

## SBU Academy Play & Learn Wednesday 28<sup>th</sup> July 2021 Hosted by Montrose BC

The key to making any contract is making a plan before you have played a card from dummy!

When declaring in a NT contract you must first count your Top Tricks (tricks you can make without losing the lead) and decide how many Extra tricks you need to make the contract. Methods for making extra tricks are **Force**, **Length**, **Finesse**. It is usually best to set up these extra tricks early, rather than cash your top tricks.

When declaring in a suit contract you must also count losers (count them from the Master Hand, which is usually the hand with the long trumps) and work out how you can eliminate them. Methods for eliminating losers are discarding them on suits set up by either **Force**, or **Length**, or **Ruff them using the short trump suit**, or **Finesse**.

Entries are Very important, and you must plan and use them wisely.

Don't worry if your bidding methods differ from these examples – everyone has their own style!

<p>♠ 9764 ♥ 83 ♦ 9532 ♣ AK8</p> <p>♠ 85 ♥ Q102 ♦ AKQ ♣ 96542</p> <p>♠ QJ102 ♥ 964 ♦ 1086 ♣ J73</p>		<p><b>Board 1</b> : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3♥</td><td>Pass</td><td>4♥</td><td>All Pass</td></tr></table> <p>4♥ is the most likely contract. South should lead Q♠, which declarer wins with the Ace. Declarer has 2♣, 1♠ losers, and none in either diamonds or hearts. He can trump the losing spade, but only if there is a trump left in dummy. He can afford to trump the 3♠ with a high card. Then take out the trumps. 11 tricks</p>	West	North	East	South		Pass	1♥	Pass	2♣	Pass	2NT	Pass	3♥	Pass	4♥	All Pass																																		
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<table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td></td></tr><tr><td>11</td><td>18</td></tr><tr><td>4</td><td></td></tr></table>	HCP		7		11	18	4		<table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>4</td><td>3</td><td>5</td><td>1</td><td>4</td><td></td></tr><tr><td>W</td><td>4</td><td>3</td><td>5</td><td>1</td><td>4</td><td></td></tr></table>	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	4	3	5	1	4		W	4	3	5	1	4		
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<p>♠ 87 ♥ AQJ65 ♦ AKQ ♣ K98</p> <p>♠ K53                      ♠ A92 ♥ K107                     ♥ 3 ♦ 10754                    ♦ 8632 ♣ 762                       ♣ QJ1054</p> <p>♠ QJ1064 ♥ 9842 ♦ J9 ♣ A3</p>		<p><b>Board 2</b> : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</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>Pretty straight forward auction to 4♥. East will lead the QC.</p> <p>Declarer can count his losers as 2 spades and maybe a heart, none in the minors. He can eliminate the heart loser if west has the king. He must take the finesse by leading the 2♥ and playing the J♥ if west plays low. He plans to win the club in the south hand, so he can play the hearts. If the queen holds, he can return to the south hand by cashing the K♣ and ruffing his 3<sup>rd</sup> club, and take the finesse again. 11 tricks.</p>		West	North	East	South			Pass	Pass	Pass	1♥	Pass	2♥	Pass	4♥	All Pass																																			
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<p>♠ 7 ♥ K2 ♦ KJ943 ♣ AK765</p> <p>♠ AK1098      ♠ QJ654 ♥ A9765      ♥ J ♦ 7      ♦ A10852 ♣ Q4      ♣ J8</p> <p>♠ 32 ♥ Q10843 ♦ Q6 ♣ 10932</p>		<p><b>Board 3</b> : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1 ♠</td><td>2 ♦</td><td>4 ♥*</td><td>Pass</td></tr><tr><td>4 ♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>*Splinter bid shows at least 4 spades, singleton heart, 9-12 points</p> <p>The bidding can vary on this hand, depending on your bidding styles and partnership agreements. West opens with 1 ♠, North might overcall diamonds, or play any form of Michaels to show both minors. East has a few options.</p> <ol style="list-style-type: none"><li>1. 4 ♠ This will show a 7 loser hand or 13-15, and at least 4 spades.</li><li>2. 4 ♥ a slinter bid, promising spade support, 9-12 points and a singleton heart.</li></ol> <p>North leads his AK♣, and then switches to a trump. Declarer wins the spade and cashes the A♥, then ruffs a heart. Then the A♦ and ruffs a diamond. He continues to cross ruff hearts and diamonds. 11 tricks.</p> <p>Note; Declarer does not take a 2<sup>nd</sup> round of trumps out.</p>	West	North	East	South				Pass	1 ♠	2 ♦	4 ♥*	Pass	4 ♠	All Pass		
West	North	East	South															
			Pass															
1 ♠	2 ♦	4 ♥*	Pass															
4 ♠	All Pass																	

