

**Companion Guide
for E-Z Deal
Advancing Player II
“Play” Cards**

**Advancing
Player II
“Play”
Course**



AMERICAN CONTRACT BRIDGE LEAGUE
6575 Windchase Blvd. • Horn Lake, MS 38637-1523
662-253-3100 • FAX 662-253-3187
www.acbl.org

COPYRIGHT

Under the copyright laws, neither the documentation nor the playing cards may be copied, photocopied, reproduced, translated, or reduced, in whole or in part.

© Copyright 2006 American Contract Bridge League

All rights reserved. Revised 2011.
Printed in the United States.

ACBL "Play" Course for the Advancing Player II

This is the second of two ACBL "Play" courses for the Advancing Player. The "Play" Course for the Advancing layer II consists of a deck of E-Z Deal "Play" Cards and a "Play" Booklet. These two products can be used in conjunction with one another for four weeks of structured play. The cards allow the players to construct four sets of eight deals which are analyzed in the booklet. In this "Play" course, it may turn out that each player does not declare two hands each in every session. When the players get to bid before they "see" what the proper bidding should be, anything can happen. Players should be encouraged to focus on their defense as well as their bidding. *The ACBL Bridge Series* education program consists of a progression of five courses, each focusing on a different aspect of the game. The courses advance the students from absolute beginners through to the point where they can confidently play in any bridge game. "Play" courses are available to follow the first three of these courses: *Bidding in the 21st Century (The Club Series)*, *Play of the Hand in the 21st Century (The Diamond Series)* and *Defense in the 21st Century (The Heart Series)*. Then come the two "Play" courses for advancing students: *Advancing Player I* and *Advancing Player II*. They can be used for additional practice before the students advance to the two series courses on conventions: *Commonly Used Conventions in the 21st Century* and *More Commonly Used Conventions in the 21st Century*.

The first "Play" course written to supplement the two courses on conventions is called the *Modern Notrump Bidding Play course*. It follows the same four session, eight deals per session format of the other "Play" courses. *Modern Notrump Bidding* focuses on: using the notrump ranges of 15 to 17 points for 1NT openings and 20 to 21 points for 2NT openings, using Jacoby transfers, using Stayman, reaching slam after notrump bids, Stayman and Jacoby transfers. There are also two "Play" courses focusing on Major Suit Raises.

All of the ACBL "Play" courses, as well as the *ACBL Bridge Series* texts, may be purchased from Baron Barclay Bridge Supply. Call the toll-free number, 800-274-2221, to place an order.

Using the E-Z Deal Cards

The E-Z Deal cards for the *Play Course for the Advancing Player II* are set up to provide four practice sessions of eight deals each.

At the start of the session, assign a compass direction to each player at the table: North, East, South and West. North and South are partners; East and West are partners.

Dealing the E-Z Deal Cards

The back of each card is coded so that it can be distributed to the appropriate player for each play deal in the session. The session number (1 to 4) is shown along the top edge of the card and the deal number (1 to 8) is shown down the left-hand side of the card:

#	SESSION 1	SESSION 2	SESSION 3	SESSION 4
1	S	W	N	N
2	E	N	S	W
3	S	W	E	W
4	E	N	S	W

Select the appropriate column for the session and look down to the appropriate row for the number of the deal being played to see which player is dealt the card. For Session 1, Deal #3, the above card would be dealt to South (S).

Determining the Dealer and Vulnerability

Any player can distribute the cards, but for the purpose of starting the auction and determining the score, the dealer and the vulnerability vary on each deal as follows:

Hand #	Dealer	Vulnerability
1	North	None
2	East	North-South
3	South	East-West
4	West	Both

Hand #	Dealer	Vulnerability
5	North	North-South
6	East	East-West
7	South	Both
8	West	None

Bidding and Playing

The deal is bid and played in the normal manner. Once the deal is complete, the players can refer to the booklet to see the suggested bidding, play and defense.

Entering Your Score

On the page following each deal is a scoreslip showing six results that might be achieved by other people playing the same deal. You can enter your result on the last line.

Enter the contract in abbreviated fashion: "2H" for a contract of Two Hearts, "3NT" for Three Notrump. A double is indicated by "X" following the contract. Enter the declarer: N-North, E-East, S-South, W-West. Enter the number of tricks made (beyond book) or the number of tricks by which the contract was defeated.

Enter the total points scored (trick score plus any bonuses) under the appropriate column for North-South (N-S) or East-West (E-W). The vulnerability on each deal is shown in the section covering Determining the Dealer and Vulnerability. Use the following scoring:

Trick Score (after first six tricks)	Not Doubled	Doubled
Clubs or Diamonds	20	40
Hearts or Spades	30	60
Notrump – first trick	40	80
– each trick thereafter	30	60

Bonuses	Nonvulnerable	Vulnerable
Partscore	50	50
Game	300	500
Small Slam	500	750
Grand Slam	1000	1500
Making a doubled contract	50	50
Making a redoubled contract	100	100
Each overtrick – not doubled	Trick Value	Trick Value
Each overtrick – doubled	100	200
Each overtrick – redoubled	200	400

Penalties	Nonvulnerable	Vulnerable
Not doubled per trick	50	100
Doubled – first trick	100	200
– second trick, third trick	200	300
– each trick thereafter	300	300
Redoubled – first trick	200	400
– second trick, third trick	400	600
– each trick thereafter	600	600

Calculating the Matchpoints

Once your score has been entered, calculate the North-South matchpoint result by comparing the score to the other six results on the scoreslip. North-South get 1 matchpoint each time they have a better score than another North-South score and $\frac{1}{2}$ matchpoint for each time they tie another score. The most they can get is 6 matchpoints (their score is better than all the other results).

The East-West matchpoints can be calculated in a similar manner or, more simply, by subtracting the North-South matchpoints from 6 (the maximum possible matchpoint score). For example, if North-South get 4 matchpoints, East-West get 2.

Example of Entering the Score and the Matchpoints

Suppose you are playing Deal #1 from Session #1. North is the dealer and neither side is vulnerable. North-South bid to a contract of Three Notrump, played by North, and take nine tricks.

The trick score would be 100 points (40 + 30 + 30) and there would be a 300 point bonus for making a nonvulnerable game. The contract and the total score would be entered on the scoreslip, and the matchpoints would be calculated. The scoreslip would now look like this:

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4S	N		1		50
2	2S	N	3		140	
3	2NT	N	3		150	
4	1C	N	3		110	
5	3NT	N	3		400	
6	2NT	S	3		150	
Your Score	3NT	N	3		400	

North-South Matchpoints: $5\frac{1}{2}$

East-West Matchpoints: $\frac{1}{2}$

Total: **6**

North-South's score of 400 points is better than the score at Table 1 where North-South lost 50 points; it is also better than the partscore contracts made at Table 2, Table 3 and Table 4; it ties the score at Table 5 (giving $\frac{1}{2}$ matchpoint) and beats the score at Table 6. The end result is that a score of 400 points for North-South beat five scores and tied one. North-South get $5\frac{1}{2}$ matchpoints. East-West get $6 - 5\frac{1}{2} = \frac{1}{2}$ matchpoint.

Your Overall Result

At the end of each of the first three sessions, you can enter your matchpoint results from all eight deals in the table below and calculate the total. The maximum you can get is 48. An average set of results would be in the 20 to 28 point range.

Hand #	Matchpoints			
	Lesson 1	Lesson 2	Lesson 3	Lesson 4
1				
2				
3				
4				
5				
6				
7				
8				
Total				

* Note that Session 4 introduces a new method of scoring your results.

**ACBL
PLAY COURSE
FOR THE
ADVANCING PLAYER II**

**SESSION 1
HAND RECORDS**

SESSION 1

Deal #1

Dealer: North	♠ J 6				
Vul: None	♥ Q 7 5				
	♦ K Q J 10 8				
	♣ 9 6 3				
♠ 10 9 8 5 2	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ Q 7 4
N					
W E					
S					
♥ A 10 2		♥ K 8 6 3			
♦ A 5 3		♦ 9 7 2			
♣ 5 2		♣ J 7 4			
	♠ A K 3				
	♥ J 9 4				
	♦ 6 4				
	♣ A K Q 10 8				

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	Pass	1NT
Pass	3NT	Pass	Pass
Pass			

With 17 HCPs and a balanced hand, South can open the bidding 1NT. North has 9 HCPs plus 1 point for the five-card suit, enough to raise directly to 3NT.

Suggested Play

While 3NT will be the most likely contract, the number of tricks taken by declarer will depend on how well the defenders perform. West should start by leading the ♠10, top of a sequence in the longest suit. This play traps dummy's ♠J. If declarer plays dummy's ♠J, East can play the ♠Q; if declarer doesn't play the ♠J, East can hold on to the ♠Q. After winning a spade trick, declarer can count two sure spade tricks and three sure club tricks. When the ♣A and ♣K are played, it's discovered that the missing clubs are divided 3-2 giving declarer five club tricks. Needing two more tricks for the contract, South will have to play diamonds to try to drive out the opponents' ♦A.

When South leads diamonds, the defenders have an opportunity to defeat the contract. If West wins the first diamond trick and leads back a spade, declarer makes 11 tricks — two spades, four diamonds and five clubs. Instead, West should hold up the ♦A until South has no diamonds left. Since dummy has no entry in another suit, declarer will be unable to reach dummy's established diamond winners. To defeat the contract, West should hold up on the ♦A exactly one round, winning the second diamond trick. This restricts declarer to eight tricks. If West waits until the third round, declarer will have taken two diamond tricks plus seven other tricks to make the contract.

How is West to know how long to hold up? East should be giving a count signal when declarer leads diamonds, playing low-high to show an odd number (three) rather than high-low to show an even number (two). If West knows partner has three diamonds, it's easy to figure out that declarer has only two and that it's necessary to hold up only one round.

SCORESLIP FOR DEAL #1

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	S	5		460	
2	3NT	S	3		400	
3	5C	S		1		50
4	3NT	S	5		460	
5	3NT	S		1		50
6	3NT	S		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The results on the scoreslip show that most North-South pairs will reach 3NT and not all East-West pairs will find the defense to defeat the contract. Those East-West pairs that let the contract make may want to review their use of count signals on defense.

