

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

**Advancing
Player I
“Play”
Course**



AMERICAN CONTRACT BRIDGE LEAGUE

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ACBL

Advancing Player I

"Play" Course

This is the first of two ACBL "Play" Courses for the Advancing Player. The "Play" Course for the Advancing Player 1 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. This is the first "Play" course where 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)*. In addition, there are 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* and *More Commonly Used Conventions*.

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 all of the Play Courses provide four practice sessions of eight deals each.

At the start of the session, assign a compass direction to each player: 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 practice play deal. The session number (1–4) is shown along the top edge of the card and the deal number (1–8) 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).

The Dealer and the Vulnerability

Any player may 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:

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

Deal #	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. After play is completed, 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 pairs 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 taken (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)	<i>Not Doubled</i>	<i>Doubled</i>
Clubs or Diamonds	20	40
Hearts or Spades	30	60
Notrump – first trick	40	80
– each trick thereafter	30	60
Bonuses	<i>Nonvulnerable</i>	<i>Vulnerable</i>
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
Overtricks – not doubled	Trick Value	Trick Value
Overtricks – doubled	100	200
Overtricks – redoubled	200	400
Penalties	<i>Nonvulnerable</i>	<i>Vulnerable</i>
Not doubled per trick	50	100
Doubled – first trick	100	200
– second and third trick	200	300
– each trick thereafter	300	300
Redoubled – first trick	200	400
– second and 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 and South get 1 matchpoint each time they have a better result than another North–South pair and $\frac{1}{2}$ matchpoint for each pair they tie. The most they can get is 6 matchpoints (their score is better than all of the other results).

The East–West matchpoint result 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 result 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 result 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 result at Table 5 (giving $\frac{1}{2}$ matchpoint) and beats the result at Table 6. The end result is that a score of 400 points for North-South beat five results and tied one. North-South get $5\frac{1}{2}$ matchpoints; the East-West opponents would get $6 - 5\frac{1}{2} = \frac{1}{2}$ matchpoint.

Your Overall Result

At the end of the session, 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.

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

**ACBL
ADVANCING PLAYER I
“PLAY” COURSE**

SESSION 1

HAND RECORDS

SESSION 1

Deal #1

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

Suggested Bidding

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

Even though South has a singleton spade, a notrump contract is still the best chance for a good score. Opener needs a balanced hand to start the bidding 1NT. Responder, however, decides the final contract. South has 8 HCPs plus 2 points for the six-card club suit. Knowing there are at least 25 combined points, South wants to be in a game. Of the two choices, 3NT and 5♣, notrump requires fewer tricks and is more likely to succeed.

Suggested Play

With no help from the bidding, East is likely to lead the ♠7, fourth highest from the longest and strongest suit. Dummy would play low, West would contribute the ♠Q, third hand high, and North would win the trick with the ♠K. North needs nine tricks. Including the spade trick, there are six club tricks and two heart tricks, enough for the contract. Of course, North must be careful to play the clubs starting with the ♣Q, high card from the short side.

SCORESLIP FOR DEAL #1

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	N	5		460	
2	3NT	N	3		400	
3	3NT	N	4		430	
4	5C	S		1		50
5	3C	S	4		130	
6	3NT	N	3		400	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Bidding and making exactly 3NT would be worth 400 points (100 trick score plus 300 for the non-vulnerable game bonus), an average matchpoint score. Two pairs did better, two did worse and one pair did exactly the same. The N-S pair at Table 1 has the best score so far for making two overtricks. Perhaps declarer led the ♥10 from dummy and took a finesse. If West didn't cover with the ♥Q, declarer could repeat the finesse and win four heart tricks instead of two. If the finesse had lost, it would have been a different story. The N-S pair at Table 4 decided to play in 5♣ and lost one spade and two diamonds for down one, giving the E-W pair at Table 2 a good result on the board. The N-S pair at Table 5 stopped in 3♣, another poor decision. They missed the game bonus for being in 3NT.

SESSION 1

Deal #2

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

Suggested Bidding

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

The bidding is straightforward. West makes a limit raise of 3♠ to show spade support and 10 or 11 points after partner's opening 1♠ bid. East happily accepts the invitation to bid game with this medium-strength hand worth 17 points. The contract will be 4♠.

Suggested Play

South likely will lead the ♦Q, top of a sequence. East counts losers and has two diamond losers and two spade losers, one too many. Since East will have to give up the lead when drawing trumps, at least one loser has to be eliminated first. Careful play can result in the elimination of two losers. After winning the first diamond trick, East plays the ♣A, the ♣K and then the ♥Q, followed by the ♥3 to dummy's ♥K (or ♥A). Declarer is in dummy and plays the last heart, discarding a low diamond. On the ♣Q, declarer discards the other diamond loser. Now, when leading trumps, only the ♠A and ♠K will be lost.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4♠	E	4			420
2	4♠	E		1	50	
3	4♠	E	5			450
4	4♠	E	5			450
5	4♠	E		1	50	
6	4♠	E	6			480
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Two East–West pairs made only nine tricks in their spade contract. If East leads trumps right away, before eliminating the extra losers, that’s what might happen. If East concentrates on making the contract and not on getting an overtrick, 10 tricks can be taken after discarding one loser on dummy’s extra heart winner. If declarer wants to do well, however, the focus has to be on not just making the contract, but taking as many tricks as possible. Those pairs scoring 450 for taking 11 tricks have a good result. How did the E–W pair at table six manage to take 12 tricks missing the ♠A and ♠K? Perhaps East led the ♠Q, after eliminating the other losers, and South played the ♠K on it, an unfortunate choice when North had to put the ♠A on the same trick. Sometimes losers disappear as though by magic!

SESSION 1

Deal #3

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

Suggested Bidding

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

South opens 1♦ and rebids the long diamond suit after hearing North’s response. South also might consider rebidding 1NT, although the hand is not balanced with two doubletons, and there isn’t a control in the heart suit (West’s suit). West might consider bidding again, but since partner took no action following the overcall, it would be risky.