HCP	
14	
13	9
4	

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

<p>♠KQ642 ♥J1098 ♦K85 ♣8</p> <p>♠107                      ♠AJ85 ♥62                        ♥4 ♦QJ103                    ♦972 ♣K10954                ♣Q7632</p> <p>♠93 ♥AKQ753 ♦A64 ♣AJ</p>		<p><b>Board 4</b> : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>4♣*</td><td>Pass</td><td>4♦**</td></tr><tr><td>Pass</td><td>4♥</td><td>Pass</td><td>4NT*</td></tr><tr><td>Pass</td><td>5♣**</td><td>Pass</td><td>5♠***</td></tr><tr><td>Pass</td><td>6♥****</td><td>All Pass</td><td></td></tr></table> <p>* Splinter bid, at least 4 hearts, singleton club, 9-12 points.</p> <p>** 1<sup>st</sup> round control in diamonds</p> <p>*Roman Blackwood Keycard    **0 or 3 keycards</p> <p>***asks for kings        ****2 kings</p> <p>Game is easily bid, north has a 7 loser hand despite only having 9 points. Some may splinter or use Jacoby 2NT to get the heart slam.</p> <p>West leads the Q♦. Declarer has 1 spade loser, and perhaps a diamond and a club. He can ruff his losing club from dummy's short suit. Counting tricks he has 6 hearts, 2 diamonds, one club, one club ruff and must make a spade after forcing out the A♠. There is also a chance for another trick if he can set up a length trick in spades, need heart entries to make the 12 tricks</p>	West	North	East	South	Pass	Pass	Pass	1♥	Pass	4♣*	Pass	4♦**	Pass	4♥	Pass	4NT*	Pass	5♣**	Pass	5♠***	Pass	6♥****	All Pass	
West	North	East	South																							
Pass	Pass	Pass	1♥																							
Pass	4♣*	Pass	4♦**																							
Pass	4♥	Pass	4NT*																							
Pass	5♣**	Pass	5♠***																							
Pass	6♥****	All Pass																								

HCP	
9	
6	7
18	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	1	6	3	3
S	-	1	6	3	3
E	2	-	-	-	-
W	2	-	-	-	-

<p>♠KQ82 ♥A6 ♦A943 ♣872</p> <p>♠1076 ♥J92 ♦KQJ10 ♣KJ4</p> <p>♠J943 ♥K5 ♦75 ♣AQ1063</p> <p>♠A5 ♥Q108743 ♦862 ♣95</p>		<p><b>Board 5</b> : Dealer North : NS vulnerable</p> <table><tr><td><b>West</b></td><td><b>North</b></td><td><b>East</b></td><td><b>South</b></td></tr><tr><td></td><td>1NT</td><td>Pass</td><td>2♦*</td></tr><tr><td>Pass</td><td>2♥</td><td>All Pass</td><td></td></tr></table> <p>*Transfer to hearts</p> <p>After North opens 1NT, south will either bid 2♥ a weak-take out, or 2♦ a transfer to hearts, he knows game is not possible.</p> <p>If played by South, West will lead the K♦ –( if North is declarer east will lead 3♠). Declarer counts his losers 0♠,2♥,2♦,2♣. Declarer can eliminate a diamonds loser on dummy's spade. He must do this before taking all the trumps out because when he loses a heart, he will also lose 2 more diamonds. Trick One is won by dummy's A♥. He plays the A♥ and leads a low spade to Ace, and a small one back to the King. He plays the Q♠ and discards a diamond. He leads another heart; the King is won by East. East plays J♠, south must trump with the Q♥, which promotes West's Jack, or if he trumps with a small heart west will overruff with his J♥. 8 tricks</p>		<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		1NT	Pass	2♦*	Pass	2♥	All Pass	
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>												
	1NT	Pass	2♦*												
Pass	2♥	All Pass													

