

Board 1
North Deals
None Vul

♠ A 8 5	♠ 9	♠ Q 4 2
♥ A Q J 8 6	♥ 7 4 3	♥ K 10 9
♦ 4 2	♦ 10 8	♦ A K Q 6 3
♣ Q 10 9	♣ 8 7 6 5 4 3 2	♣ K J
0	♠ K J 10 7 6 3	
13 18	♥ 5 2	
9	♦ J 9 7 5	
	♣ A	

Advanced

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

6 ♥ by West

Summary

This hand tests declarer's use of entries and timing
Draw 2 rounds of trumps. Play ♦ AK, and ruff a ♦ high.
Draw the last trump ending in dummy, and discard the ♠ 85 on dummy's two ♦ winners.

Bidding and play notes

East's hand was too good to open 1 NT and not good enough for 2 NT, hence the 1 ♦ opening. Bidding the opponent's suit shows a strong hand. West's jump to 3 NT showed a ♠ stopper and more than a minimum hand (10-12 points) for the 2 ♥ response.

North will lead a spade hoping partner can win the ♠ A and play another ♠ for North to ruff. Even without South's ♠ overcall, North should lead the singleton ♠ 9 as this seems the plan most likely to succeed.

West should win, and draw 2 rounds of trumps. Then play 2 top diamonds and trump a third round HIGH. Draw last trump ending in dummy, and then discard ♠ 85 on ♦ Q6.

Questions to ask

Did the intervention (overcall) make the bidding easier? East knows that there is an 8+ fit in hearts, and that west has 10+ HCP.

Would a 2 ♠ overcall instead of 1 ♠ have made it more difficult for East/West ?

What would you do if trumps were 4-1?

Board 2
East Deals
N-S Vul

	♠ 3											
	♥ 7 4 2											
	♦ K 10 8 7 4											
	♣ Q J 9 7											
♠ Q 10 4 2	<table style="border: 1px solid green; background-color: green; color: white; width: 40px; height: 40px; margin: auto; text-align: center; line-height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A K J 8 7	
	N											
W		E										
	S											
♥ A Q 6 5		♥ K 3										
♦ 6		♦ Q J 5 3										
♣ A K 10 8		♣ 4 2										
	♠ 9 6 5											
	♥ J 10 9 8											
	♦ A 9 2											
	♣ 6 5 3											

6
15 14
5

Intermediate

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

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

6 ♠ by East

Summary

Drawing trumps should be postponed until two ♦'s are ruffed in the dummy. Another potential ♦ loser can be discarded on the ♥ Q.

Bidding

Explain that KJ9 would not be worth much opposite a singleton. But ♥ K3 is a fitting honour which will be useful.

Opening lead

Ask South to make a short-list of leads. No lead is very wrong, just that a Club looks like an opportunity to set up a trick. South should say "maybe if my partner has the ♣ K, and I get in with a top diamond, we can take 2 tricks ...". A trump lead may cut down on ruffs and attack entries, so that is a good lead too. The ♥ J lead will not help declarer create an extra trick.

Question to ask dummy

If you are dealer on this board, what do you think the first four bids should be?

1 ♣ 1 ♠ 3 ♠ 4 ♥

Board 3
South Deals
E-W Vul

♠ K J 7 2	♠ A	♠ 9 8 6 3									
♥ A 6 5	♥ K Q J	♥ 10 9 8 4									
♦ K 10 8 2	♦ A Q J	♦ 9 6 4									
♣ 5 2	♣ K Q J 10 6 4	♣ 8 7									
	<table style="border: 2px solid green; width: 40px; height: 40px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
	♠ Q 10 5 4										
	♥ 7 3 2										
	♦ 7 5 3										
	♣ A 9 3										

23
11 0
6

Intermediate

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	2 ♣	Pass	2 ♦
Pass	3 ♣	Pass	4 ♣
Pass	4 NT	Pass	5 ♦
Pass	6 ♣	Pass	Pass
Pass			

6 ♣ by North

Summary

Declarer has a certain ♥ loser. Dummy's ♣ A and ♣ 9 are precious entries that declarer must use to lead ♦ twice to finesse the ♦ Q and ♦ J.