SESSION 1

Deal #2

Dealer: East Vul: N-S	♠ A 4 ♥ Q 8 6 ♦ Q 9 5 4 2 ♣ 10 7 5				
♠ 9 7 5 2 ♥ 7 4 2 ♦ K 10 7 ♣ K 4 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ Q J 10 8 6 3 ♥ A K 3 ♦ 8 ♣ A Q J
N					
W E					
S					
	♠ K ♥ J 10 9 5 ♦ A J 6 3 ♣ 9 8 6 3				

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		1♠	Pass
2♠	Pass	4♠	Pass
Pass	Pass		

With 17 HCPs plus 2 points for the six-card suit, East opens the bidding 1♠. In response to East's 1♠ opening bid, West has four-card support and 6 HCPs, enough to raise to the two level. When the bidding gets back to East, a direct jump to game is in order with this maximum hand.

Suggested Play

South will probably start with the ♥J against the 4♠ contract. Holding the ♥Q, North should give an encouraging signal and play the ♥8. East can win this trick and should stop to count the losers in the hand. There are two trump losers, a heart loser and a diamond loser — one too many. To eliminate a loser, East should plan to lead toward dummy's ♦K, hoping South has the ♦A. This play offers two possibilities. First, if South doesn't play the ♦A, East won't have a diamond loser. Second, if South does take the ♦A, East can use dummy's ♦K to discard the heart loser.

East will have to be careful to lead a diamond before starting to draw trumps. If East were to lead a spade at trick two, South could win it and, encouraged by North's ♥8, lead another heart to drive out East's remaining high card. It is now too late to lead a diamond. South can win the ♦A and cash a heart winner to defeat the contract.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2S	E	3			140
2	4S	E		1	50	
3	4S	E	4			420
4	4S	E	4			420
5	4S	E		1	50	
6	3S	E	4			170
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

 6

 **Tips**

Most pairs should reach the 4♠ contract. The outcome will depend on whether the defenders get off to the best defense and whether or not declarer finds the winning line of play.

SESSION 1**Deal #3**

Dealer: South ♠ Q 8 6			♠ A 10 7 4 3								
Vul: E–W	♥ Q 10 8 4 2		♥ J 6								
	♦ 9 7		♦ K 5								
	♣ K 5 2		♣ A J 6 3								
♠ K 9 5	<table border="1" style="width: 40px; height: 40px; border-collapse: collapse; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ J 2
	N										
W		E									
	S										
♥ 9 5		♥ A K 7 3									
♦ J 10 6 3		♦ A Q 8 4 2									
♣ Q 9 7 4		♣ 10 8									

Suggested Bidding

WEST	NORTH	EAST	SOUTH
Pass	1♥	1♠	1♦
2♠	Pass	Pass	2♥
Pass	Pass	Pass	3♥

This board should develop into a struggle to buy the contract. North should respond 1♥ to South's opening 1♦ bid, and East will probably overcall 1♠ with a five-card spade suit. South should raise to 2♥ with four-card support, and West probably will compete to 2♠, holding support for partner's overcalled suit. North, with only 7 HCPs, should pass at this point and the bidding will come back to South. Having already shown a minimum-strength opening bid by raising only to 2♥, South should compete further to 3♥ rather than let the opponents play in 2♠. This should end the auction since East–West are vulnerable and can't afford to compete further.

Suggested Play

With a difficult choice of opening leads, East should probably select spades, since partner has raised that suit. East should lead the ♠A, rather than a small spade, when defending against a suit contract. West, holding the ♠K, can give an encouraging signal to partner by playing the ♠9, and East can lead another spade. When West wins the ♠K, it's clear that leading spades again will not do much good. Looking at the diamond strength and club weakness in the dummy, West should lead a club. This play traps North's ♣K, and the defenders will get two club tricks.

Having lost four tricks by the time North gets the lead, it's necessary to draw trumps and take the diamond finesse to avoid losing any more. Luckily for declarer, East holds the ♦K. The finesse works, and declarer is able to take exactly nine tricks.

SCORESLIP FOR DEAL #3

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2S	E	2			110
2	3S	E		2	200	
3	3H	N	3		140	
4	2S	E		1	100	
5	2H	N	3		140	
6	4H	N		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

If North-South choose to defend 2♠, they won't get a good result even if they defeat it one trick. East-West should compete to 2♠, but being vulnerable, they can't afford to get too high or they may suffer a penalty larger than the value of the opponents' partscore.

SESSION 1

Deal #4

Dealer: West	♠ J 10 8 5 3		
Vul: Both	♥ Q 5		
	♦ Q 8 6		
	♣ A 9 5		
♠ 6			♠ Q 9 7
♥ A K J 10 8 6 4 2		N W E S	♥ 7
♦ 7 4			♦ K J 9 5 3 2
♣ 10 3			♣ K Q 8
	♠ A K 4 2		
	♥ 9 3		
	♦ A 10		
	♣ J 7 6 4 2		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
4♥	Pass	Pass	Pass

With a good eight-card suit and not enough high-card strength to open the bidding at the one level, West should start the bidding with a preemptive opening bid. With a seven-card suit, you normally open the bidding at the three level. With an eight-card suit, the preemptive opening bid can be at the four level, making it even more difficult for the opponents to determine what to do. Neither North nor South has enough strength to compete at the four level, although one of them may double the 4♥ contract for penalties, feeling that the contract should have belonged to their side.

Suggested Play

North most likely will lead the ♠J, top of touching high cards, and West will ruff the second spade trick. With nine hearts in the combined hands, West should probably draw trumps next by playing the ♥A and ♥K (hoping the ♥Q will appear) rather than take the heart finesse. Next West should lead a club toward dummy, hoping North has the ♣A, so that declarer can develop an extra winner on which to discard one of the diamond losers. North should be careful to win the ♣A and put West to the test by leading a diamond before West can discard a loser. West will have to guess whether to play dummy's ♦K or ♦J in order to make the contract. If the ♦K is played, South can win the ♦A and lead back a diamond to defeat the contract. If West chooses to play the ♦J (assuming North would not be brave enough, or foolhardy enough, to lead a small diamond holding the ♦A), there is nothing the defenders can do.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	W	4			620
2	3H	W	4			170
3	4S X	N		2		500
4	4H	W		1	100	
5	4H	W		1	100	
6	4H X	W	4			790
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

West will earn a good result by bidding 4♥, since the contract makes. If North-South compete, they may be sorry if they are doubled. The defenders have the potential of taking one spade trick, two heart tricks, one diamond trick and two club tricks, for an 800-point penalty, although they may not be able to get all of their tricks. Whatever happens, the board should prove exciting for both sides.

SESSION 1**Deal #5**

Dealer: North	♠ Q 5 2		
Vul: N-S	♥ A J 10 4		
	♦ 6 4 2		
	♣ J 7 6		
♠ 8 4			♠ A 7 6 3
♥ Q 6 3			♥ K 7 5 2
♦ Q 10 9 8 5			♦ K J
♣ A 9 5			♣ K Q 2
	♠ K J 10 9		
	♥ 9 8		
	♦ A 7 3		
	♣ 10 8 4 3		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	1NT	Pass
2NT	Pass	Pass	Pass

East has a normal 1NT opening bid. With 8 HCPs and 1 point for the five-card diamond suit, West should invite partner to game by raising to 2NT. With 16 HCP but poor spot cards, East should declare the invitation and stop in partscore.

Suggested Play

East should be able to make the 2NT contract, but if South defends well, East will have to be careful. South may start off by leading the ♠J, top of an interior sequence. This will work well if partner holds either the ♠A or the ♠Q. On the actual hand, North holds the ♠Q, enough to help drive out declarer's ♠A. East has one spade trick and three club tricks and will need four more. These can come from the diamond suit by driving out the opponents' ♦A.

After winning the ♠A, East should start by leading the ♦K and then the ♦J. South should make life difficult for declarer by refusing to win either the first or the second diamond trick. If South ducks the ♦J, East will be defeated if a small diamond is played from dummy. The diamonds won't be established yet and the only sure entry to dummy is the ♣A. East must counter South's defense by overtaking the ♦J with dummy's ♦Q. This play will allow the suit to be led again, keeping the ♣A as an entry to the established diamonds.

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2NT	E		1	50	
2	2NT	E	2			120
3	2D	W	3			110
4	3NT	E		1	50	
5	1NT	E	3			150
6	3NT	E		2	100	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Some pairs may get too high with the East-West cards and, provided North-South defend carefully, will be unable to make their contract. East-West will do well to stop in partscore and must play carefully to make the contract.

SESSION 1 Deal #6

Dealer: East	♠ K J 10 7 5 2											
Vul: E-W	♥ 7											
	♦ K 10 4 2											
	♣ 8 3											
♠ 9 4		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A Q 6
	N											
W		E										
	S											
♥ A 9 6 4			♥ Q 10 5 2									
♦ A 9 3			♦ 8 7 6									
♣ K 9 6 5			♣ J 4 2									
	♠ 8 3											
	♥ K J 8 3											
	♦ Q J 5											
	♣ A Q 10 7											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	1♣
Pass	1♠	Pass	1NT
Pass	2♠	Pass	Pass
Pass			

North should respond 1♠ to South's opening bid. When South describes a minimum balanced hand with a 1NT rebid, North should settle for partscore. North knows that there isn't enough combined strength for game and that the partnership has at least eight combined cards in spades. North should, therefore, rebid 2♠ rather than introduce the diamond suit. South should respect North's decision to play in 2♠.

Suggested Play

North has two spade losers, a heart loser, a diamond loser and a club loser. North can try the spade finesse, hoping that West has the ♠Q, but will be disappointed. The club finesse doesn't work either. If the opponents don't lead clubs initially, North may have a chance to make use of dummy's heart suit. By leading a heart toward dummy and playing the ♥J, West is forced to win the trick with the ♥A. Now North can use dummy's ♥K to discard the club loser and avoid having to try the finesse. It's also possible that East may lead a heart initially, giving North the same opportunity.

SCORESLIP FOR DEAL #6

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2S	N	3		140	
2	3NT	S		2		100
3	2S	N	2		110	
4	3H	E		2	200	
5	2D	N	2		90	
6	4S	N		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The scoreslip shows that North-South will do well if they stop in the best partscore and make the maximum number of tricks. If East-West enter the auction, they will have to be careful not to get too high or they may lose 200 points or more, getting a bottom board.

