

Intermediate 'A' Game – Thursday 11th May 2023

<p style="margin: 0;">♠ AQ1074 ♥ A3 ♦ 852 ♣ AQ5</p> <p style="margin: 0;">♠ 2 ♠ 95 ♥ 1092 ♥ KQJ6 ♦ KJ43 ♦ 10976 ♣ 98632 ♣ J104</p> <p style="margin: 0;">♠ KJ863 ♥ 8754 ♦ AQ ♣ K7</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th></tr> <tr><td>16</td><td>7</td></tr> <tr><td>4</td><td>13</td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>1</td><td>-</td><td>2</td><td>6</td><td>4</td></tr> <tr><td>S</td><td>1</td><td>1</td><td>2</td><td>6</td><td>4</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		16	7	4	13	Makeable contracts							♣	♦	♥	♠	NT	N	1	-	2	6	4	S	1	1	2	6	4	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 1 : Dealer North : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td></td> <td>1♠</td> <td>Pass</td> <td>2NT (Jacoby)</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>Pass</td> <td>4NT (RKCB)</td> </tr> <tr> <td>Pass</td> <td>5♦</td> <td>Pass</td> <td>5♥ (Queen Ask)</td> </tr> <tr> <td>Pass</td> <td>5NT</td> <td>Pass</td> <td>6♠</td> </tr> <tr> <td colspan="4">All Pass</td> </tr> </table> <p style="margin-top: 10px;">Count your tricks....5 Spades, 1 Heart, 1 Diamond and 3 Clubs = 10 tricks. You need 2 more tricks. One option is to hope the Diamond finesse works i.e. that East has the ♦K in which case you can finesse the Diamond for your 11th trick and then ruff your last Diamond in dummy for your 12th trick. This has a 50% chance of success.</p> <p>But there is a 100% way to make 12 tricks - ruff your two losing Diamonds in dummy! Win the Heart lead, draw 2 rounds of trumps, cash the ♦A, cash 3 rounds of Clubs discarding the ♦Q from dummy – now you can ruff your last two Diamonds in dummy.</p>	West	North	East	South		1♠	Pass	2NT (Jacoby)	Pass	3NT	Pass	4NT (RKCB)	Pass	5♦	Pass	5♥ (Queen Ask)	Pass	5NT	Pass	6♠	All Pass			
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<p style="margin: 0;">♠ 10542 ♥ A765 ♦ A ♣ 7643</p> <p style="margin: 0;">♠ K6 ♠ AQJ987 ♥ 103 ♥ J8 ♦ KQJ986 ♦ 107 ♣ QJ10 ♣ AK8</p> <p style="margin: 0;">♠ 3 ♥ KQ942 ♦ 5432 ♣ 952</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th></tr> <tr><td>8</td><td>15</td></tr> <tr><td>12</td><td>5</td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>3</td><td>-</td><td>3</td><td>1</td></tr> <tr><td>W</td><td>2</td><td>3</td><td>-</td><td>3</td><td>1</td></tr> </table>	HCP		8	15	12	5	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	2	-	-	S	-	-	2	-	-	E	2	3	-	3	1	W	2	3	-	3	1	<p>Board 2 : Dealer East : NS vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td></td> <td></td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>2♦</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </table> <p style="margin-top: 10px;">This is a defensive problem. North needs to visualise that he can win four tricks in his own hand to defeat the contract but he will need South's co-operation in the matter. North should be able to see 2 Heart tricks, the ♦A and a Diamond ruff if he can his partner to lead a second round of Diamonds. To get the plan in motion, North should overtake his partner's winning ♥K with his Ace, then cash his ♦A and then return a Heart to his partner. South should be able to work out that his partner has no more Diamonds – why else would North cash the ♦A setting up those lovely Diamond tricks in dummy? A beautiful defence!</p>	West	North	East	South			1♠	Pass	2♦	Pass	3♠	Pass	4♠	All Pass		
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<p style="text-align: center;">♠ K632 ♥ A42 ♦ 8743 ♣ 105</p> <p>♠ QJ108 ♠ 975 ♥ 653 ♥ 9 ♦ J95 ♦ KQ102 ♣ AQ2 ♣ K9764</p> <p style="text-align: center;">♠ A4 ♥ KQJ1087 ♦ A6 ♣ J83</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">7</td><td></td></tr> <tr><td style="text-align: center;">10</td><td style="text-align: center;">8</td></tr> <tr><td style="text-align: center;">15</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>3</td><td>-</td><td>2</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>3</td><td>-</td><td>2</td></tr> <tr><td>E</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		7		10	8	15		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	3	-	2	S	-	-	3	-	2	E	2	1	-	-	-	W	2	1	-	-	-	<p>Board 3 : Dealer South : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td></td> <td></td> <td></td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>3♥</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </table> <p>Count your tricks....You have 2 Spade tricks, 6 Heart tricks and the Ace of Diamonds for 9 tricks. Your 10th trick will come from ruffing your third round of Clubs in dummy.</p> <p>But if you draw even one round of trumps – you will not be able to ruff your third Club - good defenders will see what you are trying to do and they will return a trump every time they get in.</p> <p>So you need to win the Spade lead and immediate play a Club. The defenders will win and switch to a trump. You can win and play a second round of clubs – making yourself void of Clubs in dummy. The defence can lead a second round of trumps but thanks to your foresight you still have a trump in dummy with which to ruff your losing Club and win your precious 10th trick. Well played.</p>	West	North	East	South				1♥	Pass	1♠	Pass	3♥	Pass	4♥	All Pass	