Suggested Play

West likely will start by leading a high heart. The defenders must be careful to take all of the tricks to which they are entitled. East should play the ♥9, an encouraging signal. If West interprets this correctly, another high heart will follow. When hearts are led a third time, East can ruff dummy’s ♥Q. The defenders can get a spade trick and a club trick to hold South to exactly eight tricks. If they take their ♣A too quickly, however, declarer may be able to discard a spade loser on dummy’s ♣Q.

SCORESLIP FOR DEAL #3

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2HX	W		1	200	
2	2D	S	2		90	
3	1NT	S	2		120	
4	2D	S	3		110	
5	2H	W	2			110
6	3D	S				50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

This is a typical partscore hand, and anything might happen. For example, West might be tempted to compete with a bid of 2♥ rather than let the opponents play in 2♦. This contract might make, as happened when the E-W pair at Table 5 played the board. They scored 110 points to get the top result on the board. The E-W pair at Table 1 weren't so lucky. They were doubled in their 2♥ contract and defeated one trick, 200 points vulnerable, for a bottom result. The N-S pair at Table 1 got a top.

Partscore contracts often lead to more interesting results than games. With the points fairly evenly divided between the partnerships, either side may get the contract. The number of matchpoints earned on this deal will depend on how well the contract is played or defended.

SESSION 1

Deal #4

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1♣	Pass	2NT	Pass
4NT	Pass	6NT	Pass
Pass	Pass		

West opens 1♣ with the intention of jumping in notrump, after a bid of one of a suit by East. When East showed 13 to 15 points by responding with 2NT, West recognized the possibility of slam. By bidding 4NT, a quantitative bid, West asked partner to bid 6NT with a maximum. Holding 15 HCP, East accepts the invitation and places the contract in slam.

Suggested Play

North will probably lead the ♥10, and South will take the first trick with the ♥A. West will have to take all of the remaining tricks to make the slam. With only three spade tricks, two heart tricks and three diamond tricks, declarer will need to take four club tricks. Missing the ♣Q, the general guideline is “eight ever, nine never,” implying that you should take a finesse when you hold eight cards, rather than play the ace and king. If declarer plays the ♣K and then leads a low club toward dummy, planning to finesse the ♣J if the ♣Q has not appeared, the contract will make. If declarer plays the ♣A and ♣K instead, hoping the ♣Q will appear, the contract will go down.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	W	6			690
2	6NT	W		1	100	
3	6NT	W	6			1440
4	4NT	W	5			660
5	6NT	W	6			1440
6	3NT	W	6			690
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Hands where a slam can be bid and made are always exciting. Look at the scoreslip. Some pairs will bid the slam while others may stop in a safe game contract. Unless there are an easy 12 or 13 tricks to take, some players will make the slam while others will go down. There always will be lots to talk about after the game.

If a pair bids and makes a slam against you, as happened to the N-S pair at Table 3 and the N-S pair at Table 5, you might count yourself unlucky. The luck evens out, however. You'll get your own chances to bid and make slams — and perhaps the opponents will bid a slam and go down, as happened against the lucky N-S pair at Table 2.

If you have to give up the lead, your trump suit will help you regain the lead.

SESSION 1

Deal #5

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

Suggested Bidding

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

West has a hand worth 12 points — 11 HCPs and 1 dummy point for the doubleton diamond. West's hand is good enough to bid game, and so 4♥ is the contract.

Suggested Play

South wins the first two spade tricks and may lead another spade, which declarer will ruff. Declarer can afford only one more loser. There are two potential losers in the diamond suit. After drawing trumps, declarer has to lead a low diamond from dummy toward declarer's hand. If North plays a low diamond, second hand low, declarer will have to guess which diamond to play. If declarer plays the ♦K, hoping North holds the ♦A, the contract will make. If East finesses the ♦J (or ♦10), hoping North has the ♦Q, declarer will lose two diamond tricks and go down (not fulfill the contract).

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4H	E		1	50	
2	3H	E	4			170
3	4H	E	4			420
4	3S	S		1		100
5	3H	E	3			140
6	4H	E	4			420
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

As the scoreslip shows, not all pairs will reach 4♥. If they do, it may seem that making 4♥ is a 50–50 proposition, depending on how they guess to play the diamond suit. In practice, the contract will be made more often than not. South may lead a diamond after winning the first two tricks, and declarer will not have to guess. Or North may play the ♦A when declarer leads a diamond from dummy, again making it easy for declarer. Only patient and careful defense will give North–South a chance to defeat the contract.

SESSION 1

Deal #6

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

Suggested Bidding

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

With two five-card suits, West should open the bidding in the higher-ranking suit, spades. Although North has a five-card suit, this hand isn't strong enough for an overcall at the two level. With only 8 HCPs plus 1 point for the five-card suit, East doesn't have enough to bid a new suit at the two level. East should respond 1NT, keeping the bidding open but showing a limit of 6 to 9 points. When the bidding gets back to West, a bid of 2♦ shows a second suit. Since East prefers diamonds to spades, a pass will allow the auction to stop safely in a partscore contract. Of course, some aggressive North-South pairs may compete and play with clubs as trump. If they bid too much, they're likely to get doubled for penalties.

Suggested Play

Against a diamond contract by West, North will probably start by leading the ♣A and ♣K. If North leads a third round of clubs, West can ruff. In addition to the two club losers, West will have to lose a heart trick, and there are some spade losers to worry about. West can ruff a couple of spade losers in dummy, and when the missing spades divide 4-3, a spade trick will be established through length. Since declarer also wants to draw trumps, a lead to the ♦A followed by the spade finesse is a good start, even though there is a singleton in dummy. That way, West can draw trumps as well as ruff spades twice in dummy and avoid losing any spade tricks.

SCORESLIP FOR DEAL #6

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2S	W		1	100	
2	2D	W	3			110
3	1NT	E	1			90
4	2D	W	4			130
5	3CX	N		2		300
6	2NT	E		1	100	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

The scoreslip shows that the best result will probably go to the East–West pairs who play the contract in their nine-card diamond fit and end up losing only two club tricks and a heart trick. If East–West end up in some other contract, they’re less likely to get a good result, since the defenders may be able to defeat them. If North–South compete too high in clubs, East–West can double them for an excellent result.

