SBU Academy Play & Learn Wednesday 28th July 2021 Hosted by Montrose BC

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

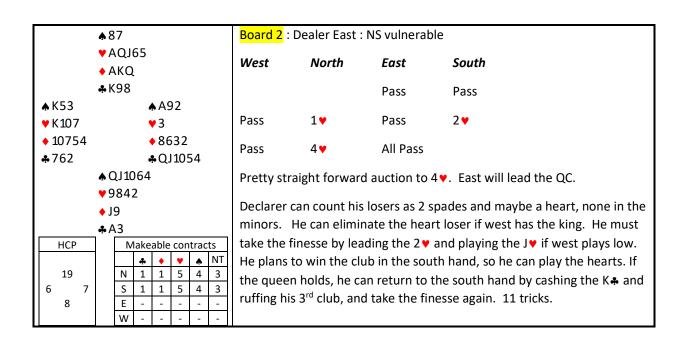
When declaring in a NT contract you must first count your Top Tricks (tricks you can make without losing the lead) and decide how many Extra tricks you need to make the contract. Methods for making extra tricks are *Force, Length, Finesse.* It is usually best to set up these extra tricks early, rather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

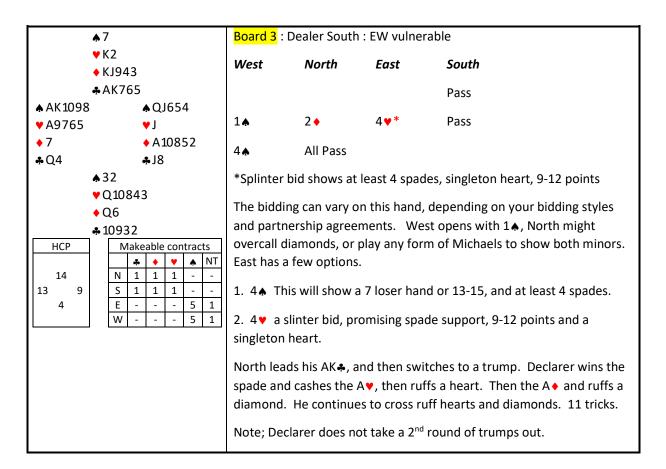
When declaring in a suit contract you must also count losers (count them from the Master Hand, which is usually the hand with the long trumps) and work out how you can eliminate them. Methods for eliminating losers are discarding them on suits set up by either *Force, or Length, or Ruff them using the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

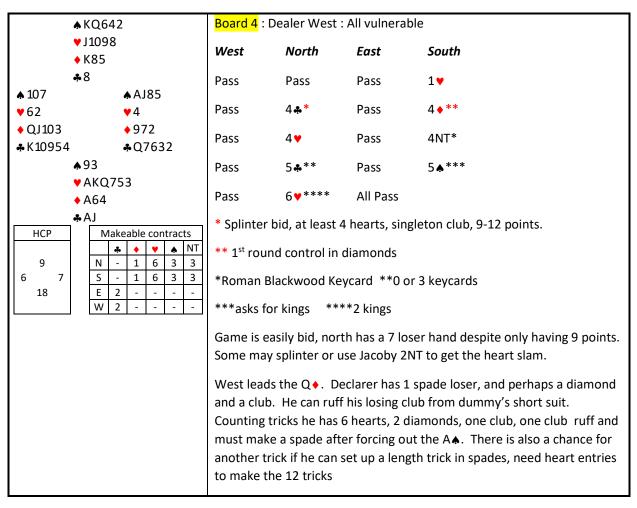
Entries are Very important, and you must plan and use them wisely.

