


**Ensuring the Contract in Teams/IMPs/Swiss**

**Board 1**  
 North Deals  
 None Vul

♠ 6 5 3 2 ♥ J 9 8 4 3 ♦ 10 9 2 ♣ 2		♠ K Q 7 4 ♥ A Q ♦ K J 7 ♣ A J 8 3	♠ 10 9 8 ♥ K 7 6 ♦ 8 6 3 ♣ Q 10 7 5
West  All pass	North 2N	East Pass	South 6N

Bidding: South has 14 HCPs, balanced. Since 20/21 + 14 = 34/35 HCPs, bid 6N. Even with a 4-card major (not here), ignore and bid 6N.

Play: Op Ld: Against 6N, partner will have almost nothing (E has 5 HCPs), so leading a long suit to an honour is a bad lead here. When you lead a long suit, 4<sup>th</sup> best, you hope partner has a helping honour. If there is little chance of that, ie can partner have K or A of clubs (partner is marked with 2 pts or less)?, make a safe/passive lead = T S

Decl has 11 top tricks, 12<sup>th</sup> via heart finesse (50%) or club suit (better odds). If clubs are 3-2 always making 3 clubs, so worry about clubs being 4-1. "Safety play" is a play that guarantees a certain number of tricks. Here you lead the A of clubs, then lead low club towards dummy. If E plays low, insert 9; if that loses to anything, clubs are 3-2, perfect. If W shows out, your 9 wins the trick. If E instead inserts T, win the K and force out Q for 3 club winners (love those spots)

**Board 2**  
 South Deals  
 E-W Vul

NT Quantitative; To go or not to go

	♠ A 6 5		
	♥ K 9 6		
	♦ A 7 5 4		
	♣ A Q 6		
♠ 9 4	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;">             N              W     E              S           </div>	♠ Q 10 3 2	
♥ Q 5 2		♥ 10 8 4 3	
♦ K 9 8 3		♦ 10 2	
♣ 10 9 8 7		♣ 4 3 2	
	♠ K J 8 7		
	♥ A J 7		
	♦ Q J 6		
	♣ K J 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	4 N	All pass	1 N

Bidding: North has 17 HCPs, which with 17 or a good 16 in S, makes 33ish, and 6N should be the contract. So N invites 6N with 4N, called a “quantitative” raise. Now should S accept the invite? With any 17 go, with almost any 15, pass, with 16, decide if a good or bad 16. Today N has a “bad” 16 due to 1) 4333 flat hand; you can typically subtract 1 pt for such hands in any auction; 2) N has no Intermediates (average would be 1 T, 1 9), which are great helpers; in NT especially, trust me.

Op Ld: Again, avoid leading from an honour when partner can't have much; T C works

Play: S has 8 top tricks and can try finesses for more. D finesse is actually a mirage, as you have to lose at least one diamond. Better D play is actually low from dummy towards QJx. If E has K, you can generate 3 D tricks. Try this D suit at the kitchen table. End result should be around 10 tricks.

**Board 3**  
 West Deals  
 Both Vul

Key Card BW Rocks; Count those tricks

	♠ 9 7 5 2											
	♥ K J 9 8											
	♦ 7 4											
	♣ K J 2											
♠ A K Q J 8 6 4	<table border="1" style="background-color: #008000; color: white; width: 40px; height: 40px; text-align: center; 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		♠ 10	
	N											
W		E										
	S											
♥ 6 3		♥ A 7										
♦ 10		♦ A K Q J 6 5 3										
♣ 7 6 5		♣ A 4 3										
	♠ 3											
	♥ Q 10 5 4 2											
	♦ 9 8 2											
	♣ Q 10 9 8											

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4 ♠	Pass	4 N	Pass
5 ♠	Pass	7 N	All pass

I am fortunate to have 2 top players who I consult when I need help making bridge decisions. After the session I posed this opening bid in 1<sup>st</sup> seat to them and they preferred a One spade opening, which a few of you proposed. It is 10 HCPs + 3 length so fits that concept. A classic 4S bid would look like S KQJ8th and little else. Having said that, let's go with the auction we did in class. The key skill here is visualizing tricks that your side has. First thing to realize is with 7 Diamonds AKQJ, you have 7 tricks even if partner is void, with the opps cards breaking 3-3 or 4-2, an 84% likelihood (I looked that up), so count 7. Add two Aces and you are up to 9 tricks, now on to spades. Key Card Blackwood elicits 2 KeyCards and the Q of trumps/spades. W must have at least 7 spades, usually 8 so E knows side has 8+ spades (prob. 9) and the top 3. Even with 8, a 3-2 split is 68%, probably 9, may have the J, etc, odds go up higher. So, assume all the spades and you just need 4 makes 13 top tricks. Be sure to bid 7N, next best slam is 7D. I know, way too much math.

