6	1	4	6	3
W	6	1	4	6	3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♠	3 ♦
X	Pass	4 ♠	All pass

4 ♠ by East

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♥ 7	<u>10</u>	2	3
2. W	♠ 2	5	<u>A</u>	7
3. E	♠ <u>K</u>	♦ 3	6	8
4. E	♥ 4	6	J	<u>A</u>
5. N	♣ 4	2	10	<u>Q</u>
6. W	♦ 2	8	<u>♠ 3</u>	4
7. E	♣ 9	3	<u>K</u>	7
8. W	♦ 5	9	<u>♠ 4</u>	7
9. E	♣ <u>A</u>	6	5	8
10. E	♥ 8	9	<u>Q</u>	5
11. W	♥ K	-	-	-

Made 6 — EW +480

## Commentary by Julian Pottage

### Auction

3 ♦: Weak - as partner is a passed hand, opponents have game on - so get in the bidding.

X: Takeout - the diamond spots are poor and the hearts good; you may be able to bid 3 NT on the next round.

4 ♠: 3 ♠ would be non-forcing, so East jumps to game.

I do not think East-West would bid a slam on an uncontested action. It is even harder when they lose a round of bidding.

### Play

A contract of 6 ♠ would be good. It usually makes unless South scores a ruff or someone has ♠ J-x-x-x-(x). The ruff could happen if North has ♥ A-x-x-x-x or all the missing clubs. In fact sometimes you can make 12 tricks even if North has ♠ J-x-x-x via a trump coup.

When South shows out on the second spade, you do need a trump coup for 12 tricks. You will need North to hold 3+ hearts & 3+ clubs.

You need to use dummy's entries to ruff 2 diamonds and then have the lead in dummy at trick 11, with ♥ K and ♦ Qx in dummy, and ♠ Q10 and ♣ A in your hand.

**Board 2** ♠ —  
 East Deals ♥ K 10 7 6  
 N-S Vul ♦ 6 4 3 2  
 ♣ 10 9 8 4 3

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



♠ K 5 4  
 ♥ 9 8 3 2  
 ♦ K Q 10 8  
 ♣ 7 5

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	2	1	-	6	5
W	2	1	-	6	5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	Pass
1 ♠	Pass	2 ♠	Pass
3 ♣	Pass	3 ♠	Pass
4 NT	Pass	5 ♥	Pass
6 ♠	All pass		

6 ♠ by West

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. N	♣ 10	<u>A</u>	5	J
2. E	<u>♠ 10</u>	4	7	♣ 3
3. E	♠ 2	5	<u>Q</u>	♣ 4
4. W	<u>♠ A</u>	♥ 6	3	K
5. W	♦ 9	2	<u>A</u>	8
6. E	♥ Q	2	4	<u>K</u>

Made 6 — EW +980

## Commentary by Julian Pottage

### Auction

3 ♣: With 6 good ♠, 17 HCP and excellent controls, West is heading for a slam. 7 ♠ may be on if East has the right ♥ holding.

4 NT: When East shows a minimum, West gives up on 7 ♠ but wants to check key cards.

### Play

Against a suit slam you usually attack - but South had the chance to double 5 ♥ so will not have much in hearts. Also it sounds like dummy is balanced. Therefore North will probably lead a club.

If dummy had one more entry, you could play for an elimination. You could cash the ♠ A and ruff 3 ♦ in hand. You would succeed if the ♠ K was singleton or you endplayed North.

On the actual layout there aren't enough entries for a full elimination, so you take the trump finesse, starting with ♠ 10. If that doesn't work, you can later try the heart finesse.

On the actual layout, the ♥ finesse is for the overtrick.

If North led a ♥, you could guarantee 12 tricks by laying down the ♠ A and playing another ♠. Since it is unlikely that North has 7 ♥ and a singleton ♠ K, you would not do that at matchpoints.

**Board 3** ♠ A 10 6  
 South Deals ♥ A K  
 E-W Vul ♦ Q 4  
 ♣ A Q 10 9 4 3

♠ 9 7 5 2 ♠ K 8 3  
 ♥ 7 6 4 2 ♥ 9 8 5 3  
 ♦ A 6 ♦ 10 9 7 5  
 ♣ J 7 2 ♣ K 8



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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	2 NT	Pass	3 ♣
Pass	3 NT	All pass	

3 NT by North

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♥ 8	10	6	<u>K</u>
2. N	♦ <u>Q</u>	5	2	6
3. N	♣ <u>A</u>	8	5	2
4. N	♣ 10	<u>K</u>	6	7
5. E	♥ 3	J	2	<u>A</u>

Made 5 — NS +460

## Commentary by Julian Pottage

### Auction

2 NT: With 6 good ♣, you can value the North hand as 20 points.

3 ♣: Responder can only envisage a slam if a fit is present.

3 NT: I play 3 NT to show 3 ♠ and <4 ♥. This caters for responding hands with 5 ♠ and 4 ♥.

### Play

After a heart lead, if every finesse was wrong, declarer cannot see 9 tricks. Trying to knock out the ♦ A early seems logical.