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

	♠ 97	-					<mark>Board 1</mark>	: Dealer North	n : Love all			
	♥83						West	North	East	South		
	• 95	-										
▲85	♣Ał	\8	▲ A	vэ				Pass	1♥	Pass		
♥Q102			-	KJ7	5		2*	Pass	2NT	Pass		
♦ AKQ			♦ J7	-	5			5				
\$ 96542			♣Q	10			3♥	Pass	4 💙	All Pass		
	♠ Q.	J 10 2										
	♥96	54										
	• 10	86					4♥ is the most likely contract. South should lead Q♠, which declarer					
	♣ J7	3					wins with the Ace. Declarer has $2 \clubsuit$, $1 \bigstar$ losers, and none in either					
HCP		Make	eable	e cor	ntrac		diamonds or hearts. He can trump the losing spade, but only if there is a					
_	L	*	٠	۷	٨	NT	trump le	ft in dummy.	He can aff	ord to trump the 3 with a high card.		
7	_	N -	-	-	-	-	Then tak	e out the tru	nps. 11 tri	cks		
11 18		S -	-	-	-	-			•			
4		E 4	3	5	1	4						
	1	N 4	3	5	1	4						







	▲ KQ82	Board 5 : D	Dealer North	: NS vulnera	able			
	♥A6 ♦A943	West	North	East	South			
▲ 1076	♣ 872 ▲ J943		1NT	Pass	2♦*			
♥ J92	₩3543 ♥K5	Pass	2¥	All Pass				
♦ KQJ10 ♣ KJ4	◆75 ♣AQ1063	*Transfer	*Transfer to hearts					
НСР	 ▲ A5 ♥ Q108743 ◆ 862 ♣ 95 Makeable contracts 	 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. 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 						
13 11 10 6	♣ ♥ ▲ NT N - - 3 -	eliminate a taking all t 2 more dia leads a low Q and di East. East	a diamonds la the trumps of amonds. Trick v spade to Ac scards a dian plays JA, sou k, or if he tru	oser on dum ut because v k One is wor ce, and a sm nond. He le uth must tru	hmy's spade. He must do this before when he loses a heart, he will also lose in by dummy's A♦. He plays the A♥ and hall one back to the King. He plays the ads another heart; the King is won by imp with the Q♥, which promotes small heart west will overruff with his			

		\$8	732	2					<mark>Board 6</mark> : Dealer East : EW vulnerable						
			Q1	C					West	North	East	South			
			52 (93								1NT	Pass			
▲ K96						QJ5			2NT	Pass	3NT	All Pass			
♥ A82 ♦ AJ74					76 76	-			2111	r ass	2111	All Fass			
▲ 1062									East opens 1NT showing a balanced hand and between 12-14 points.						
	▲ 104								West gives an invitational bid of 2NT showing 11/12, and also a balanced hand. East with his 14 points bids the game 3NT.						
			954												
			.096						South leads the 4.4, 4 th highest from an honour, and North wins the trick						
		♣ A	J74						with the K and returns the 9. South cashes the rest of his clubs and						
НСР			IV		able	con		ts NT	switches to a heart. East counts his top tricks 1♥, 4♠, 4♦ for 9 tricks.						
8			N	*	•	1	٠								
-	14		S	_	-	1	-	-							
6			E	-	3	-	3	3							
			W	-	3	-	3	3							

▲ AQ1053	Board 7 : Dealer South : All vulnerable					
♥Q98 ♦854	West	North	East	South		
♣ 108				1♦		
▲86 ▲KJ72 ♥K10762 ♥543	Pass	1♠	Pass	2NT		
 ◆ 106 ◆ K72 ◆ 9632 ◆ KQ7 	Pass	3♠	Pass	3NT		
♦ 94	All Pass					
 ↓ AJ ↓ AQJ93 ↓ AJ54 HCP Makeable contracts ★ • • • NT 8 3 12 5 1 3 3 17 S 2 4 2 3 2 E W	tricks are 1 because of the 10 • ei entries in c lead with c and lead th repeat the	 ▲,1♥,1♦,1 the opening ther falls or dummy so you fummy's que the 4 ◆ towar finesse. On ♦ will remo 	– need 5 g lead. You is also with ou can take een to crea ds your J . this hand y	Test leads 6♥, the 4 th highest. Top more. You can make an extra heart can finesse east for the K♦, and hope east. You need to preserve the the diamond finesses. Win the heart te a 2 nd entry for the diamond finesse If it holds return to dummy and you will see the drop on the 2 nd round diamond. Make 9 tricks		