SESSION 1

Deal #7

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
			Pass
1♥	1♠	2♥	3♠
4♥	4♠	Pass	Pass
Pass			

The bidding starts off quietly with West's opening bid, North's overcall and East's raise. But then it may take off. Counting 3 dummy points for the singleton club, South has 11 points, enough to make a limit raise of North's overcall and to bid 3♠. West may not have enough points to undertake a game contract, but, not wanting to defend 3♠, might bid 4♥ anyway. North will probably make a similar decision. With no guarantee that 4♥ can be defeated, North may carry on to 4♠. If it makes, so much the better. If not, perhaps the penalty will be less than the score East–West would get for making 4♥.

Suggested Play

Declarer will have to lose two heart tricks and a club trick. The remaining club loser can be ruffed in dummy, but there is still a potential diamond loser. To make the contract, North will have to play a low diamond to dummy's ♦Q, taking a finesse and hoping that East started with the ♦K. The favorable location of the ♦K allows the contract to be made.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4S	N	4		620	
2	4S	N		1		100
3	5HX	W		3	800	
4	3S	N	3		140	
5	4SX	N	4		790	
6	5H	W		2	200	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

The scoreslip shows the typical results for a distributional deal of this nature. Neither side has the values to be in a game contract, but the competitive auction will likely drive both sides into bidding game. In such situations, the side with the spade suit will usually get the contract, since spades is the higher-ranking suit. Whether the contract makes will depend on the location of the missing cards. It wouldn't be unusual for the final contract to be doubled, as happened when the N-S pair at Table 5 played the board. East-West may even push on past game to stop North-South from playing the contract, as happened when the E-W pair at Table 3 and the E-W pair at Table 6 played the board. Whether this is a good idea will depend on the number of tricks they are defeated, the vulnerability and whether they get doubled.

SESSION 1

Deal #8

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

Suggested Bidding

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

With 12 HCPs plus 1 point for the five-card suit, West has enough to open the bidding 1♦. With 14 HCPs, North would like to compete for the auction, and, holding support for all of the unbid suits, can make a takeout double. East can raise partner's suit to the two level to try to keep the opponents quiet, but this shouldn't deter South from bidding the heart suit in response to partner's takeout double. North should realize that South's bid is only competitive. If South had more, a cuebid would invite game, or South could bid 4♥ directly.

Suggested Play

South will have to play carefully to make 2♥. There are one spade loser, one heart loser, two diamond losers and three club losers to worry about. To avoid a heart loser, South should take the heart finesse, playing a small heart to dummy's ♥K and a small heart back toward the ♥J, trapping East's (hoped for) ♥Q. After playing the ♥A, picking up the last trump from East, South loses two club tricks and ruffs the last club in dummy.

SCORESLIP FOR DEAL #8

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

As with any competitive hand, there will be people playing the hand in both directions, depending on how the auction goes and how high they push or get pushed. If North-South reach 2♥, East-West might do well by bidding 3♦. Even if they're defeated one trick, their result is better than the one they receive for defending 2♥. They also might push North-South "overboard" to 3♥ and get a plus score.

NOTES

**ACBL
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**SESSION 2
HAND RECORDS**

SESSION 2

Deal #1

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

Suggested Bidding

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

South opens 1♥ with a very strong hand. Playing five-card majors, North can raise to the two level with three-card support and 8 HCPs. Knowing that there is an eight-card fit, South can jump right to game with a maximum strength hand.

Suggested Play

West has an interesting decision to make before leading. With only a doubleton diamond, consideration should be given to leading this short suit to try to get a ruff with a low trump. Holding the ace of the trump suit, West is sure to get the lead again before trumps are drawn. This improves the chances of getting an extra trump trick for the defense. West should lead the ♦9, top of a doubleton. East will need to cooperate if the defense is to succeed. After winning the first diamond trick, East will have to recognize that West is leading from a short suit and continue leading diamonds. If East stops leading diamonds after winning the first two tricks, West will never get a ruff. Even if West doesn't lead a diamond initially, a second chance will come when West wins a trick with the ♥A. If West doesn't get a ruff this time, declarer will draw trumps and make the contract.

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	4H	S		2		100
3	4H	S	4		420	
4	4H	S		1		50
5	3NT	N		1		50
6	4H	S		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

The scoreslip indicates that it is important for East-West to defeat the contract to get a good result. In a reasonably strong game, most pairs will find this defense. Notice also that the North-South pairs don't get a very bad result for being defeated in 4♥. It's a normal contract, and it's unlucky that it can be defeated. North-South can take solace in having lots of company. They lose out only to the one pair that was allowed to make the contract when East-West failed to find the winning defense.

SESSION 2

Deal #2

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
		1 ♠	Pass
4NT	Pass	5 ♣	Pass
6 ♠	Pass	Pass	Pass

As soon as East opens 1 ♠, West should be interested in a slam contract. With 17 HCPs plus 3 dummy points for the singleton club, there should be at least 33 points in the combined hands. West could jump directly to 6 ♠. Since there might be a grand slam if there are no missing aces, West might start by using the Blackwood convention instead. A direct jump to 4NT over partner's opening 1 ♠ bid implies that spades will be the trump suit and asks opener how many aces in the hand. The 5 ♣ response shows zero (or all four), and now West knows an ace is missing. West can settle on 6 ♠, confident there is not enough for a grand slam.

Suggested Play

If South leads the ♣A, East is held to 12 tricks. The remaining club loser can be ruffed in dummy or discarded on one of dummy's extra winners. On the other hand, if South leads something other than a club, declarer can win the trick, draw trumps and then discard both club losers on dummy's extra winners. One is discarded on the extra heart winner and the other goes on dummy's ♦10, after the ♦J appears when declarer takes the ♦K and ♦Q.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	6S	E	6			980
2	6S	E	7			1010
3	4S	E	6			480
4	6S	E	7			1010
5	5S	E	7			510
6	6S	E	6			980
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

While most pairs will bid the slam, the top result will go to the East–West pairs who make an overtrick when South does not lead a club. At duplicate bridge, when the opponents bid quickly and confidently to slam, it is usually a good idea to lead an ace, if you have one. If declarer has the king, you will establish it as a trick, but if partner has the king, you may be able to take two quick tricks before declarer has a chance to discard any losers.

On boards such as this one, the ♣A lead will prevent declarer from ending up with an overtrick.