SESSION 1

Deal #7

Dealer: South	♠ A Q 6					
Vul: Both	♥ J					
	♦ K 10 5					
	♣ A K Q 9 5 3					
♠ J 10 8 3		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ K 9 5
N						
W E						
S						
♥ 8 7 4 3			♥ A 10 9 6 2			
♦ 7 6 2			♦ 9			
♣ 10 4			♣ J 8 7 6			
	♠ 7 4 2					
	♥ K Q 5					
	♦ A Q J 8 4 3					
	♣ 2					

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			1♦
Pass	3♣	Pass	3♦
Pass	4NT	Pass	5♦
Pass	6♦	Pass	Pass
Pass			

South's opening bid of 1♦ should start North thinking about a slam contract. North has 19 HCPs and 2 points for the six-card suit. Opposite the strength for even a minimum opening bid, North can see that the partnership has at least 34 combined points. Before bidding slam, however, North needs to determine the best strain. North could start by responding 2♣, which would be forcing, but the strength of the hand and interest in slam can best be shown by jump-shifting to 3♣. When South rebids diamonds, North knows the partnership has found a suitable trump suit and can check for aces by using the Blackwood convention. When South shows only one ace, North knows the partnership has to settle for a small slam.

Suggested Play

West will probably lead the ♠J, top of touching high cards, and South should resist the temptation to finesse. If the finesse loses, the defenders also will be able to take the ♥A and defeat the contract. Instead, South should win the ♠A, draw trumps, and discard two spade losers on dummy's extra club winners. The only trick the opponents get is the ♥A. If the missing clubs were divided 3-3, South also would be able to discard all of the hearts and make an overtrick. As the cards lie, declarer still has to lose a heart trick.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	6C	N		1		100
2	6D	S	6		1370	
3	3NT	S	4		630	
4	6D	S	6		1370	
5	5D	S	6		620	
6	5C	N	5		600	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

 6

 **Tips**

Not all pairs will reach the slam contract. Even when they do, North must be careful to steer the partnership to the best strain. If North gets carried away with the fine club suit and ignores the diamond suit, the end result won't be good. Because the missing clubs divide 4-2, North will have to lose a club trick as well as the ♥A.

SESSION 1

Deal #8

Dealer: West	♠ 8 5		
Vul: None	♥ A 10 4		
	♦ A Q 10 7 5 4		
	♣ K Q		
♠ Q 9 4 2			♠ A K J 6
♥ J 9 8 6 3			♥ K Q 7 2
♦ J 2			♦ 9
♣ A 7			♣ J 9 4 3
	♠ 10 7 3		
	♥ 5		
	♦ K 8 6 3		
	♣ 10 8 6 5 2		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
Pass	1♦	Double	2♦
2♥	3♦	3♥	Pass
4♥	Pass	Pass	Pass

East has the right type of hand to make a takeout double following North's 1♦ opening bid. South may raise to 2♦ to try to keep West out of the bidding, but with 8 HCPs and a five-card suit, West should bid 2♥. North has a very good hand and will probably bid on to 3♦. East, holding a medium strength hand — 14 HCPs plus 3 dummy points for the singleton — should invite partner to game by bidding 3♥. West is on the borderline, but should probably accept the invitation.

Suggested Play

In 4♥, West should lose only one heart trick, one diamond trick and one club trick. The second diamond loser can be ruffed in the dummy. North will do well in a diamond contract, if allowed to play there, since there are only three losers: two spades and a club. The heart losers can be ruffed in the dummy.

SCORESLIP FOR DEAL #8

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3H	W	4			170
2	4H	W	4			420
3	4S	E		1	50	
4	5D X	N		1		100
5	4H X	W	4			590
6	3H	W	4			170
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Although North–South would get a good result from bidding 5♦ if East–West reach 4♥, it’s unlikely that many pairs will bid that high. North is more likely to double the 4♥ contract, expecting to defeat it. Any East–West pairs that get to 4♠ will probably feel unlucky, since that contract can be defeated if the defense gets one or two heart ruffs.

NOTES

**ACBL
PLAY COURSE
FOR THE
ADVANCING PLAYER II**

**SESSION 2
HAND RECORDS**

SESSION 2

Deal #1

Dealer: North	♠ Q 10 5											
Vul: None	♥ Q 10 7 5											
	♦ 9 8 6 4											
	♣ Q 7											
♠ 7 3		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td>E</td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W	E			S		♠ A K 8
	N											
W	E											
	S											
♥ 9 4 2			♥ A K 6									
♦ A Q 10 7 2			♦ J 5									
♣ 9 5 4			♣ A 10 8 6 3									
	♠ J 9 6 4 2											
	♥ J 8 3											
	♦ K 3											
	♣ K J 2											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	1♣	Pass
1♦	Pass	2NT	Pass
3NT	Pass	Pass	Pass

East is too strong to open 1NT and starts the bidding with 1♣, intending to use a jump rebid to show the strength of the hand. After West's 1♦ response, a jump to 2NT describes East's hand, and West carries on to game.

Suggested Play

South will probably lead a spade, and East must determine the best way to take nine tricks. There are six sure tricks with aces and kings, and the diamond suit looks as though it could provide three or four more tricks. If East leads the ♦J, planning to finesse, the total number of tricks South wins will depend on South's play and what East decides to do next.

Suppose South plays a low diamond, East will play a low diamond from dummy, and the ♦J will win the trick. When East leads the remaining diamond, South's ♦K appears. East will end up with all five diamond tricks — making an overtrick. Instead of playing a low diamond, South should play the ♦K on declarer's ♦J, covering an honor with an honor. Declarer can win the trick with dummy's ♦A and take the ♦Q and ♦10, but now declarer will have to lose a trick to North's ♦9. With no entry to dummy's last diamond, declarer ends up with only eight tricks — down one. Can declarer make the contract if South covers the ♦J? Yes, by playing a low diamond from dummy, just as if South had played a low diamond. By giving up one trick to the opponents, a low diamond is left to get over to dummy's ♦A, ♦Q, ♦10 and ♦7. This produces exactly nine tricks.

SCORESLIP FOR DEAL #1

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	E	4			430
2	2NT	E	2			120
3	3NT	E	3			400
4	3NT	E		1	50	
5	1NT	E	4			180
6	3NT	E		1	50	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

This deal provides a good battle of wits between declarer and the defenders. Even though most of the E-W pairs will bid to 3NT, the result depends on the skill of both declarer and the defenders. East will make anywhere from eight to 10 tricks.

SESSION 2

Deal #2

Dealer: East	♠ A Q 6											
Vul: N-S	♥ 3 2											
	♦ K 7 5											
	♣ A J 10 7 3											
♠ K 8 2		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 9 7 5 4
	N											
W		E										
	S											
♥ K 9			♥ 10 8 7 5									
♦ Q 10 9 2			♦ 8 4									
♣ 8 5 4 2			♣ K 6									
	♠ 10 3											
	♥ A Q J 6 4											
	♦ A J 6 3											
	♣ Q 9											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	1♥
Pass	2♣	Pass	2♦
Pass	3NT	Pass	Pass
Pass			

Although South has a minimum opening bid, a rebid of 2♦ can show a second suit, since it is lower ranking than the original bid suit. North wants to be in a game, and when South describes a hand with hearts and diamonds, North can judge that the partnership belongs in notrump.

Suggested Play

East will probably lead the fourth best spade, and West will play the ♠K, third hand high. North counts six winners after the ♠K is played — two spades, one heart, two diamonds and one club. Three more tricks are needed. The heart suit seems to present a good opportunity to develop the three extra tricks. If declarer takes the heart finesse, however, the contract may be defeated. The finesse loses, and West leads another spade, driving out declarer's remaining high spade. When the missing hearts divide 4-2, declarer can take only two heart tricks. If declarer leads another heart to develop a ninth trick, East will win and take enough spade tricks to defeat the contract. If declarer tries the club finesse instead of leading another heart, that also doesn't work. In fact, declarer may now be defeated two tricks, losing three spade tricks, two heart tricks and one club trick.

The heart suit is an optical illusion. Declarer must be careful to examine all of the alternatives before deciding how to play. The club suit offers a sure way to make the contract. Declarer can establish three extra club tricks, whether or not the club finesse works. The club finesse loses, but declarer still has two spade tricks, one heart trick, two diamond tricks and four club tricks, enough to make the contract.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	S		1		100
2	3NT	N	3		600	
3	3NT	N	3		600	
4	3NT	N		1		100
5	3NT	N	4		630	
6	3NT	N		2		200
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Careful technique rewards declarer. Less careful play will lead to a good result for the East-West pair.

SESSION 2

Deal #3

Dealer: South	♠ K J 9 8 2											
Vul: E-W	♥ Q 7 4											
	♦ Q 10 2											
	♣ 10 6											
♠ 6 5		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A Q
	N											
W		E										
	S											
♥ A J 10 8 5			♥ 9 3									
♦ A 9 5			♦ 8 7 6 4 3									
♣ K 8 4			♣ J 7 3 2									
	♠ 10 7 4 3											
	♥ K 6 2											
	♦ K J											
	♣ A Q 9 5											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			1♣
1♥	1♠	Pass	2♠
Pass	Pass	Pass	

Although vulnerable, West should overcall 1♥ after South's opening bid of 1♣. East-West may be able to compete for the contract, or the bid might help partner during the defense of the hand. North still can make a natural response of 1♠, and South should raise to 2♠ to show support and a minimum-strength hand. With only 8 HCPs and 1 for the five-card suit, North should go no further.

Suggested Play

If the defenders are careful, they can defeat 2♠. East should lead the ♥9, top of a doubleton. If declarer plays a low heart from dummy, West shouldn't play the ♥A. Instead, North should be allowed to win the first trick with the ♥Q, keeping dummy's ♥K trapped. If West does that, North will eventually lose two spade tricks, two heart tricks, one diamond trick and one club trick. If West plays the ♥A on the first trick, declarer will lose only one heart trick, rather than two.

SCORESLIP FOR DEAL #3

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2H	W		1	100	
2	2S	N		1		50
3	3D	E		2	200	
4	2S	N	2		110	
5	2S	N	2		110	
6	2S	N		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

As seen on the scoreslip, East–West will get a good result if they can find the defense to defeat 2♠. If they let declarer make the contract, they’ll get a poor result and might have done better by bidding on. If East–West bid too much, however, they might give North–South a top result for defeating their contract by two tricks.

