

Commentary Notes: 2431 represents 2 spades 4 hearts 3 diamonds and a club
'-' indicates a Pass and HcP = High Card Points

- 1) A straightforward start with almost certainly 1S - 2C - 2S - 4S
Lead: A high-low doubleton 7D from an unbid suit seems reasonable
Losers 2012 but running the JS and correct play of C (2C9) should bring home 10 tricks or maybe 5313
- 2) The expected bidding would be 1H - 2D - 2N - 4H illustrating a delayed game raise but some W might perhaps bid 4H straight away
Lead: KS from KQ
Losers 3011 and we can ruff the C loser leaving only a guess (or not) in which way to finesse the D
- 3) A standard transfer sequence of 1N - 2D - 2H
Lead: A choice between 6D or the perhaps safer 9S
Losers 0123 and much depends on when trumps can be drawn and losers thrown on S
Can S make 5510 before EW take 0112 ?
- 4) After 1C 1D 3C, S should bid 3D and W might well jump up to Game in 5C
Lead: KD
Losers With plenty of ruffing, only two S should be lost
- 5) 1D - 1S - 2C - 3N should be a very common bidding sequence, preferring NT to the minor D suit.
Lead: 7H 2nd top of a poor and unbid suit.
Winners 1123 but after losing a D and three H, 9 tricks come rolling in and 10 if you disobey the Rule of 9 and finesse the QD.
- 6) A Stayman sequence for many: 1N - 2C - 2H - 4H, ending in the usually better H Game rather than 4S.
With H as trump, declarer has 3 discards available on the S, if required.
Lead: KC top of a sequence of 2 honours into a suit contract.
Losers 1101 but with correct finessing of the QH 11 tricks are straight forward.
- 7) Is E willing to overcall 2H and buy the contract after 1S - 1N 2H 2S 3H ?
Lead: AS
Losers 3120 but after AKS and knowing that N is out of S, an advanced card player E will pitch a D on the 3rd round QS rather than being over ruffed by N..
10 tricks are available when the KH finesse works by running the TH and there are now no D losers.
- 8) A simple 1C - 1H - 1N rebid (15-17 HcP) passed out.
Lead: Probably 8S 2nd top of a poor and unbid suit.
Winners only 1 but we expect to make 3121 and our contract simply by knocking out both AD and AS.
Note that trying to establish the C suit, instead, is somewhat tricky due to lack of entries to dummy but one such entry might be created by dropping KS under the AS !

- 9) 1N 2C 3S - 4S where some might overcall 3C making no difference to the final outcome.
 Lead: 9C singleton in partner's suit
 Losers 0213 and one strategy is to immediately table JD which will bear fruit if S takes AD and gives N a C ruff. Now, after drawing trump, there are 10 stiff tricks 5131.
- 10) A chance for W to overcall: 1C 1H 2C 2H - 2N might be seen but what else might occur after 1C 1H 2C?
 Lead: 3H 4th highest
 Winners 1110 only and with average defence, we should not manage to bring in four C tricks, four D by running the QD and two aces - EW should take 5 tricks before this can happen!
 Sadly, the less adventurous contract of 3C will bring in 10 tricks for a better score than 2N!
- 11) The bidding will almost certainly begin - - 1D 1S 2D 2S and thereafter either side could buy the contract in either 3D or 3S, probably the latter.
 Lead (3S): QD top of a sequence and partner's suit
 Losers 2011 none of which can be avoided.
 You may observe that a lucky N who is allowed to play in D will make 10 tricks for a great score!
- 12) A fairly standard 1H 1N - 3N to finish with.
 Lead: 6D 4th highest (but an alternative is the major 2S)
 Winners 0221 but running the JH and finessing the D should be rewarded with 1341.
 Those who are familiar with the Rule of 11 will not be surprised that the 7D wins the first trick and thereafter only a simple D finesse is all that is required.