SESSION 2

Deal #3

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

Suggested Bidding

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

The bidding will probably be the same whether you are playing a 1NT opening bid to show 15 to 17 or 16 to 18 points. With 8 HCPs and an extra point for the five-card diamond suit, East has enough to invite, and with 17 HCPs, West has enough to accept the invitation.

Suggested Play

North will likely lead the ♠J, top of a sequence in the longest suit. Declarer starts with three spade tricks, two heart tricks, one diamond trick and one club trick, for a total of seven. To make nine tricks, declarer's best chance is to establish two extra tricks in the diamond suit. This can be done if declarer gives up two diamond tricks to the opponents and the missing diamonds divide 3-2. However, declarer must be careful to keep an entry to dummy, so that the established diamond tricks can be taken later. If the opponents continue to lead spades when declarer loses the diamond tricks, dummy's ♠A will soon disappear. The only remaining entry is dummy's ♦A. So declarer will have to duck the first two diamond tricks, losing them to the opponents. Only on the third round of diamonds can declarer afford to play dummy's ♦A. Now the lead is in dummy, and declarer can take the two established diamond tricks.

SCORESLIP FOR DEAL #3

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		1	100	
3	2NT	W	3			150
4	3NT	W	3			600
5	3NT	W		1	100	
6	3D	E	3			110
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips:**

Although the bidding and play look relatively straightforward when you see the entire deal, it is not always so easy when you are actually at the table. Some pairs may not bid to game, and even if they do get there, not all declarers will find the way to get nine tricks.

Any pair that bids and makes 3NT will receive a good score.

SESSION 2

Deal #4

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

Suggested Bidding

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

With no five-card major suit, North opens 1♣. South responds 1♥, bidding up the line. North rebids 1♠, continuing the search for a major-suit fit. Now South knows the partnership has a Golden Fit in spades. With 11 HCPs plus 1 dummy point for the doubleton diamond, South has enough points to raise to 4♠.

Suggested Play

North can make anywhere from eight to 10 tricks, depending on how the location of the opponents' cards is guessed. There is a potential spade loser, since the ♠Q is missing. Holding both the ♠J and ♠10, declarer can finesse either opponent for the missing ♠Q, or play the ♠A and ♠K, hoping the ♠Q is doubleton. The general advice when missing the queen is "eight ever, nine never," meaning you should finesse with only eight cards in the suit and play the ace and king when you have nine. The only declarers to avoid a trump loser will be those who play the ♠K first and then lead a low spade to dummy's ♠10, hoping East started with the ♠Q. Missing both the ♦A and ♦Q, declarer needs to guess what to do in the diamond suit to avoid two losers. If a diamond is led from dummy toward declarer's hand and West follows with a low card, declarer will have to decide whether to play the ♦K, hoping West has the ♦A, or take a finesse against the ♦Q. Even if declarer guesses what to do in diamonds, a trick will have to be lost to the ♥A and the ♣K. In the meantime, the defense must be careful not to make life easy for declarer by playing their high cards too soon. There's lots of scope for both sides on this deal.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2S	N	2		110	
2	4S	N	4		620	
3	4S	N		1		100
4	3S	N	3		140	
5	3S	N		1		100
6	2DX	E		2	500	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips:**

This is an interesting hand to bid and play. North will be lucky to make all the right decisions.

SESSION 2

Deal #5

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

Suggested Bidding

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

After North's 1♦ opening, South has room to show hearts at the one level. North can now show a four-card spade suit and South, not caring for either of North's suits, can rebid 1NT. With a minimum hand, North has no reason to get the partnership any higher.

Suggested Play

Against a notrump contract, West will probably lead the ♣J, top of a sequence. East should play the ♣K on partner's ♣J, in case West is leading from an interior sequence such as ♣A J 10 9 3. On the actual deal, South will get two club tricks with the ♣A and ♣Q, no matter what West does. South also has three diamond tricks and needs to develop two more tricks to make the contract. The best chance is in the spade suit, where South can plan to lead twice toward the dummy, hoping that West has the ♠A. Playing this way, declarer will get tricks with both the ♠K and the ♠Q. The defenders should end up with one spade trick, two heart tricks and three club tricks.

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	1NT	S	1		90	
2	2NT	S		1		100
3	1NT	S		1		100
4	2D	E		2	100	
5	2H	S		1		100
6	1NT	N	2		120	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

This is a typical partscore deal. The normal result is for North-South to end up in a partscore of 1NT and make exactly seven tricks. Nonetheless, there will be a variety of results, since it is easier to see what should happen after the deal is over, rather than at the table. North-South may reach the wrong contract or may get too high. East-West may find a way into the auction or misdefend.

SESSION 2

Deal #6

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

Suggested Bidding

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

After East opens 1♥, South overcalls 1NT, a perfect description of this balanced hand with 18 HCP and strength (stoppers) in the opponent's suit. West can't do much, although some adventuresome types might raise to 2♥. North only has 3 HCP and knows the partnership belongs in a partscore. North also knows there are at least eight spades in the combined hands. North should bid 2♠, a better contract than 1NT, and hope South recognizes the bid as signoff.

If West doesn't bid 2♥, some North players will use Jacoby to make South the declarer in 2♠ by using 2♥ to transfer.

Suggested Play

In a 2♠ contract, declarer is missing the ♠A and ♠K and has to worry about one heart loser, one diamond loser and one club loser. Although declarer can afford five losers, the goal in duplicate is to take as many tricks as possible to beat the other N-S pairs. Declarer can try taking both the heart finesse, which works, and the club finesse, which fails, and should end up with an overtrick. Note that depending on the bidding, either North or South could be declarer.

If South is left to play in 1NT, it will be difficult to make. Declarer will probably take two heart tricks, one diamond and two clubs and will be hard pressed to find more.

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	1NT	S		2		100
3	3HX	E		1	200	
4	2S	N	2		110	
5	3H	E		1	100	
6	1NT	S		1		50
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips:**

North-South will do well if they can reach the “par” contract of 2♠. If either partnership competes any higher, they should be defeated and may even get doubled. If North-South languish in a notrump partscore, they are unlikely to get many matchpoints.