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<p style="text-align: center;">♠ 982 ♥ KJ942 ♦ A73 ♣ 42</p> <p>♠ A74 ♠ KQ3 ♥ Q87 ♥ A65 ♦ KJ4 ♦ Q86 ♣ QJ103 ♣ A976</p> <p style="text-align: center;">♠ J1065 ♥ 103 ♦ 10952 ♣ K85</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">8</td><td></td></tr> <tr><td style="text-align: center;">13</td><td style="text-align: center;">15</td></tr> <tr><td style="text-align: center;">4</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>2</td><td>1</td><td>1</td><td>1</td></tr> <tr><td>W</td><td>3</td><td>2</td><td>2</td><td>2</td><td>3</td></tr> </table>	HCP		8		13	15	4		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	2	1	1	1	W	3	2	2	2	3	<p>Board 4 : Dealer West : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </table> <p>Count your tricks....You have 3 Spades, 2 Hearts (once you let the Heart lead run around to your Queen)...so you need either 4 Club tricks or else 3 Club tricks and 1 Diamond trick.</p> <p>If the Club finesse works – we will have 4 Club tricks – so we need to consider our position if the Club finesse loses – in that case we will need to establish a Diamond trick as well.</p> <p>Whenever we are in a position where we have to establish two suits – the golden rule is that we first establish the suit where the defender with the long suit might have an entry – so we play on Diamond first here – if we play on Clubs first we will go down in our contract.</p>	West	North	East	South	1NT	Pass	3NT	All Pass
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<p style="text-align: center;">♠ 10974 ♥ 1073 ♦ Q86 ♣ Q42</p> <p>♠ AQ2 ♠ KJ853 ♥ AKQ ♥ 854 ♦ AJ105 ♦ 72 ♣ K85 ♣ A73</p> <p style="text-align: center;">♠ 6 ♥ J962 ♦ K943 ♣ J1096</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">4</td></tr> <tr><td style="text-align: center;">23 8</td></tr> <tr><td style="text-align: center;">5</td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>4</td><td>4</td><td>6</td><td>6</td></tr> <tr><td>W</td><td>4</td><td>4</td><td>4</td><td>6</td><td>6</td></tr> </table>	HCP		4	23 8	5	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	4	4	4	6	6	W	4	4	4	6	6	<p>Board 6 : Dealer East : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>2♣</td> <td>Pass</td> <td>2♠</td> <td>Pass</td> </tr> <tr> <td>4NT</td> <td>Pass</td> <td>5♥</td> <td>Pass</td> </tr> <tr> <td>6♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </table> <p>Count your tricks....5 Spades, 3 Hearts, 2 Clubs is 10 tricks so you need 2 tricks from Diamonds. The solution is to take two finesses in Diamonds – this ‘double finesse’ has a 75% chance of success.</p> <p>Win the lead with ♣A and play a small diamond towards dummy and finesse the 10. This will lose to the Q. Win whatever is returned and get back to our hand with a Spade and lead our remaining Diamond towards dummy and this time finesse the Jack. When this wins we have our second Diamond trick – Well played.</p>	West	North	East	South			Pass	Pass	2♣	Pass	2♠	Pass	4NT	Pass	5♥	Pass	6♠	All Pass		
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<p style="text-align: center;">♠ A4 ♥ J62 ♦ J1052 ♣ KQ74</p> <p>♠ J10963 ♠ KQ7 ♥ Q1043 ♥ A985 ♦ K6 ♦ 73 ♣ 85 ♣ 9632</p> <p style="text-align: center;">♠ 852 ♥ K7 ♦ AQ984 ♣ AJ10</p> <table border="1" style="margin-top: 10px; width: 100%;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">11</td><td></td></tr> <tr><td style="text-align: center;">6</td><td style="text-align: center;">10</td></tr> <tr><td style="text-align: center;">13</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>3</td><td>4</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>S</td><td>3</td><td>4</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr> </table>	HCP		11		6	10	13		Makeable contracts							♣	♦	♥	♠	NT	N	3	4	-	-	1	S	3	4	-	-	1	E	-	-	1	1	-	W	-	-	1	1	-	<p>Board 7 : Dealer South : All vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>2NT</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td colspan="4">All Pass</td> </tr> </table> <p>West leads the Jack of Spades showing 'Top of a Sequence' – so East needs to get out of West's way by unblocking the King and Queen of Spades on the first two rounds of the suit.</p> <p>If declarer plays the ♠A from dummy to first trick East should unlock the King. If declarer plays small from dummy to trick one then East follows with the Queen but should then return the King to trick two. If East does not get his two big spades out of the way on the first two rounds of the suit, the defence will win only 2 Spade tricks instead of four!</p>	West	North	East	South				1NT	Pass	2NT	Pass	3NT	All Pass			