West is likely to duck the first ♦ and then declarer has a rethink.

With a ♦ trick made, 4 in ♣, 3 in ♥ and the ♠ A would total 9. So switch to ♣, starting with the ♣ A. It is a guess whether to continue with the ♣ Q or the ♣ 10. If you guess right, you make an overtrick.

**Board 4**      ♠ K 4  
 West Deals    ♥ Q 10 7  
 Both Vul      ♦ 8  
                  ♣ A K 10 7 6 5 4

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



♠ —  
 ♥ A 9 3 2  
 ♦ A K 10 7 6 3 2  
 ♣ J 3

	♣	♦	♥	♠	N
N	5	5	4	-	-
S	6	5	4	-	-
E	-	-	-	1	-
W	-	-	-	1	-

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	2 ♣	2 ♠	3 ♦
3 ♠	4 ♣	Pass	5 ♣
All pass			

5 ♣ by North

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. E	♠ 3	♣ 3	J	4
2. S	♦ A	5	8	4
3. S	♦ K	Q	♠ K	9
4. S	♦ 2	♠ 5	♣ 4	J
5. N	♣ K	2	J	9
6. N	♣ A	8	♥ 2	♠ 7
7. N	♣ 5	Q	-	-

Made 6 — NS +620

**Commentary by Julian Pottage**

**Auction**

2 ♠: East has so many losers that pass is an alternative.  
 3 ♦: South does have 4 ♥ (suggesting a double) but the ♦ are much longer.  
 5 ♣: South is close to making a 4 ♠ cue bid on the way to 5 ♣. A 3rd ♣ or the ♣ Q would be a better holding.

**Play**

East will probably lead a spade (but might lead a ♥ instead if South cue bid 4 ♠).

Declarer trumps the spade lead, and plays ♦ AK to throw the other spade. Declarer can afford to lose a trump (or a ruff) but not a ♠ as well.

Now declarer ruffs a ♦ to set up the suit, and plays ♣ AK and another club. By knocking out the ♣ Q it will be possible to run the ♦ without interruption.

**Board 5**  
 North Deals  
 N-S Vul

♠ 9 7 6 3  
 ♥ 10 8 7 2  
 ♦ 10  
 ♣ J 8 5 2

♠ 8  
 ♥ A 9 5  
 ♦ J 8  
 ♣ A K Q 10 7 6 4



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

♠ K 5 4 2  
 ♥ Q 6 4 3  
 ♦ 9 6 5 3  
 ♣ 3

1  
 14 20  
 5

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	6	7	3	5	6
W	6	7	3	5	6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♦	Pass
2 ♣	Pass	2 ♠	Pass
3 ♣	Pass	3 ♦	Pass
4 ♦	Pass	4 NT	Pass
5 ♥	Pass	5 NT	Pass
7 ♦	All pass		
7 ♦	by East		

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. S	♦ 3	<u>J</u>	10	2
2. W	♦ 8	♠ 3	<u>A</u>	5
3. E	♦ <u>K</u>	6	♥ 5	♥ 2
4. E	♦ <u>Q</u>	9	♣ 4	♠ 6
5. E	♣ 9	3	<u>A</u>	2
6. W	♣ <u>K</u>	5	♠ 10	♥ 3
7. W	♣ 6	8	♦ <u>4</u>	♠ 2

Made 7 — EW +1440

## Commentary by Julian Pottage

### Auction

- 1 ♦: East has a strong hand but 1 ♦ is fine.
- 2 ♣: Few people play 3 ♣ as strong these days.
- 2 ♠: Even if 2 ♣ is not a game force for you, an opener's reverse creates a game force.
- 3 ♦: By rebidding the ♦ East shows 6+ ♦ and 4 ♠.
- 4 ♦: West's 'solid' ♣ look less solid facing 10+ cards in ♦ & ♠. J-x is fine for raising now that East has shown 6 ♦.
- 5 ♥: 2 key cards (with ♦ as trumps).
- 7 ♦: As 5 NT says you have all the key cards & the ♦ Q, West just bids 7 ♦. Even at matchpoints it would be unwise to bid 7 NT. A grand slam bid and made is almost always a good score.

### Play

South probably leads a traditional trump.

Declarer draws trumps starting with ♦ J to avoid blocking the suit.

Cashing the second top ♣ reveals the 4-1 split. A ruff then sets up the suit.

If ♣ are 5-0, you still have chances. If North is void in ♣, you could finesse in ♠ or play for a double squeeze. If South is void in ♣, there is a simple squeeze if South has the ♠ K and either the ♥ Q-10 or any 6 ♥ - or you could take the ♠ finesse.

An alternative line is to play a ♠ to the ace at trick 2. Then ruff a ♠ at trick 3, come to hand with the ♥ K and draw trumps. That line works if ♣ are 5-0 without the need for either a squeeze or taking the ♠ finesse. However, you may go down if ♠ are 7-1.