SESSION 2

Deal #7

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

Suggested Bidding

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

After West's takeout double, North should raise to 2♠ to make it more difficult for the opponents to buy the contract. This should not deter East from competing with 3♥, however. If East does not bid, North-South will get a good result. West should not continue on to 4♥. Even though East has bid at the three level, West should realize that partner is only competing. The opponent's 2♠ bid did not leave room for East to bid at the two level.

Suggested Play

If South leads the ♦Q, the defenders should end up with two spade tricks, a diamond trick and a club trick, holding declarer to nine tricks. Declarer avoids losing a trump trick by leading the ♥Q (or ♥J or ♥10) and trapping South's ♥K.

If North-South push on to 3♠, West should lead the ♣K, and the defense should end up with two heart tricks (by trapping declarer's ♥K), two diamond tricks and a club trick. If a trick gets away, South will end up making 3♠.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3H	E	3			140
2	2S	S	2		110	
3	4H	E		2	200	
4	3S	S		1		100
5	3H	E	3			140
6	2H	E	4			170
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

East-West will get a good result for bidding and making 3♥. If they get to 4♥ and are defeated, they will get a poor result, since most pairs in their direction will end up with a plus score. North-South will get a very good result if they are allowed to play in 2♠. Even if they bid on to 3♠ and are defeated one trick, losing 100 points, that will be better than letting East-West get 140 points for making 3♥. Of course, since they are vulnerable, they risk getting doubled and being defeated one trick. Then they will lose 200 points and get a bottom board.

SESSION 2

Deal #8

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

Suggested Bidding

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

This is how the auction would go if East-West play limit raises. East is too strong to make a limit raise and will make a temporizing response of 2♦, forcing. After West finishes describing a minimum balanced hand with the 2NT rebid, East can jump directly to game in the known fit. If the partnership plays forcing raises, the auction would be more straightforward:

WEST	NORTH	EAST	SOUTH
1♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

Suggested Play

If North leads the ♠J, the defenders will take the first two spade tricks. Declarer will have to be careful not to lose two diamond tricks as well. East should plan to lead twice toward dummy's ♦K and ♦Q, hoping North has the ♦A. Declarer will have to draw trumps before leading diamonds twice, or South will be able to ruff an established winner.

SCORESLIP FOR DEAL #8

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6



Tips:

Almost all the East-West pairs should reach 4♥ and make it. If everyone gets the same result, the board is said to be flat. Each pair gets the same number of matchpoints on the board.

NOTES

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**SESSION 3
HAND RECORDS**

SESSION 3

Deal #1

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

Suggested Bidding

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

North should rebid 1NT to show balanced distribution and minimum strength instead of rebidding the five-card minor suit. South knows there is probably not enough combined strength for game and wants to settle for the best partscore. In duplicate, a 1NT contract is likely to score better than a 2♦ contract if declarer can make overtricks, so South should pass rather than support partner's diamonds.

Suggested Play

Against 1NT, East will probably lead a spade, and North will end up with three spade tricks. North can establish four winners in the diamond suit by driving out the ♦A, and North also will get a trick with the ♣A. This will produce at least eight tricks for a score of 120 points. If North plays in a contract of 2♦, the opponents probably will win at least two heart tricks, one diamond trick and one club trick. Even making nine tricks will give North-South a score of only 110 points.

SCORESLIP FOR DEAL #1

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

As the scoreslip shows, it is very important to play in notrump rather than a minor suit whenever possible. Pairs playing in notrump scored at least 120 points, and two pairs got 150 points by making two overtricks. Both pairs playing in diamonds received a poor matchpoint result. When you play duplicate bridge, you must remember that your true opponents are the other pairs sitting in your direction. You are trying to outscore them at every opportunity, and you have to adjust your bidding tactics accordingly.

SESSION 3

Deal #2

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

Suggested Bidding

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

After the 1NT opening bid, East, with 8 HCPs plus 1 point for the five-card suit, wants to investigate whether the partnership belongs in hearts or notrump and whether the partnership belongs in partscore or game. East can use Stayman or the Jacoby transfer bid to deal with the situation.

Using Stayman, East bids 2♣ to ask partner to bid a four-card major. West rebids 2♠, and East invites to game by rebidding 3♥. With 17 HCPs and three hearts, West accepts the invitation by raising to 4♥.

Using Jacoby, East bids 2♦ over partner's 1NT to ask West to rebid hearts. East now rebids 2NT to show five hearts and an invitational hand. (With a stronger hand, East would have bid 3NT to ask partner to either pass or correct in a heart game.) Again, West would accept the invitation to bid game, 4♥.

Suggested Play

Declarer has to lose one spade trick, one heart trick and one club trick. The secret to making the contract is to avoid losing a diamond trick as well. After drawing trumps, declarer should first play the ♠A, ♠K and then another round of spades to see how the suit breaks. When the opponents' spades turn out to be divided 3-3, West's remaining spade is a winner. A diamond can be discarded from the East hand when this trick is played. If the spades don't divide evenly, declarer's last hope is to fall back on the diamond finesse.

SCORESLIP FOR DEAL #2

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Since both the bidding and play are complicated, any pair that makes 4♥ will get a very fine result.

SESSION 3

Deal #3

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

Suggested Bidding

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

North should make a takeout double to compete over the 1♣ opening bid. This shouldn't stop East from raising to 2♣ (or even bidding 1NT). South doesn't have to bid, but with 8 HCPs, South should take some action, since North wants to compete for the contract. With a choice of bidding the four-card heart suit or the four-card diamond suit, South should prefer the major. Not only is it worth more in the scoring, but North's takeout double almost always promises good support for the unbid major suits. North's support for the unbid minor suits may not be quite as good. After South's 2♥ bid, the other players may compete further, although any higher contract is likely to be defeated.

Suggested Play

South has only two spade losers, a heart loser and two club losers and should easily end up with eight tricks. It's difficult to make any more tricks without some help from the opponents — any North-South pair that climbs to 3♥ will probably be defeated. If East-West compete to 3♣, they should lose a spade trick, a heart trick and three diamond tricks, going down one — unless the defenders are careless.