SESSION 2

Deal #4

Dealer: West	♠ A 6				
Vul: Both	♥ A K Q 8 6 2				
	♦ 8				
	♣ A K J 4				
♠ 9 5 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">N</td></tr> <tr><td style="padding: 2px 5px;">W E</td></tr> <tr><td style="padding: 2px 5px;">S</td></tr> </table>	N	W E	S	♠ J 8 4
N					
W E					
S					
♥ 10		♥ 9 5 3			
♦ A Q J 7 6 5 2		♦ K 10 9			
♣ 9 5		♣ 8 7 3 2			
	♠ K Q 10 7 3				
	♥ J 7 4				
	♦ 4 3				
	♣ Q 10 6				

Suggested Bidding

WEST	NORTH	EAST	SOUTH
3♦	Double	Pass	3♠
Pass	4♥	Pass	Pass
Pass			

A preemptive 3♦ opening will make it very difficult for North–South to reach their slam. With 21 HCPs and a six-card suit, North might jump directly to 4♥, making sure game is bid on this hand. Or North might double and then bid hearts, showing a hand too strong to only overcall 3♥. With only 8 HCPs, South will have a difficult time envisioning a possible slam contract, and it is unlikely that North–South will get beyond the game level.

Without the preemptive 3♦ opening, the bidding might well go like this:

WEST	NORTH	EAST	SOUTH
Pass	2♣	Pass	2♠
Pass	3♥	Pass	4♥
Pass	4NT	Pass	5♣
Pass	6♥	Pass	Pass
Pass			

North can start with a strong 2♣. When South shows a positive response and later supports North’s heart suit, North will probably carry on to slam. It’s possible to jump directly to 6♥ or use the Blackwood convention (4NT) to find out how many aces South has first. South’s 5♣ response shows no aces, so North knows that the partnership is missing one ace.

Suggested Play

North should have no trouble taking 12 tricks and will take all 13 if the opponents don’t take their diamond trick right away. Declarer can discard the diamond loser on the extra spade winner in dummy.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	N	6		680	
2	4H	N	7		710	
3	5D X	W		4	1100	
4	6H	N	6		1430	
5	4H	N	6		680	
6	6H	N	7		1460	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

A preemptive opening bid takes bidding room away from the opponents and often will lead them to underestimate or overestimate the combined strength of their hands.

SESSION 2

Deal #5

Dealer: North	♠ 10											
Vul: N-S	♥ J 7 3											
	♦ K J 9 6 5											
	♣ A J 9 2											
♠ Q 6 5 2		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ J 8 3
	N											
W		E										
	S											
♥ K Q 6			♥ 9 8 5									
♦ A Q 10 8 7			♦ 4 3									
♣ 3			♣ K 8 6 5 4									
	♠ A K 9 7 4											
	♥ A 10 4 2											
	♦ 2											
	♣ Q 10 7											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	Pass	1♠
2♦	Pass	Pass	Double
Pass	Pass	Pass	

After two passes, South opens the bidding 1♠. With 13 HCPs and a good five-card suit, West appears to have a perfectly normal 2♦ overcall. Unfortunately, North holds most of the remaining diamonds and enough strength to make a penalty double. Playing negative doubles, however, North must pass and rely on South to double back in to protest North's hand. North is happy to pass South's double. East has no better spot to run to and South should be satisfied with North's decision.

Suggested Play

Against the 2♦ doubled contract, North can extract the maximum penalty by leading the singleton spade. South can win, take a second spade trick and return a third spade for North to ruff. If North-South are familiar with suit preference signals, South should lead back the ♠9, the highest remaining spade, to tell North to return the higher-ranking of the two obvious suits, hearts. If North leads a heart, South can win the ♥A and lead another spade for North to ruff. North will still get the ♣A and two more trump tricks to inflict a three-trick penalty.

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2H	S	2		110	
2	2D X	W		3	500	
3	3NT	N		1		100
4	2D X	W		2	300	
5	3NT	N	3		600	
6	2NT	S	2		120	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6 **Tips**

Although overcalling at the two level, especially when partner has already passed, can be dangerous. Most players would take the risk when playing duplicate bridge. On this hand, however, the risk doesn't pay off if North-South take the opportunity to collect a penalty. Left to their own devices, North-South will probably end in a partscore contract or overreach to a game contract, which they are unlikely to make.

SESSION 2 Deal #6

Dealer: East	♠ 10 6 3											
Vul: E-W	♥ Q J 8											
	♦ K 7											
	♣ A K 8 4 2											
♠ K 9 5 2		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ Q J 8
	N											
W		E										
	S											
♥ 7 4			♥ 6 3									
♦ Q J 9 3 2			♦ A 10 6 4									
♣ J 7			♣ Q 10 6 5									
	♠ A 7 4											
	♥ A K 10 9 5 2											
	♦ 8 5											
	♣ 9 3											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	1♥
Pass	2♣	Pass	2♥
Pass	4♥	Pass	Pass
Pass			

North is too strong to bid game directly after South's 1♥ opening bid and should start with a forcing response of 2♣. After South rebids the six-card heart suit, North can put the partnership in the appropriate game.

Suggested Play

West will probably start by leading the ♦Q, and North's ♦K will be trapped. After taking two diamond tricks, the defenders will probably lead a spade, driving out declarer's ♠A, and South will be in danger of being defeated since there are two spade losers. South's only hope is to discard one of these losers on an extra winner in the dummy. The length of dummy's club suit offers some potential.

South plans to play the ♣A and ♣K and then lead another club and ruff it. If the missing clubs are divided 3-3, dummy's remaining clubs will be winners, and South can make an overtrick. When the clubs prove to be divided 4-2, South will have to get back to dummy to lead another club and ruff it. Now dummy's remaining club is a winner, and declarer can enter dummy and discard one of the spade losers. Since the only entries to dummy are in the heart suit, South will have to use the trumps wisely. South can afford to draw only one round before starting on the club suit and must ruff the third round of clubs with a high trump to avoid being overruffed. South then has to enter dummy by leading a second round of trumps.

Dummy's last heart provides the needed entry to the remaining club winner.

SCORESLIP FOR DEAL #6

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	S		1		50
2	4H	S		1		50
3	3NT	N	3		400	
4	4H	S	4		420	
5	3H	S	3		140	
6	4H	S		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

**Tips**

Since it is very difficult to make the 4♥ contract, any pair that does so will likely be tied for the top result. Any pair that is defeated should carefully go over the hand afterwards to see how the contract can be made. Establishing long suits with the help of the trump suit is an important technique.

SESSION 2

Deal #7

Dealer: South	♠ Q J 10 8		
Vul: Both	♥ A 7 4		
	♦ 9 4 3		
	♣ A 7 5		
♠ A K 7			♠ 6 4 3 2
♥ K 8			♥ 9 6 3
♦ K Q 10 7 5			♦ J 8
♣ J 4 2			♣ Q 10 6 3
	♠ 9 5		
	♥ Q J 10 5 2		
	♦ A 6 2		
	♣ K 9 8		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			Pass
1NT	Pass	Pass	Pass (?)

South doesn't have quite enough to open the bidding in first position. West has a balanced hand with 16 HCPs and should open 1NT. North doesn't have the right type of hand to enter the auction, and East has nowhere to go. The spotlight now falls on South, who has already passed and is now in the balancing position. A pass will end the auction. An aggressive South player might overcall 2♥, hoping partner will remember the original pass and not get too excited.

Suggested Play

If West is left to play in 1NT, North will probably lead the ♠Q, top of a sequence. After winning the ♠K, West should try to establish the diamond suit by driving out South's ♦A. If South leads back a spade, partner's suit, West can take the trick with the ♠A and cash four diamond tricks. North-South will take the rest of the tricks, but down one is not a bad result given the rather meager-looking dummy. South, however, has a chance to shine when the ♦A is won. By playing the ♥Q, West's ♥K will be trapped. The defenders can take five heart tricks to go with the ♦A, the ♣A and the ♣K to defeat the contract two tricks. There is nothing West can do.

If South plays in a heart contract, only two spade tricks and two diamond tricks should be lost. A heart loser can be avoided if South leads the ♥Q and traps West's ♥K. If West leads the ♠A and ♠K before establishing the diamond tricks, South will be able to discard the diamond losers on dummy's remaining spades once trumps are drawn.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	1NT	W	1			90
2	2H	S	3		140	
3	1NT	W		1	100	
4	4H	S		1		100
5	1NT	W		2	200	
6	3H	S	3		140	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The vulnerability plays an important role on this board. Since North-South can make a partscore in hearts, West fares well if defeated only one trick in 1NT. If North-South find the defense to defeat West two tricks, however, they will collect 200 points and an excellent score. This may make some South players regret that they decided to balance with 2♥ and miss the chance to score 200 points.

SESSION 2**Deal #8**

Dealer: West	♠ 5											
Vul: None	♥ A J 9 6											
	♦ K Q 8 4											
	♣ A Q 8 5											
♠ A Q 10 9 7 6 3		<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 8 2
	N											
W		E										
	S											
♥ 7 5			♥ Q 3									
♦ 5			♦ A 10 6 3									
♣ 10 9 3			♣ J 7 4 2									
	♠ J 4											
	♥ K 10 8 4 2											
	♦ J 9 7 2											
	♣ K 6											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
3♠	Double	Pass (?)	4♥
Pass	Pass	Pass (?)	

West has the perfect hand for a weak preemptive opening bid of 3♠ — a good seven-card suit and no defensive strength in the other suits. This doesn't present North with much of a problem, since North has the right distribution for a takeout double. This will probably result in a North–South contract at the four level, but North has some extra strength and doesn't want to be pushed around by West's preempt. East has a difficult decision as to whether or not to sacrifice in 4♠. East has some support for partner, but also has some defense against the opponents' contract. If East passes, South will find it easy to bid 4♥ and, when the auction comes back to East, another decision will have to be made. In general, East should bid 4♠ right away if the plan is to sacrifice. South may misjudge the hand and bid 5♥ rather than defend 4♠.