Bidding and play notes

With the North hand you could make game in Clubs opposite very little! Open the strongest bid.

In 6 ♣, 5 ♣, and 3 NT, you should play the same line.

East on lead, ask for a shortlist. If they think a diamond is a good lead, point out the merits of sequences. "Even if you want to lead a red suit, that is not the best one!" A heart or a spade is what we are after.

If slam is not reached, then declarer still wants to make as many tricks as possible in game.

Question to ask dummy

How many entries are there to your hand?

Board 4
West Deals
Both Vul

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

N
W E
S

13	♠ 3
4 7	♥ Q J 10 7 5
16	♦ A Q 7 5 3
	♣ A K

Intermediate

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

1. splinter bid, game raise in ♥ with ♦ shortage

6 ♥ by South

Summary

Declarer should not draw trumps and should instead play a crossruff.

Bidding

South should not jump-shift, but should rather conserve bidding space to find a fit and judge the level.

After hearing the response of 2 ♥, North must think "we have enough for game, we have a fit, we may have slam". Splinter bids get over 3 messages: fit, shape, and power.

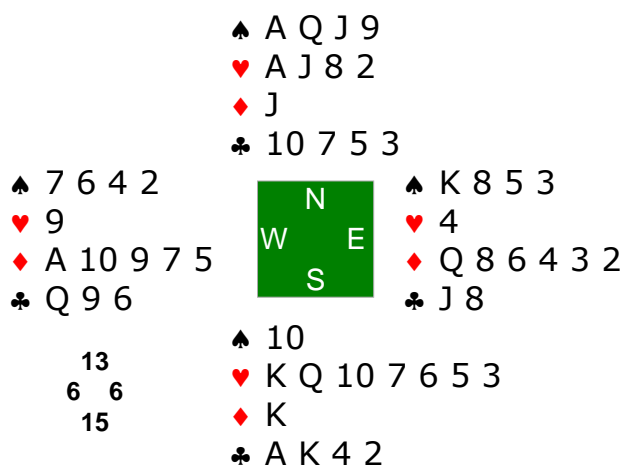
South only needs to check for key cards. When there is one missing, settle for small slam.

West should lead a club. If they want to lead something else, then ask them to talk through the thinking.

Play

When declarer plans to make ruffing tricks it is very useful to count winners rather than losers. First count winners outside of the trump suit (there are 3 winners ♣ AK and ♦ A) and then you know how many are required in the trump suit. Declarer can make 9 trump tricks: 4 ♠ ruffs, 4 ♦ ruffs and a high trump.

Board 5
North Deals
N-S Vul



Intermediate

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♥
Pass	2 ♥	Pass	4 NT ¹
Pass	5 ♥ ²	Pass	6 ♥
Pass	Pass	Pass	

1. Blackwood, ace ask
2. 2 aces

6 ♥ by South

Summary

Take a ruffing finesse to produce enough tricks.

Bidding

North opens 1 ♣. South responds 1 ♥. North rebids just 2 ♥ because the hand is not strong enough for a jump raise or splinter bid in ♦.

Play

Lead: ♦ A

There are 10 top tricks. Two more are needed.

Unless either defender holds doubleton ♣ QJ there will be at least one ♣ loser in addition to one ♦ loser. A ruffing finesse is required to discard both ♣ losers.

A successful straight finesse will only produce 1 discard.

Declarer should begin by drawing trumps.

Before playing ♠ declarer should first test ♣ by winning the ♣ A. If the ♣ J or ♣ Q appears then play the ♣ K. Otherwise revert to the ruffing finesse in ♠. If the ♣ QJ fall under the ♣ AK then a ♠ finesse is not required.

Win the ♠ A and then lead the ♠ J and if East does not play the ♠ K, discard a ♣. If East plays the ♠ K, ruff and then re-enter dummy and discard two ♣'s on the ♠ 109

Question to ask

Ask both South and North: if the ♠ K is with West, how many discards can be made?