SCORESLIP FOR DEAL #3

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips:**

This deal illustrates the delicate choices that take place during a competitive auction. If North-South bid no higher than 2♥, they get a plus score, either for making that contract or defeating the opponents' 3♣ contract. If they double 3♣, they can collect 200 points for a top board, since East-West are vulnerable. On the other hand, the best East-West can do after North-South bid to 2♥ is pass and defend. They could risk bidding 3♣ in the hope that they don't get doubled or that the opponents push on to 3♥. An East-West pair that is allowed to play in 2♣, when the opponents are too timid to compete, will get an excellent result.

SESSION 3

Deal #4

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1♥	Pass	3♥	Pass
Pass	Pass		

This is how the auction should go if East–West are playing limit raises. East will invite opener to game, and West, with a minimum opening bid, should decline.

Notice that East has an interesting problem if the partnership is playing forcing raises. Not strong enough to raise to 3♥, which would be forcing to game, East will have to temporize by bidding a new suit. The auction might go:

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

A more complex auction is necessary to bid to the same contract as those playing limit raises. East has to bid a three-card suit, holding no four-card suit other than hearts. East–West will have to be careful not to get too high when the auction starts this way.

Suggested Play

There shouldn't be much to the play. West has to lose two spade tricks and two club tricks, and it will be difficult for the defenders to fail to take their tricks no matter which card North leads. But then anything can happen at the bridge table — and usually does!

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3H	W	3			140
2	4H	W		1	100	
3	4H	W		2	200	
4	3H	W	3			140
5	4H	W		1	100	
6	3H	W	4			170
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6



Tips:

It is unlikely that North-South will find their way into the auction, so the result hinges on East-West's final contract. Those pairs that stop in partscore will be well rewarded, while those pairs that overbid to the game level will get a poor result. The matchpoint score that North-South will receive is really in the hands of their East-West opponents. Some will get lucky when their opponents bid too much. Others will get a below average result, even though they did nothing wrong!

SESSION 3

Deal #5

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

Suggested Bidding

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

East has a classic 1NT opening bid, and West would raise directly to 3NT.

Suggested Play

If the defenders lead a spade, they can take their four tricks, and then declarer will take the rest. Declarer has one heart trick, five diamond tricks and three club tricks. If the defenders don't take their spade tricks right away, South will have to be careful to hold on to all of the clubs to prevent declarer from making an overtrick.

SCORESLIP FOR DEAL #5

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	2NT	W	3			150
2	3NT	E	4			430
3	2NT	E	3			150
4	3NT	E	3			400
5	3NT	W	3			400
6	3NT	E	3			400
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Pairs reaching 3NT will get an above average result. It isn't always as easy to get to game as it looks. Partnerships playing 16–18 notrumps will have trouble. The top East–West result probably will go to any pair that makes an overtrick. This will happen when the opponents don't lead spades and South discards a club when declarer plays the diamond winners. The best North–South can do is take their tricks when they have the opportunity.

SESSION 3

Deal #6

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

Suggested Bidding

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

With 9 HCPs and a six-card suit, North wants to be in game once South opens the bidding 1NT. With a six-card major suit, North jumps directly to game in the known fit. Those partnerships playing Jacoby transfers will have North transferring to spades by bidding 2♥ and then raising to 4♠.

Suggested Play

While it isn't difficult to get to 4♠ on this deal, it's not as easy to make the contract. East probably will start off by leading the ♥Q, top of a sequence, and South's ♥K will be trapped. Declarer will lose two heart tricks no matter what and will have to play carefully from this point on to avoid losing two trump tricks.

If North simply plays the ♠A and another spade, the defenders will get tricks with both the ♠K and the ♠Q. Instead, North should start by leading a small spade from the dummy. Assuming West follows with a small spade, North should finesse the ♠10 (or ♠J). On the actual deal, this loses to East's ♠Q. When back in the lead, however, North should lead the remaining small spade from dummy and finesse the ♠J, when West plays another small spade. The second finesse works, and North can play the ♠A to draw West's remaining ♠K. By taking the two spade finesses, North restricts the spade losers to one.

If South is the declarer (after North uses Jacoby transfers), West is on lead, and East cannot immediately attack South's ♥K. West has a number of lead options, but declarer should be successful in all cases.

SCORESLIP FOR DEAL #6

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Most pairs should reach the 4♠ contract, but the majority of the matchpoints will go to the pairs who actually make the contract. In an expert game, most declarers, whether North or South, will have no trouble taking 10 tricks. If the players are less experienced, most will not be familiar with the best technique for handling the trump suit.

SESSION 3

Deal #7

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

Suggested Bidding

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

Both sides are competing for a partscore, and both sides are vulnerable. It's reasonable for South to push on to 3♣ with 9 HCPs and five-card support for partner's suit rather than defend 2♠. It would be somewhat aggressive for either East or West to compete to 3♠.

Suggested Play

East might lead the ♠A from the suit bid and supported by the partnership. If this happens, West can encourage with the ♠9, and the defense should take the first two tricks. Later they should get a club trick and a diamond trick, provided West doesn't lead a diamond away from the ♦K.

If East chooses to lead something other than a spade, perhaps hoping to trap the ♠K if North has it, declarer will have a good opportunity to make an overtrick. By playing the ♥Q from dummy followed by a small heart to the ♥A, before drawing trumps, North can play a third round of hearts and discard a spade from dummy. Now, when the defenders get the lead with their ♣A, they will be able to take only one spade trick.

SCORESLIP FOR DEAL #7

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

In a competitive situation where both sides are vulnerable, both sides must be careful not to get too high and risk losing 200 points. On this deal, for example, if East-West bid on to 3♠, they risk being doubled and getting a bad matchpoint score when they can't make their contract.

SESSION 3

Deal #8

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

Suggested Bidding

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

When West opens the bidding 1NT, East should make use of the Stayman convention to look for a Golden Fit. When West shows the four-card spade suit, East can put the partnership in game.

Suggested Play

Declarer can ruff a heart loser in the dummy to lose only three club tricks.

If West plays in 3NT, the defenders can take the first four club tricks. If North leads the ♣K, South should overtake with the ♣A to unblock the suit. By leading back the ♣9, North will take three more club tricks when the ♣10 is used to carefully overtake the ♣9.