Suggested Play

In a 4♥ contract, South has to lose a spade and a diamond, but is unlikely to lose a trick to East's ♥Q (eight ever, nine never). West, however, has a chance to defeat the contract by leading the singleton diamond. East can win the ♦A and lead back a diamond for West to ruff. East should lead back a high diamond, a suit preference signal for the higher-ranking suit, spades. If West interprets this correctly, the next play will be a small spade over to East's ♠K. East then will lead another diamond for West to ruff. It is unlikely that many pairs will find this brilliant defense, however.

If West plays in a spade contract, two heart tricks and three club tricks will be lost, unless the defenders get careless and fail to untangle all of their tricks.

SCORESLIP FOR DEAL #8

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	S	4		420	
2	5H	S		1		50
3	4H	S	5		450	
4	4S X	W		2	300	
5	4H	S		1		50
6	4S X	W		1	100	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Since the defense to defeat 4♥ is very difficult to find, East-West will probably get a good result for sacrificing in 4♠. If South bids on to 5♥, however, North-South will have a poor result if the defenders find their diamond ruffs.

NOTES

**ACBL
PLAY COURSE
FOR THE
ADVANCING PLAYER II**

**SESSION 3
HAND RECORDS**

SESSION 3

Deal #1

Dealer: North	♠ A J 8		
Vul: None	♥ A 5		
	♦ A K 8 5 2		
	♣ A J 10		
♠ 10 6 4 2			♠ K 9 5
♥ Q 6			♥ J 8 4 2
♦ Q J 9 6 4			♦ 10 3
♣ 7 4			♣ K Q 9 2
	♠ Q 7 3		
	♥ K 10 9 7 3		
	♦ 7		
	♣ 8 6 5 3		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	2NT	Pass	3♥*
Pass	3NT	Pass	Pass
Pass			

With a balanced hand and 21 HCPs, North has enough to open the bidding 2NT. South, holding 5 HCPs plus 1 point for the five-card heart suit, knows there is enough combined strength for game. The only decision is whether the partnership belongs in a heart contract or in notrump. South can find out by bidding 3♥, which is forcing and asks North to choose between 3NT and 4♥. With only a doubleton heart, North chooses 3NT.

* When playing Jacoby transfers, South bids 3♦ and North rebids 3♥. When South rebids 3NT, North will pass.

Suggested Play

With only two touching high cards, East leads a low club against 3NT. North wins the first trick with the ♣10, producing two sure tricks in the suit. In addition to the two club tricks, North has one sure trick in spades, two in hearts and two in diamonds. Two more tricks are needed to make the contract. One trick could be developed in spades by driving out the opponents' ♠K, or a trick might be developed in diamonds if the missing diamonds are divided 4-3. The heart suit, however, offers the best potential for extra tricks. By playing the ♥A and ♥K and leading the suit again, two extra tricks will be developed if the missing hearts divide 3-3 or, as in the actual hand, one of the opponents' high hearts appears on the second round. In this case, the other heart honor can be driven out by leading dummy's ♥10 (or ♥9).

After winning the ♥J, East leads another club to drive out North's remaining high card. North needs an entry to dummy to get to the established hearts. North can lead a spade toward dummy's ♠Q, hoping that East has the ♠K. East can win the ♠K and take two club tricks, but declarer has established an entry to dummy and will take the rest of the tricks.

SCORESLIP FOR DEAL #1

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	S		1		50
2	3NT	N	3		400	
3	4H	S		2		100
4	3NT	N		1		50
5	3NT	N	3		400	
6	3NT	N		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

 6

 **Tips**

Since there are many pitfalls in getting to the best contract and making it, any North-South pair that bids and makes 3NT should get an excellent result.

SESSION 3

Deal #2

Dealer: East	♠ A 10 8 3					
Vul: N-S	♥ K J 7 4					
	♦ 8 4					
	♣ A J 5					
♠ J 7 6	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ K Q 5	
N						
W E						
S						
♥ A 10 5		♥ 9 8 3				
♦ A Q 7 2		♦ J 10 6 5 3				
♣ Q 8 6		♣ 9 3				
	♠ 9 4 2					
	♥ Q 6 2					
	♦ K 9					
	♣ K 10 7 4 2					

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	Pass
1♦	Double	2♦	3♣
Pass	Pass	3♦	Pass
Pass	Pass		

This may prove to be a lively partscore battle. With 13 HCPs and support for the unbid suits, North should make a takeout double of West's 1♦ opening bid. If East raises to 2♦, this shouldn't stop South from competing with 3♣. South has 8 HCPs and a five-card suit. North won't expect too much from South, since South could invite to game by jumping a level. When the bidding gets back to East, a decision whether to defend 3♣ or bid on to 3♦ must be made. With five-card support for partner's suit and only a doubleton club, East will probably elect to bid again.

Suggested Play

North-South can defeat 3♦ if they lead hearts soon enough. They will get two heart tricks, two club tricks and the ♠A. However, some North players will start by leading the ♣A and, if South makes an encouraging signal, continue by leading a club to South's ♣K. This establishes West's ♣Q as a trick, and West can use it to discard one of dummy's hearts. Next, declarer can give up a heart and ruff the remaining loser in the dummy. When the diamond finesse proves successful, West makes the contract.

If South plays in a club contract, there is a variety of possible results. In theory, East-West should get two spade tricks, a heart trick and two diamond tricks by trapping South's ♦K. They also might get a club trick if South doesn't guess who has the missing ♣Q. In practice, West may lead the ♦A, establishing South's ♦K as a trick. The defenders may allow South to establish the heart suit by not leading spades soon enough, and a spade loser will be discarded on an extra heart winner in dummy. If South also guesses to play a club to the ♣J, finessing against West's ♣Q, the contract might be made.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2D	W	3			110
2	4C	S		2		200
3	3D	W	3			110
4	3D	W		1	50	
5	3C	S		1		100
6	3C	S	3		110	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The vulnerability can play an important part in the scoring when both sides are competing. Since North-South are vulnerable, they can't afford to be defeated two tricks or even one if they are doubled — since they would get a bad result.

SESSION 3

Deal #3

Dealer: South		♠ 6		
Vul: E-W		♥ 7 6 5 4		
		♦ K 9 3 2		
		♣ A 9 6 3		
♠ A Q 9 4			♠ K J 7 5 2	
♥ K Q 8 3	N	W	E	♥ A 10 9 2
♦ A 8 7 5	S			♦ Q 10 6
♣ 10				♣ 8
		♠ 10 8 3		
		♥ J		
		♦ J 4		
		♣ K Q J 7 5 4 2		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			3♣
Double	5♣	Double (?)	Pass
Pass	Pass		

South should open with a preemptive bid of 3♣, showing a weak hand with a long suit. West has the right type of hand to make a takeout double to compete for the contract. North may decide to take a sacrifice in 5♣, since North-South aren't vulnerable. By jumping to 5♣ right away, North puts the maximum pressure on the opponents. In view of partner's takeout double, East knows that East-West have the majority of strength. However, East must enter the bidding at the five level. A penalty double is a reasonable choice, but a bid of 5♠ may result in a better score. If East bids 5♠, however, West may be tempted to carry on to 6♠, getting the partnership too high. Such auctions make the game exciting for both sides.

Suggested Play

In 5♣, N-S will lose one spade trick, one heart trick and one diamond trick. South can ruff the remaining spade losers in the dummy and can avoid two diamond losers by leading toward dummy's ♦K.

If East declares 5♠, careful play is necessary to avoid losing two diamond tricks along with a club trick. East must draw three rounds of trumps and four rounds of hearts. If the defenders haven't already cashed their club trick, declarer leads a club. Whoever wins will have nothing left but diamonds and clubs. If a club is returned, declarer can ruff in the West hand and discard (sluff) a diamond loser from the East hand. The alternative is to lead a diamond, which helps declarer lose only one diamond trick. If the defenders cashed their club trick at the beginning, declarer cashes the ♦A and leads a diamond toward the ♦Q 10. If North plays low, declarer will have to guess whether to play the ♦Q (hoping North has the ♦K) or the ♦10 (hoping North has the ♦J).

SCORESLIP FOR DEAL #3

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3C	S		1		50
2	4S	E	5			650
3	5CX	S		3		500
4	5C	S		3		150
5	5S	E		1	100	
6	5S	E	5			650
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Since East–West can make 4♥ or 4♠, probably with an overtrick, a North–South sacrifice in 5♣ will work out well, even if the contract is doubled. Most pairs will find the sacrifice, so any North–South pair that lets East–West play the hand at 4♥ or 4♠ will get a poor result. If East–West choose to bid on to 5♥ or 5♠, rather than defend 5♣, they will do well — provided they make the contract!

SESSION 3

Deal #4

Dealer: West	♠ Q 9 5		
Vul: Both	♥ J 5 2		
	♦ Q J		
	♣ A 10 8 7 4		
♠ A K 7 3		N W E S	♠ J 6
♥ 8 6			♥ A K 7 4
♦ A 8 7 5			♦ 6 4 3 2
♣ K Q 2			♣ J 6 5
	♠ 10 8 4 2		
	♥ Q 10 9 3		
	♦ K 10 9		
	♣ 9 3		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1NT	Pass	2♣	Pass
2♠	Pass	2NT	Pass
Pass	Pass		

With 9 HCPs, East has enough strength to invite partner to game after the 1NT opening bid. Holding a four-card heart suit, East should start by using the Stayman convention to find out if West also has four hearts. When West shows a four-card spade suit, East can go back to 2NT, inviting partner to bid game. (With 10 or more points, East would jump to game.) With only 16 HCPs and poor spot cards, West should decline the invitation.

Suggested Play

Against a notrump contract, North should start by leading a low club, hoping to develop tricks in the suit. West has two sure spade tricks, two heart tricks and one diamond trick. With the opponents leading clubs, there will be two tricks in that suit. One more trick is needed. There are two ways West can try to develop the extra trick. By winning the first club trick with the ♣Q and leading a small spade toward dummy's ♠J, West hopes North has the ♠Q. Whether or not North takes the ♠Q, West will take three spade tricks, rather than two. The other choice is to play diamonds. West can give up two tricks to the opponents in the hope that the missing diamonds are divided 3-2. Either method works on this deal.