Board 6
East Deals
E-W Vul

	♠ 6 4		
	♥ Q 8 4		
	♦ A 7 4 2		
	♣ Q J 9 8		
♠ A K 3	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ Q J 10 9 8	
♥ K J		♥ A 5 3 2	
♦ Q J 3		♦ K 6	
♣ A 6 5 3 2		♣ K 4	
	♠ 7 5 2		
	♥ 10 9 7 6		
	♦ 10 9 8 5		
	♣ 10 7		

9
18 13
0

Advanced

West	North	East	South
		1 ♠	Pass
2 ♣	Pass	2 ♥	Pass
3 ♦	Pass	3 NT	Pass
6 ♠	Pass	Pass	Pass

6 ♠ by East

Summary

Work to do, in this order:

1. knock out ♦ A to create a discard for a ♥.
2. ruff just one ♥ loser high
3. draw trumps

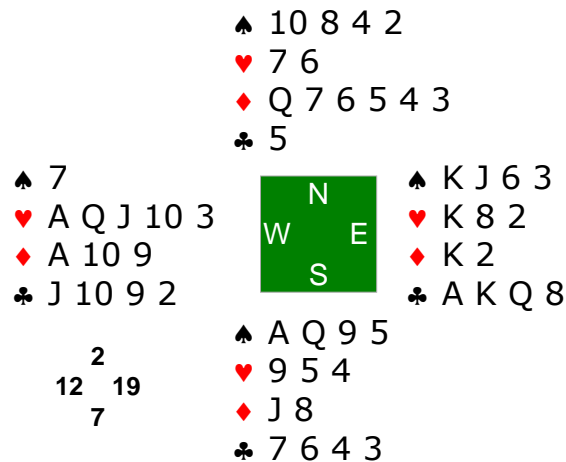
Bidding and play notes

There are 9 top tricks. More can be established by trumping hearts in dummy and establishing diamond tricks. But how many hearts should be trumped?

The traps to avoid are:

- A. Drawing trumps too early
- B. Ruffing the heart low instead of high
- C. Not having an entry to the established ♦ tricks
- D. Mistiming - so that the oppo can take a heart (even though you promoted a diamond winner to be a discard)

Board 7
South Deals
Both Vul



Easy

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

6 ♥ by West

Summary

Club lead: don't get distracted with spades.

On all leads: plan to trump ♦ in dummy with the King.

If the trump chosen for ruffing the diamond is the 8 or 2, something bad may jump out of the cupboard.

Bidding and play notes

East must respond 1 ♠ (nothing else).

Perfect technique: draw 1 round of trumps first, to see if they are breaking 5-0.

If 5-0, cannot afford to trump with the King.

If any other, then can afford to trump with the king.

Dangers: if North leads a ♣, and declarer chooses to use a club to the Jack before drawing trumps, then they may be defeated.

If they choose to play on spades, then South might give north a club ruff (especially if North led a club).

Board 8
West Deals
None Vul

	♠ A Q 4		
	♥ K J 10 2		
	♦ A K 2		
	♣ K Q 5		
♠ J 10 6 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ K 9 7 3	
♥ 6 4 3		♥ 9 8 7	
♦ 8 6		♦ J 10 9 7	
♣ J 9 8 7		♣ 10 6	
22	♠ 8 5		
2 4	♥ A Q 5		
12	♦ Q 5 4 3		
	♣ A 4 3 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 NT	Pass	4 NT
Pass	6 NT	Pass	Pass
Pass			

Advanced

6 NT by North

Summary

Declarer has 11 top tricks.

Test the suits in a good order, to make the most of all the opportunities.

Play notes

Lead: ♦ J

The 12th trick could come in either red suit with a 3-3 break or in ♠ with a successful finesse of the ♠ Q.

After cashing the ♥ winners, throwing a spade, declarer should next test the ♣'s by playing the ♣ AKQ, noting that West then holds a ♣ bigger than the ♣ 4.

Next declarer plays the ♦ AKQ and notes that East holds the remaining ♦ which is bigger than dummy's ♦ 5.

Instead of taking the ♠ finesse declarer can now lead dummy's remaining ♦, discarding her ♠ 4 and giving the lead to East. East must now lead a ♠, gifting a trick to declarer's ♠ Q.

If you think that is too hard then make this change to the advice

Instead of the endplay, ask them to take a simple finesse against West. Afterwards, then suggest something else might be better (mentioning the endplay).