SCORESLIP FOR DEAL #8

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Although making a notrump contract scores more than making a major suit contract when both contracts yield the same number of tricks, playing in the suit contract will usually provide at least one extra trick. On this deal, declarer gets an extra trick by ruffing a heart loser in the dummy. This isn't possible in a notrump contract. It's usually best to explore for a major suit fit, before settling in a notrump contract.

NOTES

**ACBL
ADVANCING PLAYER I
“PLAY” COURSE**

**SESSION 4
HAND RECORDS**

SESSION 4

Deal #1

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
	1♥	Pass	1♠
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

Opener's rebid of 3♥ shows a medium strength hand (16 to 18 points) with at least six hearts. With 8 HCPs, responder has a close decision, but, holding a doubleton heart, responder knows there is a Golden Fit. Most players will probably carry on to game.

Suggested Play

East's opening lead most likely will be the ♣K. With only a doubleton club, West should overtake the ♣K with the ♣A to unblock the suit, and West should lead back a club. In this way, the defenders can take the first three tricks in clubs. If West doesn't overtake the ♣K, then the second trick is won with the ♣A, and West has to find another suit to lead. Declarer may be able to discard the remaining club loser on dummy's extra diamond winner after trumps are drawn.

If the defenders take the first three club tricks, declarer will have to avoid a trump loser. This works by going over to dummy's ♠A (or ♦Q) and leading the ♥9. If West plays low, declarer can take the finesse by playing a low heart. While still in dummy, the finesse can be repeated by leading dummy's ♥6 to the ♥10 (or ♥J). Note what happens if declarer plays the ♥A or ♥K before taking the first finesse. That play would leave dummy with only one heart, and declarer would be unable to repeat the finesse after it works. Since West started with four trumps, a trick would be won with the ♥Q.

SCORESLIP FOR DEAL #1

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

As the scoreslip shows, some players won't make the contract when they elect to play the ♥A and ♥K rather than take the heart finesse for the missing ♥Q. As pointed out above, they also won't make the contract if they play one high heart before taking the finesse. Unfortunately, the missing hearts are divided 4-1, even though the ♥Q is with West. One declarer made an overtrick when the defenders didn't take their three club tricks, and one of the club losers could be discarded after correctly drawing trumps.

SESSION 4

Deal #2

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

Suggested Bidding

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

South has 22 HCPs plus 2 points for the six-card heart suit. This is too many points to start the bidding with 1♥. North might pass with only 3 or 4 points, and the partnership would miss a game. South should give a skip bid warning before bidding 2♣. In response to South's 2♣ bid, North should make a negative 2♦ response to show a weak hand. South rebids 2♥ showing the hand's real suit. With good support for partner's suit, North should happily carry on to game in that suit.

Suggested Play

Declarer has three potential losers in diamonds, as well as a club loser. One of the diamond losers can be eliminated by ruffing a diamond in dummy while there are still some hearts left there. A possible plan is to lead to dummy's ♥K and lead toward the ♦K, hoping East started with the ♦A. That plan doesn't work on this deal, but declarer still can ruff a diamond loser in dummy. The defenders may make it easy for declarer if they take their ♦A early. Now declarer will make an overtrick.

SCORESLIP FOR DEAL #2

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	1H	S	5		200	
2	4H	S	4		620	
3	4H	S	5		650	
4	5H	S		1		100
5	4H	S	5		650	
6	3H	S	4		170	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6



Tips:

Most pairs will reach the 4♥ contract, and the top North-South result will go to those declarers who make an overtrick. (Declarer can make an overtrick, even if West doesn't lead the ♦A, by establishing two tricks in dummy's club suit. Most declarers won't find this line of play.)

SESSION 4

Deal #3

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

Suggested Bidding

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

With a good seven-card spade suit but only 6 HCPs, South should start the auction with a preemptive 3♠ bid. This takes a lot of bidding room away from the opponents, and they may make a mistake when judging what to do at a high level. The bid is less risky than it seems, since, even if the opponents double, the penalty may be less than the value of the contract they could make. South should announce a skip bid before bidding 3♠.

West has the right type of hand to make a takeout double over the 3♠ bid. Although this action forces the partnership to bid at the game level, South will “steal” the contract if no action is taken. East should bid 4♥, preferring the major suit to the minor suit.

Suggested Play

If South is on lead and leads the singleton ♦10, East will have to be careful. South appears to be leading from a short suit, not from a sequence of touching cards, since the ♦9 is visible in dummy. East should win the ♦A, draw trumps, and then drive out the ♦K. Declarer can lead toward dummy’s ♠K and guess the location of the ♣Q to make an overtrick. If declarer plays a low diamond on the first trick, North can win the ♦K and lead the suit again, giving South a ruff. Declarer will now be held to 10 tricks (nine if the ♣Q is misguessed).

SCORESLIP FOR DEAL #3

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3S X	S		3		500
2	4H	E	5			650
3	3S	S		3		150
4	4H	E	5			650
5	3H	E	5			200
6	4H	E	4			620
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

 **Tips:**

As the scoreslip illustrates, an opening 3♠ bid may prevent some of the East–West pairs from reaching game. Most declarers will make 11 tricks, although, as pointed out above, one or two declarers may let their opponents get a trump trick.

SESSION 4

Deal #4

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
Pass	2NT	Pass	6NT
Pass	Pass	Pass	

With a balanced hand of 20 HCPs, North is strong enough to open 2NT. Since this bid shows a balanced hand of about 20 or 21 points, South knows there should be enough combined strength for a slam and can bid directly to what should be the best contract.

Suggested Play

Declarer has three spade tricks, two heart tricks, one diamond trick and five club tricks (assuming the missing clubs are not divided 5–0). One more trick is needed to make the contract. There are two possibilities. Declarer can play the ♥K and lead toward the ♥J, taking a finesse and hoping West started with the ♥Q. Declarer could decide instead to lead a low diamond toward the ♦Q, hoping West started with the ♦K. It may seem like a guess, but one choice is much better than the other. If declarer tries the heart finesse first and it doesn't work (as in the actual hand), it's too late to lead toward the ♦Q. West will take the ♦K, and that will be the second trick for the defenders. If declarer leads toward the ♦Q first and it turns out that East has the ♦K, there is still the second chance that the heart finesse will work. Playing toward the ♦Q first gives you two chances, rather than one.