**Board 6**      ♠ A Q 8 5

East Deals    ♥ Q J 9 7

E-W Vul      ♦ K Q

♣ 10 7 4

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



♠ J 10 9  
♥ 10 3  
♦ 10  
♣ K Q J 9 8 6 3

14  
1 7  
18

♠ K 4 2  
♥ A K 6 5 2  
♦ A 2  
♣ A 5 2

	♣	♦	♥	♠	N
N	1	2	5	5	6
S	1	2	6	6	6
E	-	-	-	-	-
W	-	-	-	-	-

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		3 ♣	3 NT
Pass	4 ♣	Pass	4 ♥
Pass	5 ♥	Pass	6 ♥
All pass			

6 ♥ by South

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♦ 3	<u>K</u>	10	2
2. N	♥ <u>Q</u>	3	2	4
3. N	♥ 7	10	<u>K</u>	8
4. S	♦ <u>A</u>	4	Q	♣ K
5. S	♠ 2	3	<u>Q</u>	9
6. N	♠ 5	10	<u>K</u>	6
7. S	♣ <u>A</u>	♦ 5	4	3
8. S	♠ 4	7	<u>A</u>	J

Made 6 — NS +980

### Commentary by Julian Pottage

#### Auction

3 NT: South employs Hamman's rule: if 3 NT is an option, bid 3 NT.

4 ♣: North has some slam interest, especially if a fit is present.

5 ♥: The raise to 5 ♥ is a clear slam try in ♥.

6 ♥: With 5 ♥ and good controls, South accepts the invitation.

#### Play

West will lead a ♦. The lead and East's vulnerable 3 ♣ opening indicate that ♣ are 7-0.

Declarer should draw trumps, then cash a second diamond. The 8-1 ♦ split is a surprise but worth noting.

When declarer plays on spades, the fall of two high ♠ from East would usually suggest finessing the ♠ 8 on the third round.

However, the confirmed 7-0 ♣ split gives declarer a complete count, which means ♠ are 3-3.

If declarer could not tell whether West had 3 ♠ or 4 ♠, it would still be wrong to finesse the ♠ 8. If East shows out on the 3rd ♠, let West win the 4th spade. A ruff and discard then gives you a trick.

**Board 7** ♠ Q 7 6 5

South Deals ♥ Q

Both Vul ♦ K J 3 2

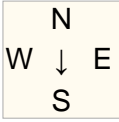
♣ Q J 8 7

♠ 8

♥ J 8 6 3

♦ 8 7 6

♣ A 10 6 4 2



♠ 10 9 4 3 2

♥ A 4 2

♦ 10 9 5

♣ 9 5

♠ A K J

♥ K 10 9 7 5

♦ A Q 4

♣ K 3

11  
5 4  
20

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 NT
Pass	3 ♣	Pass	3 ♥
Pass	3 NT	All pass	

3 NT by South

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♣ 4	7	9	<u>K</u>
2. S	♣ 3	2	<u>J</u>	5
3. N	♥ Q	<u>A</u>	5	3

Made 5 — NS +660

### Commentary by Julian Pottage

#### Auction

2 NT: If 2 NT shows 20-21 then North will be interested in a slam only if a fit is present. If it shows 20-22 then the partnership might hold 33 points.

3 ♥: If you play 5-card Stayman, South's 3 ♥ shows 5 ♥ - not what North wanted to hear.

#### Play

Against 3 NT West will lead a club, not a heart, when South has bid hearts.

Declarer can count 4 tricks in ♠ and 4 in ♦ so needs only 2 in ♣ to make 11 in all. After winning ♣ 9 with ♣ K, declarer plays another club.

If you needed 3 tricks in ♣ then you would finesse because East is more likely to hold 9-5 or 9-6 than 10-9.

**Board 8** ♠ A Q 4 2

West Deals ♥ Q J 7 4

None Vul ♦ 10 7 2

♣ 8 3

♠ K 9 7

♥ A K 10

♦ 9 8 5 4

♣ A 7 2



♠ 8

♥ 9 5

♦ A K Q J 3

♣ K J 10 9 6

♠ J 10 6 5 3

♥ 8 6 3 2

♦ 6

♣ Q 5 4

9  
14 14  
3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	Pass	2 ♣ <sup>1</sup>	Pass
2 NT	Pass	3 ♦	Pass
3 NT <sup>2</sup>	All pass		

3 NT by West

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. N	♥ 4	5	2	<u>10</u>
2. W	♦ 4	2	<u>A</u>	6
3. E	♣ J	4	2	3

Made 7 — EW +520

### Commentary by Julian Pottage

#### Auction

2 ♣: If you play 3 ♠ as a splinter, I think East is too strong for that. If you play 2 ♦ as inverted, East would bid 2 ♦.

3 NT: West has poor ♦ and values in both majors.

#### Play

North will lead a low heart. At no-trumps it is normal to lead low from Q-J without the 10 or 9. I do not like leading from 4-card suits headed by the ace.

With the ♠ K protected, finessing South for the ♣ Q ensures 11 tricks and gives the chance of 13. It's best to cross in diamonds and run ♣ J.

If North led a ♠ at trick 1, declarer would (at teams or rubber bridge) simply cash 10 tricks. At matchpoints you might be able to judge from the discards who has the ♣ Q and risk a ♣ finesse.