If West declares 3NT, both the extra spade trick and the extra diamond trick are needed to make the contract. Unfortunately, this means giving up the lead three times. In the meantime, North can develop enough club tricks to defeat the contract.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2NT	W	2			120
2	3NT	W		2	200	
3	3D	W	3			110
4	2NT	W		1	100	
5	3NT	W		1	100	
6	1NT	W	3			150
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

With the temptation to bid game whenever the opportunity arises, some East–West pairs will get overboard on this deal. Unless they are very lucky, they’ll suffer defeat. The more conservative East–West pairs will be rewarded on this deal.

SESSION 3

Deal #5

Dealer: North	♠ 7 6 2					
Vul: N-S	♥ A 10 7 3					
	♦ 9 4 2					
	♣ K 9 3					
♠ 10 9 4		<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">N</td></tr> <tr><td style="padding: 2px 5px;">W E</td></tr> <tr><td style="padding: 2px 5px;">S</td></tr> </table>	N	W E	S	♠ Q J 8 3
N						
W E						
S						
♥ Q 6 5			♥ J 9 4 2			
♦ A 10 8 7 3			♦ Q 6			
♣ 7 6			♣ Q 10 5			
	♠ A K 5					
	♥ K 8					
	♦ K J 5					
	♣ A J 8 4 2					

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	Pass	1♣
Pass	1♥	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

With 19 HCPs, South is too strong to open 1NT. Instead, South should start with 1♣ and jump to 2NT over North's response. With 7 HCPs and knowing South has 18 or 19 HCP, North can raise to game.

Suggested Play

West should start by leading a low diamond and East should play the ♦Q, third hand high. After South wins the ♦K, the challenge for declarer is to avoid letting East get the lead. If East leads the remaining diamond, trapping South's ♦J, West can take four diamond tricks to defeat the contract. East has become the dangerous opponent. There is no danger if a trick is lost to West, since West can't trap South's ♦J. Whether West plays the ♦A or a low diamond, South will get a trick with the ♦J.

Since it's safe to lose a trick to West, declarer should play a low club toward dummy's ♣K and a low club back. When West's ♣10 appears, South should finesse the ♣J. On the actual hand, the ♣J wins the trick, and declarer takes two spade tricks, two heart tricks, one diamond trick and five club tricks — making an overtrick. If the finesse had lost, South still would win nine tricks.

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	S		1		100
2	3NT	S	4		630	
3	3NT	N	5		660	
4	3C	S	4		130	
5	3NT	S	4		630	
6	3NT	S		1		100
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

Most pairs should get to 3NT and make an over-trick. If, however, declarer plays the ♣A and ♣K, rather than taking the finesse, the contract won't make if the opponents take their diamond tricks.

SESSION 3

Deal #6

Dealer: East	♠ A K J 6		
Vul: E-W	♥ 10 8 7 3		
	♦ 8		
	♣ A 10 7 3		
♠ Q 7 3			♠ 8 4
♥ A J 5 2			♥ K 4
♦ 10 6 2			♦ A K Q J 7 4
♣ J 8 4			♣ Q 6 2
	♠ 10 9 5 2		
	♥ Q 9 6		
	♦ 9 5 3		
	♣ K 9 5		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		1♦	Pass
1♥	Double	3♦	Pass
3NT	Pass	Pass	Pass

After East's opening bid of 1♦ and West's response of 1♥, North has the right type of hand to make a take-out double. With 12 HCPs plus 3 dummy points for the singleton diamond, North has support for the unbid suits — spades and clubs. North's double shouldn't affect East's rebid. With 15 HCPs plus 2 points for the six-card suit, East has a medium-strength hand and can show this by jumping to 3♦. With 8 HCPs, West has a close decision as to what to do over partner's invitational bid. An aggressive West will elect to bid the 3NT game rather than stop in a partscore of 3♦.

Suggested Play

If West plays 3NT, North's defense will determine whether or not the contract is made. If North leads a low spade, the trick will be won with the ♠Q. West also will take two heart tricks — three, with a heart finesse — and six diamond tricks. A better lead for North to make is the ♠A. North will hold this trick and see what partner does before leading again. Without the ♠Q, South should play a low spade as a discouraging signal. If North correctly interprets that West holds the ♠Q, North will want partner to lead a spade through and trap West's queen. Should North switch to a heart, hoping South has the ♥A, or to a club, hoping South has the ♣K? North's best play is to take the ♣A to see what South does. When South makes an encouraging signal by playing the ♣9, North leads a club over to South's ♣K, and South leads a spade back to defeat the contract two tricks. If South plays a discouraging low club, North leads a heart rather than another club.

SCORESLIP FOR DEAL #6

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	W	3			600
2	3NT	W	4			630
3	3NT	W		2	200	
4	3D	W	3			110
5	3S	S		2		100
6	3D	W		1	100	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The defense of 3NT is not easy, so any aggressive East–West pair that bids the game is likely to make it. Some East–West pairs will remain in partscore, however, and will consider themselves fortunate if North is the type of player who would find the winning defense against 3NT.

SESSION 3

Deal #7

Dealer: South	♠ A K 8		
Vul: Both	♥ A 9 6		
	♦ A J 10		
	♣ 8 5 4 2		
♠ 9 5 4			♠ Q 10 6 3
♥ Q 10			♥ K 7 4 3
♦ K Q 8 5 3			♦ 7 6
♣ A K 3			♣ J 7 6
	♠ J 7 2		
	♥ J 8 5 2		
	♦ 9 4 2		
	♣ Q 10 9		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			Pass
1♦	1NT	Pass	Pass
Pass			

West will probably open the bidding with 1♦, and North has a natural overcall of 1NT. The auction should end there, since East doesn't have enough to bid or double, South has nothing to say and West shouldn't bid again. Other auctions are possible, however. North might choose to make a takeout double of the 1♦ opening bid. In this case, the auction would take a different turn. With the points evenly divided, one side or the other should end up playing in a partscore contract.

Suggested Play

If North plays 1NT, East will probably lead a diamond, partner's suit. North will end up with two diamond tricks, two spade tricks and one heart trick. To develop the additional tricks needed to make the contract, North will have to play the club suit carefully. The best plan is to lead a small club toward dummy and finesse the ♣9 (or ♣10), hoping that East has the ♣J. When this finesse is successful, North can repeat it after regaining the lead. Eventually, North will get a trick with dummy's ♣Q and another trick from the long (fourth) club, enough to make the contract. Of course, North may not spot this line of play and could be defeated.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	1NT	N		1		100
2	2H	S		2		200
3	1NT	N	1		90	
4	2D	W	2			90
5	1NT	E		1	100	
6	2D	W		1	100	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

As the scoreslip reflects, either side might declare the contract. The number of matchpoints they get will depend on the number of tricks they take. If declarer bids and makes a contract, that side should get a good result. If declarer goes down, it will be the opponents who get a good result. This is normal on partscore hands where the points are evenly divided. Whichever side gets a plus score will tend to get the majority of the matchpoints.

SESSION 3

Deal #8

Dealer: West	♠ 8 7 3											
Vul: None	♥ K Q J 9 7 2											
	♦ A J											
	♣ 9 2											
♠ A Q J 10 6 4		<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 9 5 2
	N											
W		E										
	S											
♥ 6			♥ 4 3									
♦ K Q 9			♦ 8 7 4									
♣ Q 6 3			♣ A 8 5 4									
	♠ —											
	♥ A 10 8 5											
	♦ 10 6 5 3 2											
	♣ K J 10 7											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1♠	2♥	2♠	4♥
4♠	Pass	Pass	Pass

After West's 1♠ opening bid, North has a good hand with which to compete and overcalls 2♥. East has a natural raise to 2♠ and then it's up to South. With 8 HCPs plus 5 points for the spade void, South has enough to take partner to the game level, 4♥. Now, it's up to West. With only 14 HCPs and a six-card suit, West doesn't have enough to expect to make 4♠ after partner's raise to only 2♠. Nonetheless, defending 4♥ doesn't look like a good prospect either, and West should probably "sacrifice" by bidding 4♠. This contract could make on a lucky day or drive the opponents up to 5♥. Even if West is defeated, the penalty will likely be less than the value of the opponents' game, assuming they can make it. The 4♠ bid may end the auction, since neither North nor South have enough to double. North or South might consider bidding 5♥, either hoping to make the contract or as a "sacrifice" if 4♠ can be made.

Suggested Play

In 4♠, West will probably lose one heart trick, two diamond tricks and one club trick, unless the defenders get careless. If North leads the ♦A, for example, West will lose only one diamond trick and end up making the contract.

If North plays the contract in hearts, a lot will depend on how the club suit is played. If North finesses dummy's ♣J, two club tricks and one diamond trick probably will be lost. If North guesses to play a club toward dummy's ♣K, only one club trick and one diamond trick will be lost.

SCORESLIP FOR DEAL #8

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	N	4		420	
2	5H X	N		1		100
3	4S	W		1	50	
4	4S	W	4			420
5	5H X	N	5		650	
6	4H	N	5		450	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips**

The scoreslip shows a number of different results, with large swings in both directions. Both sides have to decide whether to defend against the opponents' contract or bid on to try to buy the contract. Even when the contract is decided, a lot may hinge on the play. Game might be made in either direction.

NOTES

ACBL

PLAY COURSE

FOR THE

ADVANCING PLAYER II

SESSION 4

HAND RECORDS

NOTE: Session 4 in this set of deals introduces a new method of scoring your results. The sample boards are a collection of deals taken from the 1988 Epson (Worldwide) Pairs game. In that event, hand records were made to facilitate duplication, so that the same deals (or boards) could be played in countries all around the world. Before the event, the boards were analyzed by Omar Sharif. In this type of event, the different possible results and their expected frequency of occurrence are determined before the game. "Matchpoints" from 0 to 100 are assigned to each result and printed on the scoreslips. As the pairs complete play on a board, they immediately can see how well they have done. We hope you enjoy this challenge!

