

Board 1 ♠ 9
 North Deals ♥ 7 4 3
 None Vul ♦ 10 8
 ♣ 8 7 6 5 4 3 2

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

♠ K J 10 7 6 3
 ♥ 5 2
 ♦ J 9 7 5
 ♣ A

0
 13 18
 9

♣ ♦ ♥ ♠ N Par -980: EW 6♥=
 N - - - - -
 S - - - - -
 E 3 5 6 2 5
 W 3 4 6 2 5

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

Board 2 ♠ Q 10 4 2
 East Deals ♥ A Q 6 5
 N-S Vul ♦ 8
 ♣ A K 10 8

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

♠ A K J 8 7
 ♥ K 3
 ♦ Q J 5 3
 ♣ 4 2

15
 5 6
 14

♣ ♦ ♥ ♠ N Par +1430: NS 6♠=
 N 3 2 4 6 4
 S 3 2 4 6 4
 E - - - - -
 W - - - - -

West	North	East	South
		Pass	1♠
Pass	4♦ ¹	Pass	4♥ ²
Pass	4NT	Pass	5♥
Pass	6♠	Pass	Pass
Pass			

1. splinter bid, 4 card ♠ raise with ♦ shortage
2. slam interest

Bidding

Several auctions are possible, depending on what South bids over 1♦. After West shows hearts, East should show a good hand with support. Then after some cue-bids the partnership will probably bid slam. Because the diamonds are not solid, it is better to play in hearts, not in notrumps.

Play

After the spade lead, declarer should draw two rounds of trumps. You should keep the entries flexible, for example cashing the 10 and 9, so that you have ♥AQJ opposite ♥K.

If trumps are 4-1, you need diamonds to be 3-3, so draw two more trumps and try to cash the diamonds.

If trumps are 3-2, play ♦AK and ruff a ♦ high. Draw the last trump ending in dummy, and discard the ♠85 on dummy's two ♦ winners.

Bidding

♦QJ are not worth much opposite a singleton. But diamond length is good, and ♥K3 is a fitting honour. When South cooperates, North can bid slam.

Opening lead

No lead is bad. A club or a heart could set up a trick. A spade could help to prevent diamond ruffs.

Play

Declarer should play to ruff two diamonds, then draw trumps, then throw the last diamond on ♥Q.

Board 3 ♠ 10 8 5
 South Deals ♥ Q J 10 6
 E-W Vul ♦ 6
 ♣ J 10 8 7 5

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

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

West	North	East	South
			Pass
1♦	Pass	2♣	Pass
2NT	Pass	6NT	All pass

Bidding

You might reach either 6♦ or 6NT.

6♦ is slightly better, because if you can lose only one diamond trick you can trump a heart for your 12th trick. 6NT might go down if clubs are 4-1 and ♦Q is in North.

Play in 6♦

They may ruff a club at trick one. After that, you have to get trumps right. Because North has 5 clubs, it is more likely that South has ♦Q than North, so you should finesse.

If North leads ♥Q, so there is no club ruff, you just need to play trumps for one loser, and arrange to ruff a heart. Simplest is ♦A, ♦ to the jack, ♦K, then take the ruff.

Play in 6NT

If you play in 6NT you will probably get ♥Q lead. You start with 10 top tricks. If clubs are 3-2, you have two more.

Win the opening lead and cash a top club. With clubs 5-0, you know that you need 4 diamond tricks. Cash ♦A, in case something happens. North and South both play small diamonds.

Now you plan to finesse in diamonds, but why not cash the spade winners and ♥K first? Again, something may happen.

When you play the spades, something does happen: North follows to all of them. Now you know she has 8 cards in spades and clubs, as well as probably ♥QJ10.

When you play ♥K, does she play ♥6? If she does, then she probably started with ♥QJ106. With ♥QJ6 she would probably not risk a heart lead. So, she is 3=4=1=5. Cross to ♣K and play a diamond to ♦9. Finally cross back to ♣Q and finesse ♦Q.

