

**Board 3**

South Deals  
E-W Vul

	♠ Q J 6		
	♥ A K Q 4 3		
	♦ J 5 2		
	♣ 7 3		
♠ 9 8	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center;">N W     E S</div>	♠ 10 7 5 3	
♥ J 9 8 7		♥ 10 6 5	
♦ 9 8		♦ A 6 4	
♣ A 10 8 5 2		♣ K 9 6	
	♠ A K 4 2		
	♥ 2		
	♦ K Q 10 7 3		
	♣ Q J 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♦
Pass	1 ♥	Pass	1 ♠
Pass	2 ♣!	Pass	3 NT
All pass			

**Auction Commentary:** North's 2 ♣ bid is "4th Suit Forcing" (4SF). When responder bids the 4th suit at their second turn, it is artificial and needs to be alerted. Responder is not promising anything in the 4th suit; they are establishing (by agreement) that the partnership is forced to game.

Opener should continue to describe their hand. If they had three-card support for responder's first suit, they would show that. If not, then with a stopper in the 4th suit, they would bid 2 NT with 12-14 (or 18-19) and 3 NT with 15-17. Otherwise, rebid one of your suits, hopefully one with extra length. Here, South should rebid 3 NT, and North has no reason to move.

**Opening Lead:** ♣ 5.

**Defensive Commentary:** Do you remember what card you are supposed to return when you win the first trick? Is partner paying attention? With two cards remaining, you return the higher, in this case the ♣ 9. When South plays the ♣ Q (making it as tempting as possible), West has another chance to execute the deadly holdup play. West should reason that East has at most one more club. West needs to duck this trick in order to leave East with one last club to play when they win another trick. If East had returned the ♣ 6, West should play them for an original holding of ♣ KJ96 and win the ♣ Q. In this case, West ducks, playing the ♣ 2, to show that they originally started with 5 clubs.

**Play Commentary:** Having won one club already, declarer has four spades and three hearts to get the total up to eight. How to sneak a diamond through? If West has it, you are toast, but if East has it, they might fall asleep. Go to dummy with a heart and lead the ♦ J. If East thinks you are going to finesse this into West's imagined ♦ Q, maybe they will duck. It's worth a shot. It only needs to work once for you to scamper home with nine tricks. Remember to say "nice defense" if it doesn't work.

**Board 8**

West Deals  
None Vul

♠ 10 9	♠ K 8	♠ A Q J 7 6 5
♥ A K J 8 7	♥ 10 5	♥ 9
♦ K Q 9 8	♦ J 10 5 2	♦ A 6 4
♣ 5 4	♣ Q J 9 6 2	♣ K 7 3

♠ 4 3 2  
♥ Q 6 4 3 2  
♦ 7 3  
♣ A 10 8



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	Pass	1 ♠	Pass
2 ♦	Pass	3 ♣!	Pass
3 ♥	Pass	3 ♠	Pass
4 ♠	All pass		

**Auction Commentary:** At his second turn, East has no idea whether or not the partnership belongs in spades. East does know they belong at least in game, so, East trots out 4SF. The 3 ♣ is artificial, setting up a game force. Remember, if East jumps to 3 ♠ here, it is only invitational.

West does not have three spades OR a club stopper, so they retreat to 3 ♥. This 3 ♥ bid does not promise six, in fact, West will rarely have six, else they would likely have rebid hearts rather than showing diamonds at their second turn. East now can bid 3 ♠, showing (usually) a six-card suit. West raises to game.

**Opening Lead:** ♥ 3? We don't like leading from unsupported Aces, even when it is the unbid suit. We are unlikely to give up a trick with this lead, although a trump might be safer.

**Play Commentary:** We're going to lose two club tricks. Making 5.

**Board 10**  
 East Deals  
 Both Vul

	♠ 10 9 8 7 5										
	♥ J 7 5										
	♦ K 6 4										
	♣ J 2										
♠ 2	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto; text-align: center; 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 Q 6 3
	N										
W		E									
	S										
♥ A 10 8 3 2		♥ K Q 4									
♦ A Q 5 2		♦ 8 3									
♣ A 10 5		♣ K 9 6 3									
	♠ A J 4										
	♥ 9 6										
	♦ J 10 9 7										
	♣ Q 8 7 4										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
		1 ♣	Pass								
1 ♥	Pass	1 ♠	Pass								
2 ♦!	Pass	2 ♥	Pass								
4 ♥	All pass										

**Auction Commentary:** West knows they want to be in game, but they don't know which one. After partner bids 1 ♠, they can bid 2 ♦, 4SF. When partner shows three hearts, they can jump to game in hearts.

**Opening Lead:** ♠T.

**Play Commentary:** Assuming the hearts behave, West has one spade, one club, and three possible diamond losers. West can discard one diamond on a high spade and ruff one diamond in the dummy. We hold our losers to one spade, one diamond, and one club. Nicely played!