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<p style="text-align: center;">♠ 10987 ♥ J84 ♦ 843 ♣ Q92</p> <p>♠ A65 ♠ KQJ3 ♥ Q62 ♥ A75 ♦ AKJ5 ♦ Q92 ♣ AKJ ♣ 763</p> <p style="text-align: center;">♠ 42 ♥ K1093 ♦ 1076 ♣ 10854</p> <table border="1" style="margin-top: 10px; width: 100%;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">3</td><td></td></tr> <tr><td style="text-align: center;">22</td><td style="text-align: center;">12</td></tr> <tr><td style="text-align: center;">3</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>6</td><td>4</td><td>6</td><td>6</td></tr> <tr><td>W</td><td>4</td><td>6</td><td>5</td><td>6</td><td>6</td></tr> </table>	HCP		3		22	12	3		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	4	6	4	6	6	W	4	6	5	6	6	<p>Board 8 : Dealer West : Love all</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>6NT</td> <td>All Pass</td> </tr> </table> <p>Count your tricks...4 Spades, 1 Heart, 4 Diamonds and 2 Clubs...11 tricks. Your 12th trick will come from Clubs if South has the ♣Q or from Hearts if South has the ♥K....so we plan to take two finesses and make our 12th trick if one of them works – a 75% shot.</p> <p>But the order is important – if you try the Club finesse first and it loses you won't be able to take advantage of the favourable Heart layout by leading towards the ♥Q without going down immediately. The solution is to lead to the ♥Q first and if that doesn't work to fall back on the Club finesse.</p>	West	North	East	South	2NT	Pass	6NT	All Pass
HCP																																																					
3																																																					
22	12																																																				
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<p style="text-align: center;">♠ Q43 ♥ 102 ♦ AQ943 ♣ AQ4</p> <p>♠ K10952 ♠ 876 ♥ J95 ♥ KQ864 ♦ 852 ♦ K7 ♣ 96 ♣ 853</p> <p style="text-align: center;">♠ AJ ♥ A73 ♦ J106 ♣ KJ1072</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">14</td></tr> <tr><td style="text-align: center;">4 8</td></tr> <tr><td style="text-align: center;">14</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>5</td><td>5</td><td>1</td><td>-</td><td>3</td></tr> <tr><td>S</td><td>5</td><td>5</td><td>1</td><td>-</td><td>3</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		14	4 8	14	Makeable contracts							♣	♦	♥	♠	NT	N	5	5	1	-	3	S	5	5	1	-	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 9 : Dealer North : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">3NT</td> </tr> </table> <p>All Pass</p> <p>You hold up the Ace of Hearts until the third round.</p> <p>Count your tricks...1 Spade, 1 Heart, 1 Diamond and 5 Clubs comes to 8. We need one more. If the Diamond finesse works we will make 4 more tricks but if it loses we will go down in our contract because East will cash his Heart winners when he gets in with the King of Diamonds. We do not want East to get the lead.</p> <p>We have 8 top tricks – we just need one more trick – we don't need to risk our contract by taking the Diamond finesse instead get to dummy and take the Spade finesse by leading a small Spade to the Jack. We don't care if it wins or loses – if it wins we have our 9 tricks and if it loses our ♠Q in dummy is our 9th trick and because we are losing to West we are safe because he won't have a Heart left (and if he does then the suit is breaking 4-4 and we are still safe).</p>	West	North	East	South		1NT	Pass	3NT
HCP																																																		
14																																																		
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<p style="text-align: center;">♠ 109432 ♥ 942 ♦ AK ♣ J82</p> <p>♠ QJ7 ♠ AK5 ♥ QJ ♥ K85 ♦ QJ1093 ♦ 865 ♣ K107 ♣ A943</p> <p style="text-align: center;">♠ 86 ♥ A10763 ♦ 742 ♣ Q65</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">8</td></tr> <tr><td style="text-align: center;">12 14</td></tr> <tr><td style="text-align: center;">6</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>3</td><td>-</td><td>2</td><td>2</td></tr> <tr><td>W</td><td>2</td><td>3</td><td>-</td><td>2</td><td>2</td></tr> </table>	HCP		8	12 14	6	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	3	-	2	2	W	2	3	-	2	2	<p>Board 10 : Dealer East : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">Pass</td> </tr> </table> <p>3NT All Pass</p> <p>South leads the ♥6 – fourth highest of his longest and strongest suit. Declarer wins in dummy and starts to setup his Diamonds.</p> <p>North gets in and has nothing better to do than return his partner's Heart suit. If South wins this trick and leads another round, he will have set up two winning Hearts for the defence but since South is never getting in again he never gets those two Heart tricks.</p> <p>The winning defence is to duck the Heart return from partner. Now when North gets in with his second Diamond winner he will have a Heart left to return to South who can now win three Heart tricks. Nice defence.</p>	West	North	East	South			1NT	Pass
HCP																																																		
8																																																		
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♠ AQ54
 ♥ 652
 ♦ KJ3
 ♣ J107
 ♠ 973 ♠ J1082
 ♥ **K**Q1094 ♥ 83
 ♦ 92 ♦ A10864
 ♣ A53 ♣ 92
 ♠ K6
 ♥ AJ7
 ♦ Q75
 ♣ KQ864

