

5 🛦

Pass

Opening lead: • Q

Pass

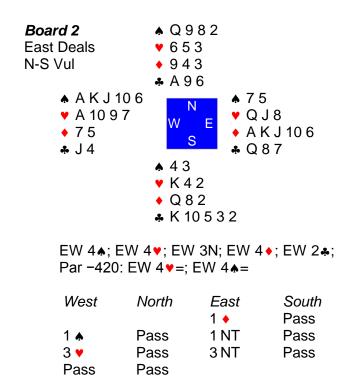
Bidding: North has 13 HCP and should open 1 • (longer minor). South responds 1 ♠. North rebids 2 \(\bar{\hat{a}}\) to show a minimum opening hand with a fourcard spade fit. The South hand rises to 19 points using the shortness method. South uses 4 NT (either Blackwood or RKC depending upon agreement) and bids the slam. In the example, North responds to RKC showing 2 keycards and the ♠ Q.

Pass

6 🛦

Defense: West should lead the • Q from the complete diamond sequence.

Play: South starts with 3 losers (1 diamond and 2 clubs). One club can be easily trumped in the short-hand. Two possibilities exist to eliminate the diamond loser and you can try them both. A successful finesse in clubs or a successful finesse in hearts. Win the • K. Pull trump ending in the South hand and take a club finesse by leading a low club towards the ♣ Q. If the ♣ K is in the West, the A can be used to discard the losing diamond from dummy. If the & K is with East, win the return and try the heart finesse. If either works you make the contract. One of two finesse is a total chance of about 75%. Not bad.

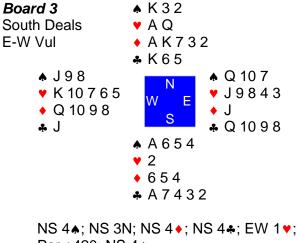


Opening lead: * 3

Bidding: East has 13 HCP and should open the bidding with 1 ♦. West responds 1 ♠ and East rebids 1 NT (12-14). West jumps in hearts with a game going hand (2 ♥ rebid is not forcing). Without a fit in either major, East rebids 3 NT.

Defense: South leads the unbid suit, clubs, North wins the A and with 2 clubs remaining returns the higher one, the 49. This puts the 4Q in declarer's hand. South should play low to establish the clubs and keep a link from partner's hand.

Play: East begins with 6 winners (2 spades, 1 heart, 2 diamonds, and 1 club with the opening lead). There are three opportunities for the extra tricks and declarer should try all three. If the AQ was doubleton it would fall under the AK. If the ◆ Q were doubleton it would fall under the ◆ AK. In either case that would establish enough tricks to make the hand. If neither queen falls, East can try the heart finesse for the ♥ K. Those three chances add up to about 56%, much better than any one finesse alone.



NS 4♠; NS 3N; NS 4♠; NS 4♣; EW	1♥ ;
Par +420: NS 4♠=	

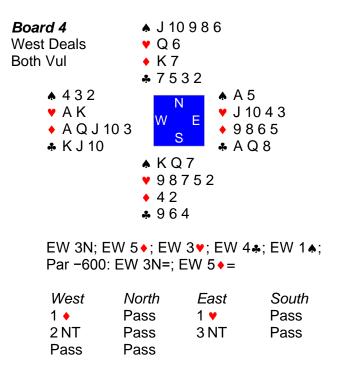
West	North	East	South Pass
Pass	1 🔸	Pass	1 ♠
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	

Opening lead: ¥ 4

Bidding: The North hand has 19 HCP and should open 1 ◆ and jump rebid 2 NT to describe an 18-19 point balanced hand. South should raise to 3 NT.

Defense: East should lead fourth best from the heart suit. West plays the VK on trick one placing declarer with the YAQ.

Play: North begins the hand with 8 winners after the heart lead (2 spades, 2 hearts, 2 diamonds, and 2 clubs). North has 3 chances for a ninth trick and declarer should try them all. Win the ♥ A. Cash the ◆ A and ◆ K. If the suit is breaking 3-2 then lead a third and make an overtrick. If the suit divides 4-1 then cash the ♣ A and ♣ K. if clubs divides 3-2 then lose and club and make an overtrick. If not, the last chance is a 3-3 break in spades. Combined chance is pretty good; 3-2 clubs or 3-2 diamonds or 3-3 spades). Total combined chance of about 93%.

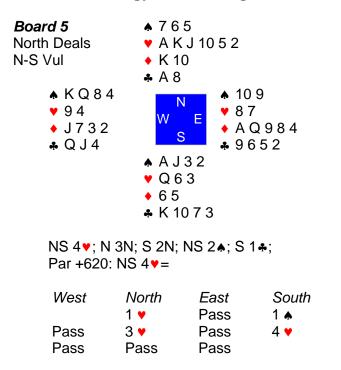


Opening lead: A J

Bidding: West has 18 HCP and a balanced hand. West should open 1 ◆ and jump rebid 2 NT to describe the balanced 18-19 HCP hand. East should respond 1 ♥ searching for a fit and then just raise to the no-trump game.

Defense: North should lead the top of the complete sequence in spades. South needs to make and keep the path open to partner in spades by unblocking an honor under the A. The little spade is of far more value as a way to reach partner.

Play: West begins the hand with 7 winners (1 spade, 2 hearts, 1 diamond, and 3 clubs). There are two chances for the extra 2 tricks and declarer should try both to maximize the chances for success. Option one is a successful finesse in diamonds. That alone is about a 50% chance. There also is a chance in hearts, pretty small but to be ignored. Wait and win the second spade. Cash the ♥ A and ♥ K. If the ♥ Q falls, then there are 9 tricks without the risk of a finesse. If not try the diamond finesse. This option adds a significant boost to declarer's chances. Improving them from 50% to about 60%.