SESSION 4

Deal #1

Dealer: North	♠ A Q J 7 4					
Vul: None	♥ A 6 3 2					
	♦ Q 10					
	♣ 7 5					
♠ 8 2		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ K 5
N						
W E						
S						
♥ J 10			♥ 9 7 5 4			
♦ 6 5 2			♦ A K 8 4			
♣ K 8 6 4 3 2			♣ J 10 9			
	♠ 10 9 6 3					
	♥ K Q 8					
	♦ J 9 7 3					
	♣ A Q					

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	1♠	Pass	2♦
Pass	2♥	Pass	4♠
Pass	Pass	Pass	

After North opens the bidding 1♠, South can value the hand in support of spades. With 12 HCPs plus 1 point for the doubleton club, South has enough to make sure the partnership gets to game. Players who use the limit raise of a major suit are too strong to jump to 3♠, since that is only invitational. Instead, they can start by bidding a new suit and then jumping to game over partner’s rebid. Players who use the forcing raise can respond 3♠, and North, with a minimum opening bid, can simply bid 4♠. In his analysis, Omar Sharif adds that South could simply jump directly to 4♠ if the partnership has no other way to show enough strength to raise to game. Omar sums up his analysis with: “Despite the many thousands of tables in play, this contract (4♠) will surely be almost universal.”

Suggested Play

This deal presents the defenders with a good opportunity to combine their efforts to defeat the contract. East should lead the ♦A. Having no interest in the diamond suit, West should make a discouraging signal by playing the ♦2, the lowest diamond. The spotlight now turns to East. Looking at partner’s discouraging signal, East should stop to consider how the defense can defeat the contract.

East can see that a trick will be won with the ♠K and that there are two diamond tricks. The defenders might be able to defeat the contract, if West has either the ♥A or the ♣K. If West has the ♥A, the defenders will probably get another chance to take it, but in case West has the ♣K, East should lead a club right away. Since West does hold the ♣K on the actual deal, declarer can’t make the contract if East leads the ♣J at trick two. The defenders

SCORESLIP FOR DEAL #1

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
		100	0	50	36	64			
450		99	1		3	97			
		99	1	150	2	98			
430		97	3		1	99			
420		84	16	300	1	99			
		73	27		0	100			
140		71	29							
		69	31							

get a spade trick, two diamond tricks and one club trick.

What if East ignores partner's discouraging signal and takes the \spadesuit K at trick two? This gives North an opportunity to make the contract. When East belatedly switches to a club, declarer can win the trick with the \clubsuit A, refusing the finesse, and use dummy's established \spadesuit J to discard the club loser.

Tips

As reflected on the scoreslip, the result on this board is largely in the hands of the defense. If East–West defeat the contract, they earn 64 matchpoints, a better than average score, while North–South collect 36. On the other hand, if declarer is allowed to make $4\spadesuit$, East–West get 16 matchpoints and North–South get 84 matchpoints.

SESSION 4 Deal #2

Dealer: East	♠ 10 2											
Vul: N-S	♥ A 6 5											
	♦ A Q J 8											
	♣ 10 8 5 3											
♠ 7 4 3		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K J 9
	N											
W		E										
	S											
♥ 10 9 4 3			♥ J 8									
♦ 6 2			♦ 10 7 5 4									
♣ A K 7 2			♣ Q 9 6 4									
	♠ A Q 8 6 5											
	♥ K Q 7 2											
	♦ K 9 3											
	♣ J											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	1♠
Pass	2♣	Pass	2♥
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

With 11 HCPs, North has enough to bid at the two level in response to South's 1♠ opening bid. With a choice of four-card suits, North would normally bid the lower-ranking, bidding "up the line." By responding 2♣, North gives the partnership the opportunity to find a fit in either clubs or diamonds. South can raise with support for clubs, or South can rebid 2♦ with a four-card or longer diamond suit and North can raise. On the actual deal, South rebids 2♥, showing a second suit, and North can make an invitational rebid of 2NT, showing 11 or 12 points. With 15 HCPs and a five-card suit, South has enough to accept the invitation. Having found no major suit fit, South raises to 3NT.

Suggested Play

East is likely to prefer a diamond lead to a club lead. It usually isn't a good idea to help declarer by leading a suit declarer has bid when there is a reasonable alternative. After a diamond lead, North can count eight sure tricks — one spade, three hearts and four diamonds. There are two chances for a ninth trick. Declarer can try the spade finesse by leading a low spade toward dummy and finessing the ♠Q, hoping East has the ♠K. Alternatively, declarer can play the ♥A, ♥K and ♥Q, hoping the missing hearts are divided 3-3 and dummy's remaining heart will be a winner.

The best plan is to try the hearts first, and if they don't divide 3-3, try the spade finesse. If declarer tries the spade finesse first and it loses, there is a danger that the defenders might be able to take enough club tricks to defeat the contract before declarer has a second chance to try the hearts.

SCORESLIP FOR DEAL #2

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
		100 0	630	81 19		24 76		
1440		99 1	620	74 26	150	24 76		
		99 1	600	51 49		23 77		
690		98 2		30 70	100	13 87		
		97 3	200	29 71		4 96		
660		97 3		28 72	200	2 98		
650		91 9	180	28 72		0 100		
		86 14	170	26 74					

Declarer has to be careful to keep an entry to take the spade finesse after playing the hearts. On the actual hand, the hearts don't divide but the spade finesse works, so declarer should take nine tricks.

Tips

Bidding and making 3NT is the average result, giving North-South 51 matchpoints and East-West 49. North-South get a poor result when they don't bid game, and they get a poor result when they bid game and don't make it. East-West get a poor result if they let North make an overtrick in the 3NT contract.

SESSION 4

Deal #3

Dealer: South	♠ 10 7 6 5 4		
Vul: E-W	♥ A K 7 4		
	♦ A 9		
	♣ K 8		
♠ 3			♠ 9 2
♥ Q 10 6 3 2			♥ J 8
♦ J 10 8			♦ K Q 6 5 4 2
♣ A J 9 6			♣ 10 7 2
	♠ A K Q J 8		
	♥ 9 5		
	♦ 7 3		
	♣ Q 5 4 3		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			1♠
Pass	2♥	Pass	2♠
Pass	4♠	Pass	Pass
Pass	Pass		

Over South's 1♠ opening, West doesn't have enough to compete and will likely pass. If North-South are playing limit raises, North can start by bidding a new suit, since the hand is too strong to make a limit raise. South can rebid 2♠ to show a minimum opening bid, and North can jump to game. If North-South are playing forcing raises, North could bid 3♠ directly, and South would carry on to game. In either case, North-South should reach 4♠.

As Omar Sharif points out, some North players might consider their hand too strong to stop in a game contract. Those players might use the 4NT Blackwood convention to ask South for aces. After South's 5♦ response, showing one ace, North might bid 6♠, hoping that the only loser will be the missing ace. Omar comments: "A purist might object, with justice, that North has bid this slam all alone."

Suggested Play

In a spade contract, South has to lose one club trick but can ruff the remaining club losers with dummy's trumps. There is another loser in the diamond suit. If the defenders are careful, South has no way to get rid of the diamond loser, but West may give declarer a chance. A lot depends on the opening lead. If West leads the ♦J, top of a sequence, South has no chance. If West leads the ♣A instead, before leading a diamond, declarer can get rid of the diamond loser. Declarer can win the ♦A and, after drawing trumps, take dummy's ♣K, lead the two high hearts and ruff a heart in hand. South can then lead the ♣Q to discard dummy's low diamond and ruff a diamond loser in dummy to take 12 tricks.

SCORESLIP FOR DEAL #3

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
		100 0			22 78				
980		91 9	50	12 88					
		82 18			1 99				
480		74 26	500	1 99					
		67 33			0 100				
450		45 55								
		24 76								
420		23 77								



Tips

The normal result of making 4♠ with an overtrick is slightly below average for North–South, worth 45 matchpoints. As noted above, some defenders may let declarer take 12 tricks. This will be very unfortunate if North–South are in 6♠. It's very tempting in a slam contract for West to lead the ♣A, hoping the defenders have two quick tricks or that the lead will prevent South from making an overtrick.

SESSION 4 Deal #4

Dealer: West	♠ 10 6 2											
Vul: Both	♥ 9 8 5											
	♦ 9 7 6 3											
	♣ K 6 5											
♠ A J 7 4		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K Q 8 5
	N											
W		E										
	S											
♥ A 7 6			♥ Q 4									
♦ K 10 4 2			♦ A Q 5									
♣ A 9			♣ Q J 7 4									
	♠ 9 3											
	♥ K J 10 3 2											
	♦ J 8											
	♣ 10 8 3 2											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1NT	Pass	2♣	Pass
2♠	Pass	6♠	Pass
Pass	Pass		

West will start with 1NT. With interest in finding a major suit fit, East can make use of the Stayman convention by responding 2♣ to see if West holds a four-card spade suit. When West shows the four-card spade suit by bidding 2♠, East knows there is an eight-card fit. In support of spades, East has 16 HCPs and one point for the doubleton heart. Since West has 15 to 17 HCP, the combined partnership strength should be at least 33 points, enough for a slam contract. Omar Sharif's comment on the direct jump to 6♠ over 2♠ is: "When the spade fit is uncovered, so eager is East to bid slam without further ceremony, the trifling matter of aces is brushed aside. Impulsive, yes — but the direct raise does cut out any possible misunderstanding. 4NT in this sequence has been known to be passed, with disastrous results."

Suggested Play

If West declares 6♠, there are two potential heart losers, one potential diamond loser and one potential club loser. The fourth diamond won't be a loser if the diamond suit divides 3-3 or the ♦J falls on the first or second rounds of diamond plays. If South has the ♣K and declarer finesses for it, there will be no club loser. Declarer can ruff one of the heart losers in dummy after losing one heart.

North must be careful not to make West's task too easy. If North leads a club, West will win the first trick with dummy's ♣J (or ♣Q). After drawing trumps and seeing that there is no diamond loser, West will lose one heart and ruff the other in dummy.

Against the slam contract, North should probably choose a more passive lead — a trump or the ♥9. Even

SCORESLIP FOR DEAL #4

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
		100 0			68 32	1440	6 94	
300		97 3	650	65 35		1460	1 99	
		95 5	660	61 39			0 100	
200		90 10			60 40				
		86 14	680	55 45					
100		79 21	690	47 53					
		71 29			45 55				
	630	70 30	1430	28 72					

if North doesn't lead a club, declarer should still make the slam. After drawing trumps, declarer can play the diamond suit and discard a heart from the dummy on the last diamond. Now declarer can play the ♣A and a club toward dummy. The only trick the defenders get is North's ♣K.

 **Tips**

If East–West don't bid the slam, they get a close-to-average result, 45 matchpoints, as long as they make 12 tricks. By bidding and making the slam, they get well above average, 72 matchpoints.