HCP	
11	
9	5
15	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3	2	1	2	1
S	3	2	1	2	1
E	-	-	-	-	-
W	-	-	-	-	-

Board 11 : Dealer South : Love all

West	North	East	South
			1♣
1♥	Dbl	Pass	1NT
Pass	3NT	All Pass	

West leads the ♥K and declarer holds up. This is the 'Bath Coup'. If West continues Hearts declarer will win two Heart tricks. It is really important that East signal discouragement here. East would encourage if he had the Ace or the Jack so West should know not to continue Hearts.

Instead West tries to find his partner's entry by switching to the ♦9. East wins and returns a Heart through declarer's AJ – now declarer goes 2 down. Nice defence.

♠ K982
 ♥ 98
 ♦ J2
 ♣ 109876
 ♠ A7 ♠ J54
 ♥ AKQJ102 ♥ 75
 ♦ K6 ♦ A9743
 ♣ AQ4 ♣ KJ2
 ♠ Q1063
 ♥ 643
 ♦ Q1085
 ♣ 53

HCP	
4	
23	9
4	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	4	5	7	1	6
W	4	5	7	1	6

Board 12 : Dealer West : NS vulnerable

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

Ok – bidding 7♥ was a bit of a gamble – but good play often compensates for over-bidding. We have 12 top tricks and the 13th will have to come from the Diamond suit.