**Board 4**  
 West Deals  
 N-S Vul

**When to use Gerber**

♠ A Q J ♥ K Q 6 ♦ A 6 5 2 ♣ 5 4 3	♠ K 7 4 3 ♥ 9 5 4 2 ♦ 8 3 ♣ 9 8 6	<div style="text-align: center; border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> <span>N</span> <span>W</span> <span>E</span> <span>S</span> </div>	♠ 6 ♥ A 8 7 ♦ K Q J 10 9 4 ♣ A J 10
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	♠ 10 9 8 5 2		
	♥ J 10 3		
	♦ 7		
	♣ K Q 7 2		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 N	Pass	4 ♣	Pass
4 ♠	Pass	5 ♣	Pass
5 ♥	Pass	6 ♦	All pass

Bidding: Gerber comes up rarely but is used when a suit or NT slam is likely and responder has a very good long suit and 2<sup>nd</sup> rd control of all suits. Hence ideal time to use Ace Asking. Since 4N would be quantitative, Gerber is used over NT to ask for Aces. For example, 2N – 4C would also be Gerber. Regular responses used up the line so W bids 4S showing 2 Aces. E can ask for Kings w 5C. W shows 1 with 5H, and E settles for safer, higher % slam of 6D (vs tempting 6N).

Op Lead: K C

Play: KC lead (unfortunate for defenders) hands declarer her 12thtrick. Draw trump, concede JC to the Q, T C now good. In suit we count losers from the Master (long trump, usually declarer) hand. No hts, no Sp, no D, 1 C = 1 loser, makes 6D.

Without a club lead, winning play is draw trump and take a spade finesse (or a ruffing finesse in spades; same diff.). If the finesse wins, pitch 1 C on AS. If finesse loses, pitch 2 clubs on two high spades.

**Board 5**  
 West Deals  
 Both Vul

Hand Eval: 2nd rd control

	♠ 10 7 2										
	♥ K 10 9 5										
	♦ 6 5										
	♣ K Q 10 3										
♠ A Q J 8 6 5	<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 9 4 3
	N										
W		E									
	S										
♥ A 7			♥ Q 6 2								
♦ K Q J 7			♦ A 10								
♣ 6			♣ J 9 7 5								
	♠ —										
	♥ J 8 4 3										
	♦ 9 8 4 3 2										
	♣ A 8 4 2										

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	3 ♠	Pass
4 N	Pass	5 ♥	Pass
6 ♠	All pass		

(Typo 5C changed to 5H corrected May 4)

This hand is about upgrading the value of your hand after a fit is found. Tx to Marty Bergen for these “Bergen pts”. West starts with 17 HCP + 2 for sp length. Then West, knowing his side has a spade fit, here a 10-card one, can add extra points as follows:

- 6<sup>th</sup> spade + 1
- Good side suit, meaning well-honoured + 1
- Singleton +2

For a new total of 19 + 4 = 23. Add 23 to partners 11ish and you are at a small slam. Check that you are not off 2 Key Cards and bid the great slam. For more detail on hand evaluation, see EBC web page; “Monday Seminar Notes”

**Board 6**  
 North Deals  
 None Vul

**Cuebid with 2-loser side suit**

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

N
W      E
S

	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	Pass	3 ♠
	Pass	4 ♣	Pass	4 ♦
	Pass	4 N	Pass	5 ♣
	Pass	6 ♠	All pass	

We will call this hand the BBO-buster, as it brought down the entire site. Actually we were fortunate it did not crash sooner. This hand is about cuebidding to a slam. One reason to cue-bid towards a slam is when you have a 2+loser suit, meaning you might lose the A and K of the suit if partner does not have either of these cards or shortness. Here the Diamonds in the N hand fit this bill. The problem is if you are missing an Ace, and you don't know which Ace partner has, you can be down one on the first two tricks. North's hand starts at 19 HCPs + 2 length = 21. After the fit and adding 1 Bergen pt. (6<sup>th</sup> spade), the hand is worth 22. Add 11 to that and you get 33 combined points, so slam is likely. However, if you find partner has one Ace, what if it is the A of Spades - you could lose first two Diamond tricks. So, do not use Blackwood in this situation. Instead, cuebid, which means bid the first suit that has an Ace (or void), here 4 Cs. South cooperates by cuebidding the A of Ds. Now North knows the diamond suit is ok, and uses Blackwood to check Aces (a direct bid of 6S at this pt is also ok as grand slam is very unlikely with 33 pts).

Op Lead: K D

Play: One rule is to "draw trump unless you have a reason not to". Here, with a diamond lead exposing a diamond loser, you need to eliminate this loser first. If you start with trumps, opps win the Ace and cash the Q D, down you go. Note that you have an extra club trick in the Q, so take a slight but necessary risk and play to discard your diamond loser on the Q Cs. So, win DA, Play AC, KC, hear t to K, QC pitching D. Now that you have dealt with this, draw trump and well done!

Email me with any questions

What a game!!