Did North play ♥10 under ♥K? That's a good play, to make you think she might have ♥QJ10 and ♦Qx. Maybe you should still get diamonds right. North could be 4=4=1=4, 3=4=1=5, or 3=3=2=5, and against two of those shapes it is right to finesse ♦9.

Board 4 ♠ A Q 4
 West Deals ♥ K J 10 2
 Both Vul ♦ A K 2
 ♣ K Q 5

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

♠ 8 5
 ♥ A Q 5
 ♦ Q 5 4 3
 ♣ A 4 3 2

Declarer has 11 top tricks. There are several chances for a 12th trick - either minor could be 3-3, or the spade finesse could work.

But there is an extra chance. If East has four cards in one of the minors, it is very likely that you can endplay her.

Cash ♦AK and ♣AK, then the heart winners, and finally ♦Q and ♣A. When East has four diamonds (and not four clubs), simply play the last diamond, throwing your spade, and East is endplayed.

There was an alternative line - try the spade finesse early, then if it loses, try to squeeze East in clubs and diamonds. This needs East to have 4-4 in the minors. This is less likely than finding East with only one of the minors.

♣ ♦ ♥ ♠ N Par +1440: NS 6N=

N	6	6	6	3	6
S	6	5	6	3	6
E	-	-	-	-	-
W	-	-	-	-	-

West	North	East	South
Pass	2NT	Pass	4NT
Pass	6NT	Pass	Pass
Pass			

Board 5

♠ 4

North Deals ♥ K 4 2

N-S Vul ♦ A Q J 7 5 2

♣ A K 8

♠ J 8

♥ J 5

♦ 10 8 6 4 3

♣ Q 6 4 3



♠ Q 10 2

♥ 10 9 8 7 6 3

♦ —

♣ J 10 9 7

♠ A K 9 7 6 5 3

♥ A Q

♦ K 9

♣ 5 2

17
4 3
16

	♣	♦	♥	♠	N
N	3	7	2	6	6
S	3	7	2	6	6
E	-	-	-	-	-
W	-	-	-	-	-

Par +2000: EW 7♥x-8

West	North	East	South
	1♦	Pass	1♠
Pass	3♦	Pass	3♠
Pass	3NT	Pass	4♦
Pass	4NT	Pass	5♣
Pass	5NT	Pass	7♦
Pass	Pass	Pass	

Stop for one moment to count your winners. You will need enough spade winners to throw all the non-trumps from your hand. It's OK - there are 5 spade winners, just enough.

Go back to dummy with ♥Q and play ♠K, then the rest of the spade suit. If West ruffs, you can overruff, draw the rest of the trumps and enter dummy with ♥A to cash the rest of the spades.

West does best to discard, but you throw the losing club from your hand, followed by your hearts and clubs. On the last round of spades you throw your last side-suit card.

Your last 3 cards are ♦AQ7 over West's ♦864. Play any card from dummy and overruff West's trump.

Bidding

If North bids Keycard and hears of three keycards, she should now bid 5NT to confirm that all the keycards are held. With a lot of extras, South bids a grand slam.

Play

If you bid 7NT, that's unlucky. This time it is better to be in a suit.

In 7♦ it looks as if you have 13 top winners: ♠AK, ♥AKQ, ♦AK and 6 trumps, unless trumps are 5-0.

After winning the lead, you play a diamond to ♦K. East discards, so West does have all 5 trumps.

You still have very good chances to make the contract, because you have ♦AQJ7 over West's ♦T864. Start by playing dummy's ♦9. West must cover with ♦T, so you win with ♦J in hand.

Dummy has no more trumps for a further diamond finesse, but you may be able to finesse West's trumps by playing spades through her. For this to work, you have to reduce your trumps to the same length as West, and also have spade winners in dummy to lead through her.