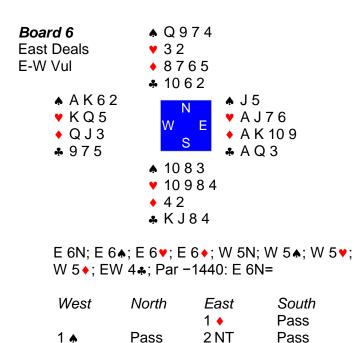


Opening lead: ♠ 10

Bidding: North has 15 HCP and a six-card heart suit for a hand value of 17 using the length method. North opens 1 ♥ and rebids 3 ♥ after the 1 ♠ response. Holding 11 points in support of hearts, South raises to the heart game.

Defense: East should lead the ♠ 10, mostly by elimination.

Play: North has 4 losers (2 spades and 2 diamonds). A diamond loser might be eliminated if the ◆ A is favorably located. That is about a 50% chance. There is another chance in clubs. If one defender holds ♣ QJx then the ♣ 10 can be established. Win the ♠ A. Cash the the ♣ A. Cash the ♣ K. Trump a club with the ♥ 10. If the QJ have both been played, pull trump and cash the ♣ 10 discarding a spade and lead a diamond towards the ◆ K for an overtrick if the ◆ A is favorable. If the clubs do not fall. pull trump ending in dummy and lead towards the ◆ K for the contract. The diamond finesse is 50%. The combined chance is more like 57%.



Opening lead: • 10

4 *

6 NT

Bidding: The East hand holds 19 HCP and a balanced hand. East opens 1 ◆ (longer minor) and jump rebids 2 NT after the 1 ♠ response. West, holding 15 HCP knows the total HCP is 33-34. Right in slam zone. West uses Gerber to check on aces and finding three, bids the slam in no-trump.

4 NT

Pass

Pass

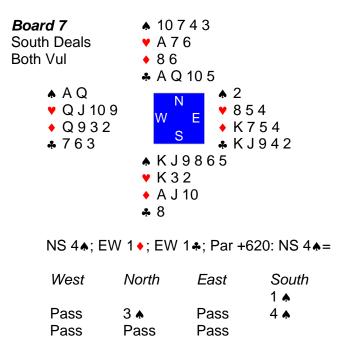
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Defense: South's best choice is the ♥ 10 from the sequence. Unlikely to give declarer any help.

Play: East starts with 11 winners (2 spades, 4 hearts, 4 diamonds, and 1 club). Two opportunities exist for the needed 12th trick. A spade finesse (low towards the ♣ J) and a club finesse (low to the ♣ Q). If either one is successful, the the slam is home. Win the ♥ K. Lead a low spade to ♠ J. When North plays the ♠ Q you are home. If the ♠ J were to lose to the ♠ Q, then try the club finesse next. You will make the hand anytime North holds the ♠ Q or ♣ K. One out of two finesses is about 75%.

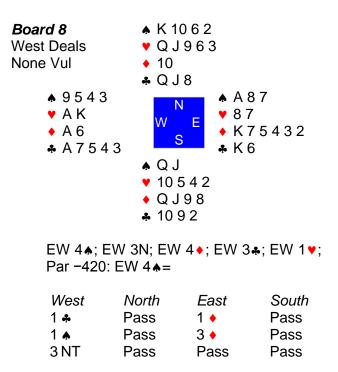


Opening lead: ♥ Q

Bidding: The South hand holds 12 HCP and a sixcard spade suit. South opens 1 ♠ and North, with a hand value of 11 points using the shortness method should make a limit raise with 3 ♠. The South is worth 15 points using shortness and should accept and bid 4 ♠.

Defense: West leads the top of the complete sequence in hearts.

Play: South starts with 5 losers (2 spades, 1 heart, and 2 diamonds). A successful finesse in spades for the ♠ Q would eliminate a spade loser. A repeated finesse in diamonds would eliminate one diamond loser and allow the discard of a heart loser from dummy. Work to try both diamond finesses and the spade finesse. Win the ♥ A and take a diamond finesse. Win the heart return and play the ♣ A and take a second diamond finesse. Use the ♦ A to discard a losing heart. Trump the losing heart in the short-hand and take a spade finesse by leading the ♠ 10. South should take 10 tricks losing 2 spades and 1 diamond.



Opening lead: ♥ Q

Bidding: West opens 1 ♣ and rebids 1 ♠ over the 1 ◆ response. The East hand is worth 12 points using the length method and should rebid 3 ◆ with a six-card suit. West has enough to rebid 3 NT. Some may choose to open the West semi balanced with 1 NT, in which case East will simply sign off in 3 NT. A very clean auction.

Defense: North should lead the top of the incomplete heart sequence. South, holding an equal honor to the ♥ Q (the ♥ 10) should encourage with the ♥ 5, South's highest spot card.

Play: West begins the hand with 7 winners. Holding 8 diamonds, any 3-2 break in diamonds will yield all the needed tricks for the game. West wins the ▼ K and cashes the ◆ A and leads a second diamond. When North shows out, it is time to move to Plan B. Diamonds cannot established before the defense has set up their heart tricks. Win the ◆ K and begin to work on clubs. A 3-3 break in clubs, while not likely at about 36%, it at least has a chance for the needed tricks. Today is your lucky day. The combined chances between diamonds and clubs is very high at about 80%.