

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!

<p style="margin: 0;">♠ 9764 ♥ 83 ♦ 9532 ♣ AK8</p> <p style="margin: 0;">♠ 85 ♠ AK3 ♥ Q102 ♥ AKJ75 ♦ AKQ ♦ J74 ♣ 96542 ♣ Q10</p> <p style="margin: 0;">♠ QJ102 ♥ 964 ♦ 1086 ♣ J73</p> <table border="1" style="margin: 5px auto; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>7</td><td></td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>11</td><td>18</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>4</td><td></td><td>E 4</td><td>3</td><td>5</td><td>1</td><td>4</td></tr> <tr><td></td><td></td><td>W 4</td><td>3</td><td>5</td><td>1</td><td>4</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	7		-	-	-	-	-	11	18	-	-	-	-	-	4		E 4	3	5	1	4			W 4	3	5	1	4	<p style="margin: 0;">Board 1 : Dealer North : Love all</p> <table border="1" style="margin: 5px auto; border-collapse: collapse; text-align: center;"> <thead> <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> </thead> <tbody> <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> </tbody> </table> <p style="margin: 5px 0;">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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<p style="margin: 0;">♠ 87 ♥ AQJ65 ♦ AKQ ♣ K98</p> <p style="margin: 0;">♠ K53 ♠ A92 ♥ K107 ♥ 3 ♦ 10754 ♦ 8632 ♣ 762 ♣ QJ1054</p> <p style="margin: 0;">♠ QJ1064 ♥ 9842 ♦ J9 ♣ A3</p> <table border="1" style="margin: 5px auto; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>19</td><td></td><td>N 1</td><td>1</td><td>5</td><td>4</td><td>3</td></tr> <tr><td>6</td><td>7</td><td>S 1</td><td>1</td><td>5</td><td>4</td><td>3</td></tr> <tr><td>8</td><td></td><td>E -</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td></td><td></td><td>W -</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	19		N 1	1	5	4	3	6	7	S 1	1	5	4	3	8		E -	-	-	-	-			W -	-	-	-	-	<p style="margin: 0;">Board 2 : Dealer East : NS vulnerable</p> <table border="1" style="margin: 5px auto; border-collapse: collapse; text-align: center;"> <thead> <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> </thead> <tbody> <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> </tbody> </table> <p style="margin: 5px 0;">Pretty straight forward auction to 4♥. East will lead the QC.</p> <p style="margin: 5px 0;">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 3rd 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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Board 3 : Dealer South : EW vulnerable

West **North** **East** **South**

Pass
 1♠ 2♦ 4♥* Pass
 4♠ All Pass

*Splinter bid shows at least 4 spades, singleton heart, 9-12 points

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.

1. 4♠ This will show a 7 loser hand or 13-15, and at least 4 spades.
2. 4♥ a splinter bid, promising spade support, 9-12 points and a singleton heart.

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.

Note; Declarer does not take a 2nd round of trumps out.

♠7
 ♥K2
 ♦KJ943
 ♣AK765
 ♠AK1098 ♠QJ654
 ♥A9765 ♥J
 ♦7 ♦A10852
 ♣Q4 ♣J8
 ♠32
 ♥Q10843
 ♦Q6
 ♣10932

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
14		N	1	1	1	-	-
13	9	S	1	1	1	-	-
4		E	-	-	-	5	1
		W	-	-	-	5	1

Board 4 : Dealer West : All vulnerable

West **North** **East** **South**

Pass Pass Pass 1♥
 Pass 4♣* Pass 4♦**
 Pass 4♥ Pass 4NT*
 Pass 5♣** Pass 5♠***
 Pass 6♥**** All Pass

* Splinter bid, at least 4 hearts, singleton club, 9-12 points.

** 1st round control in diamonds

*Roman Blackwood Keycard **0 or 3 keycards

asks for kings *2 kings

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.

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

♠KQ642
 ♥J1098
 ♦K85
 ♣8
 ♠107 ♠AJ85
 ♥62 ♥4
 ♦QJ103 ♦972
 ♣K10954 ♣Q7632
 ♠93
 ♥AKQ753
 ♦A64
 ♣AJ

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
9		N	-	1	6	3	3
6	7	S	-	1	6	3	3
18		E	2	-	-	-	-
		W	2	-	-	-	-

Board 7 : Dealer South : All vulnerable

West **North** **East** **South**

Pass 1♠ Pass 2NT

Pass 3♠ Pass 3NT

All Pass

3NT is the more likely contract, West leads 6♥, the 4th 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 2nd 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 2nd round and your A♦ will remove the last diamond. Make 9 tricks 1♠, 2♥, 5♦, 1♣.

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

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
8		N	2	5	1	3	3
3	12	S	2	4	2	3	2
17		E	-	-	-	-	-
		W	-	-	-	-	-

Board 8 : Dealer West : Love all

West **North** **East** **South**

1♥ Pass 2♥ Pass

4♥ All Pass

4♥ looks the probable contract, and a Q♠ lead, and declarer wins the spade return with the K♠.

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.

♠QJ975
 ♥4
 ♦10864
 ♣KJ7
 ♠K104 ♠862
 ♥AK9853 ♥J762
 ♦K7 ♦AQ52
 ♣A4 ♣83
 ♠A3
 ♥Q10
 ♦J93
 ♣Q109652

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
7		N	1	-	-	-	-
17	7	S	1	-	-	-	-
9		E	-	3	5	1	4
		W	-	3	5	1	4

Board 11 : Dealer South : Love all

West **North** **East** **South**

Pass Pass 3NT 1♠

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!

♠ 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 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 Ax♦. 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.

♠ 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