So if Diamonds break 3-3 or 4-2 then dummy's remaining Diamond will provide the 13th trick. So win the Club lead in hand in the Ace – we need to keep entries to dummy – draw 3 rounds of trumps – play ♦K, ♦A, ruff a third round of Diamonds in hand, lead a small Club to dummy's Jack and ruff a fourth round of Diamonds in hand. Now dummy's last Diamond is established as a winner and you have the ♣K in dummy as an entry to the established Diamond – allowing you to throw away the losing Spade in your hand. Well played.

♠ AQ
 ♥ AQJ10875
 ♦ K5
 ♣ 62
 ♠ 10732 ♠ KJ84
 ♥ 63 ♥ 9
 ♦ AJ7 ♦ Q1063
 ♣ K985 ♣ QJ104
 ♠ 965
 ♥ K42
 ♦ 9842
 ♣ A73

HCP	
16	
8	9
7	

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

Board 13 : Dealer North : All vulnerable

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

Count your tricks. 1 Spade, 7 Hearts and 1 Club equals 9. You have two chances of a 10th trick.

If West has the ♠K you will win your 10th trick by leading a Spade from dummy and taking the Spade finesse. Your other chance of a 10th trick is to hope that West has the ♦A in which case you can lead a small Diamond from dummy towards your King.

Fortunately you have two entries to dummy – the ♣A and the ♥K so you can try both finesses – but you have to remember that you are now in dummy for the first of those two times – so you have to take one of those finesses immediately.

So win the ♣A and take the Spade finesse (or the Diamond finesse if you prefer). When you get back in you can draw trumps finishing in dummy with the ♥K and then lead a Diamond towards the King (or spade to the Queen if you have already played a diamond to the King).

♠ 976
 ♥ K976
 ♦ J10953
 ♣ 10
 ♠ 832 ♠ AK4
 ♥ 842 ♥ AJ3
 ♦ 42 ♦ AQ7
 ♣ AQ652 ♣ K874
 ♠ QJ105
 ♥ Q105
 ♦ K86
 ♣ J93

HCP	
4	
6	21
9	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	2	-	-	-
S	-	2	-	-	-
E	3	-	1	2	3
W	3	-	1	2	3

Board 14 : Dealer East : Love all

West	North	East	South
		2NT	Pass
3NT	All Pass		

Count your tricks. 2 Spades, 1 Heart, 1 Diamond and 5 Club tricks equals 9 tricks.
 So ask yourself what could go wrong. Most will realise too late that they have blocked themselves on the run of the Club suit.

The solution is to remember to play the 'High Cards from the Short Hand First' when cashing their clubs. Play the ♣K then the ♣8 to the Queen and finally the ♣7 to the Ace. Now dummy's ♣6 wins the 4th round of the suit and dummy's ♣2 wins the 5th round of he suit.

♠ A854
 ♥ 8
 ♦ 873
 ♣ AKJ102
 ♠ 6
 ♥ QJ1062
 ♦ A1092
 ♣ 983
 ♠ Q103
 ♥ K9754
 ♦ QJ4
 ♣ 75
 ♠ KJ972
 ♥ A3
 ♦ K65
 ♣ Q64

HCP	
12	
7	8
13	

Makeable contracts					
	♣	♦	♥	♠	NT
N	4	-	-	4	3
S	5	-	-	6	5
E	-	1	3	-	-
W	-	1	3	-	-

Board 15 : Dealer South : NS vulnerable

West	North	East	South
			1♠
Pass	2♣	Pass	2♠
Pass	4♦	Pass	4♠
All Pass			

On a good day you could win 12 tricks i.e. 5 Spades, 5 Clubs, Ace of Hearts and a Heart ruff but on a bad day you could lose 4 tricks i.e. ♠Q and 3 Diamond tricks.

Correct play is to win the Heart lead and play a Spade to the Ace and then lead a low Spade from dummy and finesse the Jack when East plays low. If this loses to the Queen you don't mind because West cannot attack your ♦K. On the actual layout you will end up with 12 tricks.

However see what happens if you instead played for the drop of the ♠Q. East would get the lead and switch to the ♦Q through your ♦K and you would go down one.

♠ Q 10 7 6 3

♥ 8 7 6 2

♦ K 4

♣ 4 3

♠ A J 8

♥ K J 10

♦ A 9 8 5

♣ J 10 6

♠ 4 2

♥ 9 5 3

♦ Q J 10 7 3

♣ A K Q

♠ K 9 5

♥ A Q 4

♦ 6 2

♣ 9 8 7 5 2

HCP	
5	
14	12
9	

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

Board 16 : Dealer West : EW vulnerable

West	North	East	South
1NT	Pass	3NT	All Pass

Win the spade lead. Play a club to dummy and run the Queen of diamonds. North wins. If he continues spades your ♠J is a winner and you make 2 spades, 4 diamonds and 3 clubs.