HCP	
13	
11	10
6	

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

<p>♠ 8732 ♥ KQ10 ♦ 852 ♣ K93</p> <p>♠ K96 ♥ A82 ♦ AJ74 ♣ 1062</p> <p>♠ AQJ5 ♥ 763 ♦ KQ3 ♣ Q85</p> <p>♠ 104 ♥ J954 ♦ 1096 ♣ AJ74</p>		<p><b>Board 6</b> : Dealer East : EW vulnerable</p> <table><tr><td><i>West</i></td><td><i>North</i></td><td><i>East</i></td><td><i>South</i></td></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>East opens 1NT showing a balanced hand and between 12-14 points. West gives an invitational bid of 2NT showing 11/12, and also a balanced hand. East with his 14 points bids the game 3NT.</p> <p>South leads the 4♣, 4<sup>th</sup> highest from an honour, and North wins the trick with the K♣ and returns the 9♣. South cashes the rest of his clubs and switches to a heart. East counts his top tricks 1♥, 4♠, 4♦ for 9 tricks.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	Pass	2NT	Pass	3NT	All Pass
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>											
		1NT	Pass											
2NT	Pass	3NT	All Pass											

HCP	
8	
12	14
6	

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

♠AQ1053 ♥Q98 ♦854 ♣108	
♠86 ♥K10762 ♦106 ♣9632	♠KJ72 ♥543 ♦K72 ♣KQ7
♠94 ♥AJ ♦AQJ93 ♣AJ54	

HCP	
8	
3	12
17	

Makeable contracts					
	♣	♦	♥	♠	NT
N	2	5	1	3	3
S	2	4	2	3	2
E	-	-	-	-	-
W	-	-	-	-	-

Board 7 : Dealer South : All vulnerable

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

All Pass

3NT is the more likely contract, West leads 6♥, the 4<sup>th</sup> highest. Top tricks are 1♠, 1♥, 1♦, 1♣ – need 5 more. You can make an extra heart because of the opening lead. You can finesse east for the K♦, and hope the 10♦ either falls or is also with east. You need to preserve the entries in dummy so you can take the diamond finesses. Win the heart lead with dummy’s queen to create a 2<sup>nd</sup> entry for the diamond finesse and lead the 4♦ towards your J♦. If it holds return to dummy and repeat the finesse. On this hand you will see the drop on the 2<sup>nd</sup> round and your A♦ will remove the last diamond. Make 9 tricks 1♠, 2♥, 5♦, 1♣.

<p>♠ QJ975 ♥ 4 ♦ 10864 ♣ KJ7</p> <p>♠ K104                      ♠ 862 ♥ AK9853                  ♥ J762 ♦ K7                          ♦ AQ52 ♣ A4                          ♣ 83</p> <p>♠ A3 ♥ Q10 ♦ J93 ♣ Q109652</p>		<p><b>Board 8</b> : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>4♥ looks the probable contract, and a Q♠ lead, and declarer wins the spade return with the K♠.</p> <p>Losers 2♠,0♥,0♦,1♣. You have 11 top tricks for sure, but can you see how you can make 12 tricks? If north holds 4 diamonds and the J♠ (which you know he has from the lead) you can squeeze him by playing all 6 hearts as he will have to go to singleton J♠ or discard a diamond.</p>	West	North	East	South	1♥	Pass	2♥	Pass	4♥	All Pass		
West	North	East	South											
1♥	Pass	2♥	Pass											
4♥	All Pass													