To achieve this, play a spade to ♠A and ruff a spade.

Board 6 ♠ J 8 7 2
 East Deals ♥ A
 E-W Vul ♦ J 9 7 4
 ♣ 10 8 5 4

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

♠ K Q 6 3
 ♥ J 2
 ♦ A Q 3 2
 ♣ K 7 6

♠ 9 5 4
 ♥ 10 9 8 7 6 5 3
 ♦ —
 ♣ 9 3 2

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	3	5	2	3	6
W	2	5	2	2	6

Par -1440: EW 6N=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1NT	Pass
6NT	Pass	Pass	Pass

After North wins the first trick with ♥A you have eleven top winners. You will be able to make your twelfth in diamonds unless South is void.

At trick 2 North switches to a club. You win in dummy with ♣Q, keeping the entries flexible. When you play a diamond to the ace, South discards.

You can't afford to lose a diamond trick, so you will need another trick from spades. The obvious chance is to finesse ♠10, playing South for ♠J. At this point, the spade finesse is more than a 50% chance, as North has 4 diamonds and South has zero.

Another possibility is to play North for 4 spades. Then you can squeeze her in spades and diamonds. At the moment this is worse than 50%, again because South has zero diamonds, so more room for spades.

Before making a decision, you should cash the hearts and clubs, to find out more about the distribution. Make sure that the last winner you take is in the East hand - that will mean that you are in the right place to take the spade finesse, with ♦Q as an entry to cash the last spade. (Remember what you did in clubs at trick 2!)

When you cash the hearts and clubs, you learn that hearts were 7-1 and both players had at least 3 clubs. Now you know that South is 3=7=0=3. North has already thrown a spade on one of the heart and club winners, so you know that your spades are winners by playing them from the top.

Board 7 ♠ A J 6
 South Deals ♥ K 10 7 5 3
 Both Vul ♦ 8 6
 ♣ A J 5

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

♠ Q 9 4 3
 ♥ Q 6
 ♦ 9 7 5 3
 ♣ 10 7 3

♠ K 8 7
 ♥ A 9
 ♦ A K 4 2
 ♣ K Q 9 2

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

West leads ♦Q.

To make slam you need to develop the heart suit. The best play with this combination is to lead low from dummy and insert the 9. You score four heart tricks anytime the suit breaks 3-3 or East has Jx, Qx, or QJxx.

(Hand and commentary adapted from a hand provided by **Eddie Kantar Bridge** kantarbridge.com)

Board 8

♠ 10 7
 West Deals ♥ 10 8 7 6 2
 None Vul ♦ 7 4
 ♣ Q J 10 4

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



♠ J 9 8 3
 ♥ 4
 ♦ K 10 9 8
 ♣ 8 5 3 2

3
 20 13
 4

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	3	5	4	5	6
W	3	5	4	5	6

Par -990: EW 6N=

West	North	East	South
2NT	Pass	6NT	Pass
Pass	Pass		

Lead: ♣Q

You have 10 top winners. You'll always be able to establish an extra trick in diamonds, perhaps two if the suit is favourably distributed. If not, you can still make twelve tricks if spades are 3-3.

You don't want to set up a spade winner for the opponents, so you must play on diamonds first. If diamonds are 3-3, anything will work, so think about the 4-2 breaks. There is one one 4-2 break where you can set up the suit - ♦Kx with South.

Cross to dummy in hearts and lead ♦2. South plays low and you win with ♦Q. Now play another diamond back and duck it, in case South has ♦Kx. If diamonds are 3-3, you will still be able to cash the suit.

East wins with ♦9 and plays back a club. Win that, cross to dummy in hearts and try ♦A, discarding your losing club. North discards on this trick, so your diamonds are not winners.

It now looks as if you need a 3-3 spade break, but it would be a mistake to try for this immediately. Cash your remaining hearts first. In fact, South has the

spade guard as well as the diamond, and she is squeezed on the last heart.