

**Board 2**  
 East Deals  
 N-S Vul

♠ 10 8 7 5 2 ♥ K 4 ♦ A 7 ♣ A 8 6 4		♠ K 4 3 ♥ A 9 5 3 ♦ 10 8 6 ♣ J 5 3  ♠ A Q J ♥ Q J 7 2 ♦ K J 5 4 ♣ K 2  ♠ 9 6 ♥ 10 8 6 ♦ Q 9 3 2 ♣ Q 10 9 7
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♥	Pass	2 ♠	Pass
3 NT	Pass	4 ♠	All pass

**Auction Commentary:** East shows a balanced 15-17 HCP, and West knows immediately (with his 11 points) that there is a game somewhere. It's responder's job to find WHICH game, so West first shows 5 pieces in the ♠ suit by bidding 2 ♥. (*Remember that East has limited their hand, so East is not in charge here.*) East MUST do what partner asks, so East rebids 2 ♠. The rebid by responder shows partner that there is enough strength together to bid a game: 3 NT. East now must use the information to decide the best contract. East can either (1) pass the 3 NT call (because there is no ♠ fit, meaning East had only 2 ♠s), or (2) correct partner's 3 NT game bid to 4 ♠ (because there IS a ♠ fit). East is more than happy to play this in a suit contract, holding a doubleton ♣ that could be scary in NT.

**Opening Lead:** 10♣ (the top of the break in the series)

**Planning the Play:** In 4 ♠, declarer needs to count the losers: 1 ♠ loser and 1 ♥ loser. *And if we speak these words, "I have no ♣ losers," or "I have no ♦ losers," then it means you are planning to get rid of them somehow.*

Where can we eliminate some losers? Well, we can finesse from dummy to the J♠, and if that works, go back and repeat that finesse. There is nothing to be done to avoid a ♥ loser, but once that is gone, we have a place to park the ♣ loser. From the position of the "master hand," then, (which is dummy, with the long trumps), you will lose NO ♠s, 1 ♥, NO ♦s, and 2 ♣s ... but you can park a ♣ loser on the J♥. Losing 3 tricks, making this contract :)

**Board 4**

West Deals  
Both Vul

		♠ J 4		
		♥ 6 5		
		♦ K 10 9 6		
		♣ Q J 9 8 6		
♠ A Q			♠ 8 3 2	
♥ A 9 8 2			♥ K Q 10 4 3	
♦ A 8 7 5			♦ Q 4 3 2	
♣ K 5 4			♣ 7	
		♠ K 10 9 7 6 5		
		♥ J 7		
		♦ J		
		♣ A 10 3 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	
1 NT	Pass	2 ♦	Pass	
3 ♥	Pass	4 ♥	All pass	

**Auction Commentary:** East was planning to transfer and then pass, since his hand wasn't great. But West did something special -- West did a SUPER ACCEPT of the ♥ transfer. This shows that West has at least 4 pieces in the trump suit, and also that West is at the top of their NT range with 17 HCP! Since the trump fit is known, East's singleton raises the value of his hand. Suddenly, the pass becomes a game bid of 4 ♥!

**Opening Lead:** Q♣ (top of an almost sequence - QJ9 is close to QJT)

**Planning the Play:** Declarer looks at dummy, and in a a suit contract he must count losers. There are no ♥ losers, 1 ♠ loser, 1 ♣ loser and a few ♦s. What's the plan? If we find the K♠ "on side," (meaning it's in front of the A-Q, in the South hand), then the finesse is "on," and we'll have no ♠ losers.


The plan for the ♦s is this: when you have the Ace in one hand, and the Q in the other hand, you should finesse the Q: play toward the card you want to take the trick! When the K♦ is "on side," (meaning it's in front of the Q in the North hand), this makes the Q♦ good.

And there is no plan for the ♣s, because once South wins the A♣, the K♣ will be good.

Winners will now be -- A-Q♠, A-Q♦, K♣, and 5 trump tricks!

**Board 5**

North Deals  
N-S Vul

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♦
Pass	2 ♥	Pass	2 NT
All pass			

**Auction Commentary:** South needs to direct partner to the right contract by describing his hand. South first shows the 5 pieces in ♥s by the 2 ♦ transfer. North dutifully rebids 2 ♥. Next, South shows partner the strength of his hand: 2 NT (meaning South has 8-9 points). South's now done, so North knows (1) there is no ♥ fit, and (2) game is not possible. So North just passes the 2 NT.

**Opening Lead:** 3 ♠ - is this a process of elimination:

- you can't lead a ♣! A♣ would show the K, and don't lead away from an Ace in a suit contract.
- you can't lead a ♦ for the same reasons.
- you need a good reason to lead a trump, and leading away from your Q♥ will probably lose it.
- we are left with leading a ♠ ;)

**Planning the Play:** It's a NT contract, so count winners, and we need 8. There are 2 sure ♠ winners, and 1 sure ♥ winner. We'll have 1 ♦ winner through "promotion," (losing to the A♦), and 1 ♣ winner the same way. That's 5 winners, and we need 3 more. The long ♥ suit looks like our ticket home. Declarer must lead the 10♥ toward the dummy, and "let it ride," finessing for both missing honors. When this loses to the K♥ in RHO's hand, next time lay the 9♥ on the table, and finesse LHO for the Q♥. (When you're missing 2 honors, plan on them to be 1 in each opponent's hand, and do a repeated finesse.)

The other part of the plan is the transportation to the dummy to enjoy the fruits of your labor after the second finesse. Remember that you have to lose a ♣? After your second finesse, sacrifice your K♣ to the A♣, to set up the Q♣ as your entry to the ♥s. You will make 2 ♠s, 4 ♥s, and 1 in each minor suit, for 8 tricks.