SCORESLIP FOR DEAL #4

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	N	6		690	
2	6NT	N	6		1440	
3	4NT	N	5		660	
4	6NT	N		1		100
5	6NT	S		1		100
6	3NT	S	5		660	
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Any pair that bids the slam and applies the proper technique in the play is well rewarded on this board. Even pairs who don't bid the slam will score well if they manage to take 12 tricks.

SESSION 4

Deal #5

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

Suggested Bidding

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

West has 11 HCPs and a five-card suit. After South's 1♥ opening bid, West should make an overcall at the one level, especially since East–West are not vulnerable. North has enough to raise partner to the two level, and, similarly, East has enough to raise West's overcall. The bidding will probably die at 2♠, although North–South may want to compete further. Although they have the majority of the high-card strength, North–South must be careful not to get overboard, since they are vulnerable. It could prove expensive if they are defeated. Sometimes it is better to go quietly.

Suggested Play

If West is declarer at 2♠, the contract can be made with careful play. By leading spades twice from dummy, the losers in that suit will be limited to one whenever South has the ♠A. If the defenders lead the ♥A, West will have only one loser in that suit; if not, West should plan to ruff the heart loser in the dummy. There are also two club losers and a diamond loser. If the defenders are slow to lead diamonds, West may be able to avoid losing the diamond trick by leading twice toward dummy's clubs, planning to finesse the ♣10 if North plays low.

If South declares a heart contract, the potential losers are a spade trick, two heart tricks, two diamond tricks and a club trick. If West leads the ♠K, however, South can win the ♠A and lead toward dummy's ♠J to establish a winner on which to discard the club loser.

SCORESLIP FOR DEAL #5

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

In a rubber bridge game, this would probably be a boring deal. In a duplicate game, it can be much more interesting, as both sides struggle to get a plus score. When the points are fairly evenly divided, whichever side earns a plus score is likely to get a good matchpoint result.

SESSION 4

Deal #6

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

Suggested Bidding

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

East opens the bidding with 1 ♠. With 12 total points (11 HCP plus 1 distribution point), West must make sure that game is reached in spades. Since a direct bid of 4 ♠ is based upon a distributional hand with fewer than 10 HCP and bids of 2 ♠ and 3 ♠ are not appropriate, West must temporize with 2 ♣ before jumping to game.

Suggested Play

Since the trumps divide 4-0, declarer has to lose two trump tricks, two heart tricks and the ♣A.

SCORESLIP FOR DEAL #6

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	4S	E		2	200	
2	4S X	E		2	500	
3	4S X	E		2	500	
4	4S	E		3	300	
5	3S	E		1	100	
6	3H	N		3		150
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Declarer will be disappointed to be defeated two tricks in a perfectly reasonable contract. However, many pairs should suffer the same fate. After all, 4♠ would make if the missing spades were divided 2-2. Since most of the East-West pairs will be going down, North-South will actually get a below average result for defeating the contract two tricks if they don't double. If they do decide to double the 4♠ contract, North-South will collect 500 points to tie for a top result on the board. You don't get an opportunity very often to double the opponents for penalties when they freely bid to a game contract, so South should not miss the opportunity when it comes along.

SESSION 4

Deal #7

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

Suggested Bidding

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

The bidding is quite straightforward. All the East–West pairs should get to 3NT.

Suggested Play

North should lead the ♠4, fourth highest, and South should play the ♠Q, third hand high. If West wins the first trick with the ♠A, the contract will be defeated. There is one sure trick in spades, two in hearts and two in clubs. Declarer will have to promote some diamond winners, but, when South wins the ♦A, a spade return to North's four winners will set the contract. To prevent this from happening, declarer must hold up the ♠A until the third round of the suit. When South wins the ♦A, no spades are left to lead back to partner. Declarer also must be careful to start the diamond suit by leading the ♦J, high card from the short side. If the ♦4 is played first, South can defeat the contract by holding up the ♦A for two rounds.

SCORESLIP FOR DEAL #7

Table No.	Contract	By	M a d e	D o w n	SCORE	
					N-S	E-W
1	3NT	W		1	100	
2	2NT	W	2			120
3	3NT	W	3			600
4	3D	E	3			110
5	3NT	W	3			600
6	3NT	W	4			630
Your Score						

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

While all the East-West pairs should reach 3NT, there still may be a variety of scores. North-South has a chance to defeat the contract, if declarer doesn't hold up in the spade suit or doesn't handle the diamond suit correctly. Declarer should come to nine tricks with careful play and may make 10 tricks if North discards a club toward the end of the play.

SESSION 4

Deal #8

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

Suggested Bidding

WEST	NORTH	EAST	SOUTH
1♣	Pass	1♠	Pass
3♣	Pass	Pass	Pass

West has 15 HCPs plus 3 points for the seven-card club suit. After opening the bidding 1♣, West makes a jump rebid of 3♣ over partner's 1♠ response to show both strength and distribution. Since 3♣ is only an invitational rebid, East, holding only 7 HCPs, should pass and settle for a partscore contract.

Suggested Play

If West plays in 3♣, North will probably lead the ♥10, top of a sequence. This traps East's ♥K, and South will get two heart tricks. The defenders also have the ♦A, so West will have to hold the trump losers to one in order to make the contract. Missing both the ♣A and ♣Q, West should plan to lead clubs from the dummy. This is easier said than done, since there is only one entry to the dummy. West will have to overtake the ♠J with dummy's ♠K to get to the dummy. When a club is led, South should be prepared to play second hand low, leaving declarer to guess whether to finesse the ♣10 (or ♣J) or play the ♣K. If South plays the ♣A or hesitates a while before playing low, declarer will probably guess correctly. If South plays the ♣3 smoothly, West may play the ♣10 and end up with two club losers.

SCORESLIP FOR DEAL #8

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

North-South Matchpoints:

East-West Matchpoints:

Total:

6

Tips:

Most East-West pairs should get to a partscore contract in clubs, although some will find other contracts or get too high. Some North-South pairs may find their way into the auction, but must be careful not to get too high. Whichever pair finishes with a plus score should get most of the matchpoints.

NOTES



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