North should know from the fact that declarer won trick one that declarer also holds the ♠J. If declarer only had ♠Axx he would have held up his ♠A until the third round of the suit.

So North should switch to a heart and wait for a spade return through declarer ie 3NT-2. It is also important for North to switch to the ♥7 (or ♥8) and not the ♥2 so that South will know not to return a heart. If North switches to the ♥2 she is showing a n honour in hearts and asking South to return a heart not a spade!

Bridge is easy when you think about it.

<p style="text-align: center;">♠ AK6 ♥ K109743 ♦ KQ6 ♣ 3</p> <p>♠ Q53 ♠ J1094 ♥ A8 ♥ 5 ♦ 10854 ♦ A932 ♣ AJ96 ♣ K874</p> <p style="text-align: center;">♠ 872 ♥ QJ62 ♦ J7 ♣ Q1052</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">15</td><td></td></tr> <tr><td style="text-align: center;">11</td><td style="text-align: center;">8</td></tr> <tr><td style="text-align: center;">6</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>4</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>4</td><td>-</td><td>1</td></tr> <tr><td>E</td><td>2</td><td>3</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>3</td><td>-</td><td>2</td><td>-</td></tr> </table>	HCP		15		11	8	6		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	4	-	-	S	-	-	4	-	1	E	2	3	-	2	-	W	2	3	-	2	-	<p>Board 17 : Dealer North : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td></td> <td>1♥</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </table> <p>Count your tricks. 2 Spades, 5 Hearts, 2 Diamonds equals 9 tricks. Your 10th trick will come from a Spade ruff in dummy!</p> <p>Your plan will be to win the Spade lead and immediately set about establishing your 2 Diamond tricks by playing a Diamond to the Jack. East will take his ♦A on the second round and continue with another Spade. Now you can win the Spade trick and cash your established Diamond winner at the same time discarding your losing Spade from dummy.</p> <p>Now you can ruff your last Spade in dummy (High ruff just in case) for your 10th trick and now you can start drawing trumps. Well played.</p>	West	North	East	South		1♥	Pass	2♥	Pass	4♥	All Pass	
HCP																																																									
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<p style="text-align: center;">♠ Q10972 ♥ 7 ♦ 854 ♣ KQJ3</p> <p>♠ 65 ♠ A3 ♥ Q102 ♥ AKJ963 ♦ 932 ♦ A76 ♣ A10874 ♣ 52</p> <p style="text-align: center;">♠ KJ84 ♥ 854 ♦ KQJ10 ♣ 96</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">8</td><td></td></tr> <tr><td style="text-align: center;">6</td><td style="text-align: center;">16</td></tr> <tr><td style="text-align: center;">10</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>-</td><td>4</td><td>-</td><td>3</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>4</td><td>-</td><td>3</td></tr> </table>	HCP		8		6	16	10		Makeable contracts							♣	♦	♥	♠	NT	N	-	1	-	3	-	S	-	1	-	3	-	E	1	-	4	-	3	W	1	-	4	-	3	<p>Board 18 : Dealer East : Nil All</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td></td> <td></td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>2♥</td> <td>Pass</td> <td>4♥</td> <td>All Pass</td> </tr> </table> <p>Count your tricks. 1 Spade, 6 Hearts, 1 Diamond and 1 Club comes to 9 tricks. Your 10th trick will come from the Club suit provided the suit breaks no worse than 4-2.</p> <p>However entries to dummy are scarce. If you play ♣A and give them a Club, you will be able to enter dummy twice in trumps to ruff two Clubs in hand but you will not have an entry back to dummy to be able cash the established Club!</p> <p>As usual the solution when entries are short, is to duck early rounds of the suit i.e. give up your Club trick at trick 2 rather than cashing the ♣A first. Now you are 'suckin diesel'.</p>	West	North	East	South			1♥	Pass	2♥	Pass	4♥	All Pass
HCP																																																									
8																																																									
6	16																																																								
10																																																									
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