SESSION 4

Deal #5

Dealer: North	♠ 7 4 2		
Vul: N-S	♥ J 6 3		
	♦ A K 3 2		
	♣ K 8 7		
♠ J 8 6			♠ A 10 5
♥ A K Q 9			♥ 10 8 2
♦ J			♦ 7 6 4
♣ Q 9 5 4 3			♣ A J 10 2
	♠ K Q 9 3		
	♥ 7 5 4		
	♦ Q 10 9 8 5		
	♣ 6		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	Pass	Pass	Pass
1♣	Pass	1NT	Pass
Pass	Pass		

In responding to partner's 1♣ opening, East will probably choose 1NT rather than a raise to 2♣. Playing five-card majors, West might have only a three-card club suit, and a notrump contract is usually worth more than a minor-suit contract, even if more tricks can be made playing with clubs as trumps. West will have a similar decision on the second round of bidding. Although the hand is unbalanced, West knows there is no eight-card major-suit fit. East would have bid 1♥, rather than 1NT, with a four-card heart suit. West could rebid 2♣ — East must have support for clubs because a suit wasn't named at the one level — but will probably pass, being lured by the same consideration as East that a notrump contract is usually worth more than a minor-suit contract.

Suggested Play

Against 1NT, South should lead the ♦10, top of the interior sequence in the long suit. The defenders should have no trouble taking the first five diamond tricks, but that should be all. East can take the remainder with the help of a successful finesse for the ♣K.

SCORESLIP FOR DEAL #5

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
	100	0	120 74	26			 9	91
300	 99	1	130 66	34		400 6	94	
	 99	1	140 62	38		420 3	97	
110	 97	3	150 42	58		430 1	99	
100	 95	5	 23	77		 0	100	
90	93	7	170 19	81					
50	 90	10	180 14	86					
	 89	11	 12	88					
	90 86	14	200 11	89					
	100 81	19	210 10	90					
	 78	22								

 **Tips**

Making an overtrick in 1NT turns out to be worth only 26 matchpoints for East–West. Some defenders will fail to get their five diamond tricks. If South doesn't lead a diamond, East will take 10 tricks: one spade trick, four heart tricks (when the suit divides 3–3) and five club tricks (after trapping North's ♣K). East–West might do better by playing in their club fit, since they will take at least 10 tricks, scoring 130 points, and may make 11 tricks, scoring 150 points. Playing in notrump rather than a minor suit does not always pay off!

SESSION 4

Deal #6

Dealer: East	♠ K Q 6 4											
Vul: E-W	♥ 4											
	♦ K Q 7 5											
	♣ J 10 8 6											
♠ A J		<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 9 5
	N											
W		E										
	S											
♥ A K Q 8			♥ J 9 7 6 5									
♦ 10 8 6 4 2			♦ A J									
♣ A 4			♣ K 9 7 5									
	♠ 10 8 7 3 2											
	♥ 10 3 2											
	♦ 9 3											
	♣ Q 3 2											

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		Pass	Pass
1♦	Pass	1♥	Pass
4♥	Pass	Pass	Pass

When West opens with the long diamond suit, North's hand is unsuited to making either an overcall or a takeout double. After East's 1♥ response, West can value this hand in support of hearts. With 18 HCPs plus 1 point for each of the doubletons, West has a maximum hand and can jump all the way to 4♥.

Suggested Play

East has a spade loser, a diamond loser and two club losers in this 4♥ contract. The club losers could be ruffed in dummy or, perhaps, discarded on dummy's diamond suit, if declarer can establish winners in that suit.

South will probably choose between leading a spade and leading a club, since the opponents have bid both hearts and diamonds. If South leads a spade originally, the defenders can establish a spade winner to go along with the diamond trick they'll get when declarer tries to establish the diamond suit.

If South's opening lead is a club, declarer has a chance to make two overtricks by establishing dummy's diamonds and discarding the spade loser as well as the other losers in the hand. Declarer can win the club with dummy's ♣A and lead a low diamond. If North doesn't split the diamond honors (play the ♦K or ♦Q), declarer can play the ♦J and win the trick, resulting in no diamond losers. If North plays a diamond honor, East can win the ♦A and lead the ♦J to drive out North's remaining diamond honor, establishing dummy's ♦10 as a trick. Now, it's too late for North to lead a spade. Declarer can win dummy's ♠A, draw trumps, and discard the spade loser on dummy's ♦10. At this point, dummy's ♦8 and remaining low diamond also will be winners, since South's

SCORESLIP FOR DEAL #6

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
	100	0	620	79	21	1430	2	98
100	98	2	630	77	23		0	100
	96	4		76	24				
50	95	5	650	62	38				
	95	5	660	47	53				
300	93	7		47	53				
	91	9	680	27	73				
500	86	14		8	92				
	81	19	710	6	94				
600	81	19		4	96				

♦9 had to be played on the second round of the suit. East can discard the remaining club losers and take 12 tricks for an excellent result.

 **Tips**

The scoreslip reflects the importance of overtricks at duplicate bridge. For collecting 620 points for bidding and making exactly 4♥, East–West get only 21 matchpoints. In order to do well, declarer has to take all 12 tricks. For scoring 680, East–West get 73 matchpoints.

SESSION 4

Deal #7

Dealer: South	♠ 3 2		
Vul: Both	♥ 10 8		
	♦ Q 10 9 8 5 3		
	♣ Q J 2		
♠ K Q 9 8 6 4			♠ A J 10 7
♥ A K 7			♥ 4 3
♦ J			♦ A 7 4 2
♣ 8 6 5			♣ K 9 7
	♠ 5		
	♥ Q J 9 6 5 2		
	♦ K 6		
	♣ A 10 4 3		

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			Pass
1 ♠	Pass	2 ♦	Pass
2 ♠	Pass	4 ♠	Pass
Pass	Pass		

With 12 HCPs and a doubleton heart, East is too strong to make a limit raise over partner's 1 ♠ opening. Instead, East starts with a new suit and raises to game over partner's minimum rebid. If East-West are playing forcing jump raises, East will jump to 3 ♠. West, with a minimum, will merely carry on to 4 ♠.

Suggested Play

After an auction such as the one above, North will probably lead the ♣Q, the top of touching honors in an unbid suit. This will trap East's ♣K and the defenders will take the first three club tricks. Even if North doesn't lead a club initially, there isn't much West can do to avoid losing three club tricks sooner or later. West can ruff a heart loser in dummy and should make exactly 10 tricks.

SCORESLIP FOR DEAL #7

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
		100 0			4 96				
200		99 1	680		3 97				
		99 1			3 97				
100		97 3	800		1 99				
		96 4			0 100				
200		95 5								
		95 5								
620		65 35								
		36 64								
650		20 80								

 **Tips**

4♠ should be a fairly normal contract for East–West. However, if they get any higher, perhaps exploring the possibility of a slam, they’ll be defeated and get a poor result. North–South are vulnerable and, if they find their way into the auction, they can’t afford to get too high or they may get doubled and lose a large penalty if East–West defend carefully.

SESSION 4

Deal #8

Dealer: West	♠ A 9 2					
Vul: None	♥ 10 9 7 5					
	♦ A 10					
	♣ 10 9 7 6					
♠ K 10 8 5 4		<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ J 7 6 3
N						
W E						
S						
♥ A Q 6 3			♥ J 2			
♦ K 8			♦ J 6 5 4			
♣ Q J			♣ 8 4 3			
	♠ Q					
	♥ K 8 4					
	♦ Q 9 7 3 2					
	♣ A K 5 2					

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1♠	Pass	Pass	?

West begins with 1♠ and, although East knows there is a spade fit, East does not have enough points to respond. South has an interesting dilemma. What to bid? Perhaps a takeout double is warranted, even though South only holds three hearts. Perhaps a bid of 2♦ would work well. No matter what South chooses to do, the result will most likely result in a spirited auction with South bidding clubs and East finally deciding to support spades — possibly on the two or three level. West will be the declarer unless East–West decide to defend 3♣ if North–South pursue their eight-card fit.

Suggested Play

If West is declarer in a spade contract, it'll be difficult to make unless the defenders help out. West starts with two losers each in spades, diamonds and clubs and three losers in hearts. The difficulty in getting rid of some of the losers is that there are no sure entries to the dummy to use to lead toward West's hand. If West could lead a low spade from dummy, planning to take a finesse, there would be only one spade loser once South's ♠Q appears. If spades are played starting from declarer's hand, declarer will have to find the difficult play of leading the ♠K, driving out North's ♠A and catching South's singleton ♠Q at the same time. Now West can get to dummy with the ♠J and take the heart finesse. Once this succeeds, declarer can ruff one of the heart losers in dummy. If West tries leading a diamond toward the ♦K, it won't work as well, since North has the ♦A. Declarer will get a trick with the ♦K only if the defenders lead the suit first, and declarer guesses right.

SCORESLIP FOR DEAL #8

Score		Points		Score		Points		Score		Points	
N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W	N-S	E-W
	...	100	0	140	79	21		25	75
500	98	2	130	75	25	100	23	77
	96	4		73	27	110	16	84
340	95	5	110	66	34		10	90
	94	6	100	56	44	140	7	93
300	92	8	90	51	49	150	3	97
	91	9		51	49		1	99
200	90	10	50	43	57	300	1	99
	90	10		35	65		0	100
150	84	16	50	30	70				

Julie, the lead and play will also be a bit different based on the bidding. Perhaps, you should email it to me unless you can tell it already fits. If South makes a takeout double, North will probably lead the 10H (assuming West did not bid them over a takeout double).

If South overcalls 2D, the lead from North will be the AD. There is also the possibility that over a takeout double North will still lead the AD hoping to score a diamond ruff since North holds the AS. This is a hand with a multitude of possibilities.....

 **Tips**

If East–West choose to defend 3♣, they’ll get only 34 matchpoints if North–South make the contract (110 points). East–West are probably better off to bid on, even if they go down a trick or two. Since they aren’t vulnerable, going down one trick will cost them only 50 points, and they’ll get 57 matchpoints. Of course, North–South may not make their 3♣ contract.

NOTES



BARON BARCLAY BRIDGE SUPPLY

3600 Chamberlain Lane • Suite 206

Louisville KY 40241

800-274-2221 • FAX 502-426-2044

www@baronbarclay.com