HCP	
7	
17	7
9	

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

<p>♠ 95 ♥ AKJ52 ♦ 106 ♣ AQJ10</p> <p>♠ K872                      ♠ Q10643 ♥ Q964                      ♥ 107 ♦ A95                        ♦ KQ843 ♣ 98                         ♣ 7</p> <p>♠ AJ ♥ 83 ♦ J72 ♣ K65432</p>		<p><b>Board 9</b> : Dealer North : EW vulnerable</p> <table><tr><td><i>West</i></td><td><i>North</i></td><td><i>East</i></td><td><i>South</i></td></tr><tr><td></td><td>1 ♥</td><td>Pass</td><td>2 ♣</td></tr><tr><td>Pass</td><td>4 ♣</td><td>Pass</td><td>5 ♣</td></tr></table> <p>All Pass</p> <p>5 ♣ should be a good contract. A club lead is probable. With 3 losers, 2 ♦ and 1 ♠ set up the long hearts for a discard, as this provides a better chance than the J ♥ finesse. Win 10 ♣ in hand, lead AK ♥ and then ruff a small heart with the K ♣. A small trump to hand, ruff another heart, back again with a club and play the 5<sup>th</sup> heart and discard the J ♠. 11 tricks.</p>		<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1 ♥	Pass	2 ♣	Pass	4 ♣	Pass	5 ♣																																
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																																												
	1 ♥	Pass	2 ♣																																												
Pass	4 ♣	Pass	5 ♣																																												
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N	5	-	3	-	2																																										
S	5	-	3	-	2																																										
E	-	2	-	3	-																																										
W	-	2	-	3	-																																										

<p>♠ 654 ♥ J9643 ♦ 2 ♣ K873</p> <p>♠ AQ109                      ♠ KJ72 ♥ 75                              ♥ AK ♦ AK43                          ♦ Q865 ♣ Q62                           ♣ J94</p> <p>♠ 83 ♥ Q1082 ♦ J1097 ♣ A105</p>		<p><b>Board 10</b> : Dealer East : All vulnerable</p> <table><tr><td><i>West</i></td><td><i>North</i></td><td><i>East</i></td><td><i>South</i></td></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>2♣*</td><td>Pass</td><td>2♠</td><td>Pass</td></tr><tr><td>4♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>*Stayman</p> <p>The contract will probably be 4♠ by east, with the J♦ led. You have 4 losers, 1 <b>diamond</b> and 3 clubs. The timing is the key play on this hand. Win the first trick with A♦ Lead AKQ♠, AK♥ and then K♦ notice north shows out, putting south with 2 more diamonds. Play Q♦ and lead the 4<sup>th</sup> diamond to endplay south so he must either lead a heart for a ruff and discard, or a club which is guaranteed to give you a trick.</p>		<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	Pass	2♣*	Pass	2♠	Pass	4♠	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																
		1NT	Pass																
2♣*	Pass	2♠	Pass																
4♠	All Pass																		

HCP	
4	
15	14
7	

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

♠ 92  
 ♥ 10862  
 ♦ 109  
 ♣ 109652

♠ 754  
 ♥ KJ43  
 ♦ 632  
 ♣ 843

♠ AK3  
 ♥ A5  
 ♦ AQ754  
 ♣ KQJ

♠ QJ1086  
 ♥ Q97  
 ♦ KJ8  
 ♣ A7

HCP	
0	
4	23
13	

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

**Board 11** : Dealer South : Love all

West	North	East	South
			1♠
Pass	Pass	3NT	All Pass

If you were in 3NT by East, well done, it's a good bid with 23 points, only need partner to have 2/3 and you know where all the missing values are because south opened the bidding.

Declarer counts his Top Tricks; 2♠, 2♥, 1♦ needs 4 more. 2 extra clubs by Force, and can finesse the J♥. Needs 1 more!

Win the spade lead with the A♠, then K♣. South wins the Ace and continues with another spade, which you should win and take the QJ♣. Cash A♥ and play a small heart towards dummy's jack, which wins. Play the K♥ and dummy's last spade. South will win this but must then lead away from his K♦ – end played!

♠ QJ1095  
 ♥ KJ8  
 ♦ A8  
 ♣ 1073

♠ A643  
 ♥ A5432  
 ♦ Q  
 ♣ K65

♠ K  
 ♥ 7  
 ♦ KJ76532  
 ♣ A842

♠ 872  
 ♥ Q1096  
 ♦ 1094  
 ♣ QJ9

HCP	
11	
13	11
5	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	4	5	2	1	4
W	4	5	2	1	4

**Board 12** : Dealer West : NS vulnerable

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

You should find yourselves in 3NT. North might have overcalled his spade suit.

North will lead the Q♠. To make this contract you must plan it! 2♠ 1♥ 2♣ and hopefully 4/5 Diamonds – but they need to be 3/2, and you must hope North has A♦. This is the only distribution that makes 9 tricks. Win the K♠, cross to the K♣. Lead the Q♦, if north plays low (best defence) then cover with the king and lead the 2♦. This sets up your suit and you make 9 tricks. Same result if the A♦ is played.