▲ QJ975							<mark>Board 8</mark> : Dealer West : Love all							
♥ 4 ◆ 1	4 1086	54					West	North	East	South				
*	KJ7						1¥	Pass	2¥	Pass				
▲ K104			86	52										
♥AK9853		•	/ J7	62			4 💙	All Pass						
♦ K7		•	A	Q52	<u>)</u>		4♥ looks the probable contract, and a Q♠ lead, and declarer wins the							
♣ A4		•	•83	3			spade return with the KA.							
A /	43													
Y (Q10						Losers 2♠,0♥,0♦,1♣. You have 11 top tricks for sure, but can you see							
ا 🔶	193						how you can make 12 tricks? If north holds 4 diamonds and the JA (which you know he has from the lead) you can squeeze him by playing							
.	Q109	965	52											
НСР	Μ	lake	able	con	tract	S								
		*	٠	۲	٨	NT	all 6 hearts as he will have to go to singleton JA or discard a diamond.							
7	N	1	-	-	-	-								
17 7 9	S E	1	-	- 5	-	-	4							
5	E W					4								

	۹	95						<mark>Board 9</mark> : [Board 9 : Dealer North : EW vulnerable					
		AKJ5 06	52					West	North	East	South			
	* /	١Q	10						1♥	Pass	2*			
▲ K872				∧ Q:	106	43								
♥Q964			•	7 10)7			Pass	4 🐥	Pass	5 🐥			
🔶 A95			•	• КС	2 84	3		All Pass						
 •98			•	\$ 7				All Fass						
	∧ A	٩J						5. should be a good contract. A club lead is probable. With 3 losers,						
	♥8	33						2 • and 1 • set up the long hearts for a discard, as this provides a better						
	🔶 J	72						chance than the J Ψ finesse. Win 10 & in hand, lead AK Ψ and then ruff a						
	♣ k	(654	432	2				small heart with the K \clubsuit . A small trump to hand, ruff another heart, back						
HCP		N	lake	able	con	trac	ts	again with a club and play the 5^{th} heart and discard the JA. 11 tricks.						
			*	٠	۷	٨	NT	again with	a club anu	play the 5 ^m	neart and discard the J. TT tricks.			
15	1	Ν	5	- 3 - 2										
97		S	5	- 3 - 2										
9		Е	-	2	-	3	-							
		W	-	2	-	3	-							

	♠654								Board 10	: Dealer East	t : All vulner	able					
		♥J ♦2	964	3					West	North	East	South					
		♣ K	873	3							1NT	Pass					
♠AQ1	109				► KJ	72											
v 75					A	<			2**	Pass	2	Pass					
♦ AK4	3			•	Q	865			4▲ All Pass								
♣Q62	<u>)</u>			•	• J9	4											
		♠8	3						*Stayman								
		v C	210	32													
		♦ J	109	7					The contract will probably be 4 how by east, with the J hed. You have 4								
		. A	105	5					losers, 1 diamond and 3 clubs. The timing is the key play on this hand.								
НСР)				able	con	trac	ts	Win the first trick with A ♦ Lead AKQ ♠, AK♥ and then K ♦ notice north								
				*	٠	۷	٨	NT	shows ou	t. putting so	uth with 2 m	nore diamonds. Play Q					
4			Ν	-	-	1	-	-									
15	14		S	-	- 1				4 th diamond to endplay south so he must either lead a heart for a ruff								
7			Е	2	3	-	4	3	and discard, or a club which is guaranteed to give you a trick.								
			W	2	3	-	4	3									

