

Transfers: Practice Deals

North Deals
None Vul

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

- Lead ♠ 8

Extra trick possibilities:

Discard Opportunities: Possible club discard on the fourth round of spades.

Win the lead with the ♠ K (West played the ♠ Q). Lead a low heart to finesse the ♥ J. East ducks. Lead a low spade to the ♠ A and repeat the finesse. East ducks again and you win with the ♥ Q. Now play the ♥ A hoping that the two outstanding trumps fall together. They don't so leave the master ♥ K out and play a low spade to your ♠ J, hoping the two remaining spades split evenly. They do! Now dummy's ♠ 4 is a winner, so play it. You don't mind if East ruffs it with their ♥ K, in which case you can discard a club loser. One way or another, you can force out the ♦ A to make two diamond tricks. You should make 10 tricks.

Board 2

East Deals

None Vul

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

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

1. Transfer, 5+ hearts, any strength
2. Dutifully completing the transfer
3. 11-12 points, exactly five hearts, invitational
4. Minimum so declining the game invitation, preferring hearts to No Trumps

Lead: ♦ 10

Top tricks: 4 ♠; 2 ♥; 0 ♦; 0 ♣ Total = 6 top tricks,**Extra trick possibilities:**

0, 1, or 2 heart length tricks depending on the heart split.

♣ K finesse (50%)

Discard Opportunities: One of Dummy's losing clubs may be discarded on the 4th round of spades.**Plan:** On winning the lead, draw two rounds of trumps (Rule of 1). Take your spade winners, happy to let South win the fourth round with her master ♥ Q, discarding a losing club from dummy. When back in, finesse your ♣K.

Board 3

South Deals

None Vul

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

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

1. Transfer, showing 5+ hearts
2. Competing the transfer
3. 6+ hearts, game invitational (11-12 points)
4. Maximum (14 points) so accepts

Lead: ♦ Q

Top tricks: 3 ♠; 0 ♥; 1 ♦; 0 ♣ Total = 4 top tricks,**Extra trick possibilities:**

4-5 heart length tricks

2 club tricks by force (100% once trumps are drawn)

Discard Opportunities: Discard a diamond loser on a top spade. (You must do this right away. If you set about drawing trumps immediately you will lose to the ♥ A and the opponents will cash the ♦ KJ and then the ♣ A. One down!)

Plan: On winning the opening lead, Play your top three spade honours, throwing a diamond loser on the third spade. Then draw trumps and play on clubs.

Board 4

West Deals

None Vul

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

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

1. Transfer to spades
2. Completing the transfer
3. Showing exactly five spades and game values
4. No spade fit- happy to play in 3 NT.

Lead: ♦ 2

Top tricks: 2 ♠; 0 ♥; 1 ♦; 4 ♣ Total = 7 top tricks,**Extra trick possibilities:**

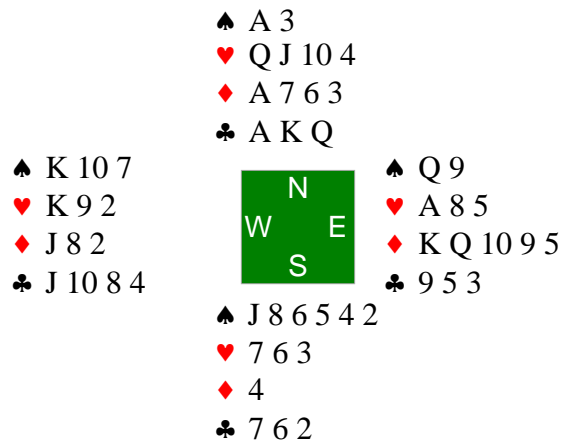
2 ♥ tricks by force; 1 ♦ finesse

Plan: Overtake South's ♦ Q with your ♦ A and go straight to work on hearts. Each time you regain the lead play on hearts. Do not touch diamonds clubs or spades. You will need them to regain the lead. You will eventually make two heart tricks. 3 NT made.

Board 5

North Deals

None Vul



West	North	East	South
	2 NT ¹	Pass	3 ♥ ²
Pass	3 ♠ ³	All pass	

1. 20-22 HCP
2. Transfer, 5+ spades, any strength
3. Dutifully completing the transfer

Lead: ♦ K

Top tricks: 1 ♠; 0 ♥; 1 ♦; 3 ♣ Total = 5 top tricks,**Extra trick possibilities:**

1 heart trick by force (100%); 1 heart length trick if hearts split 3-3 (37%)
 1 additional spade length trick if missing spades split 3-2 (68%)

Discard Opportunities: Discard a diamond on West's fourth round club winner.

Plan: On winning the opening lead cash the ♠ A and lead a second trump, which loses. When back in, leave the master trump out (Rule of 1) and play on hearts at every opportunity, forcing out the ♥ AK, establishing two heart winners. The defence will win the master trump but nothing else. Nine tricks made.

Board 6

East Deals

None Vul

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

1. Transfer - 5+ spades
2. Dutifully completing the transfer
3. Showing at least 6 spades, game invitational values
4. Maximum so accepts the invitation.

Lead: ♠ 4

Top tricks: 5 ♠ (6 top tricks unless a 4-0 split); 0 ♥; 0 ♦; 1 ♣ Total = 6 top tricks,**Extra trick possibilities:**

1 ♠ by length (almost certain), 1 ♥ by force (via finesse – may produce two tricks if North has the ♥ A), 1 ♦ by force.

Discard opportunities: None.

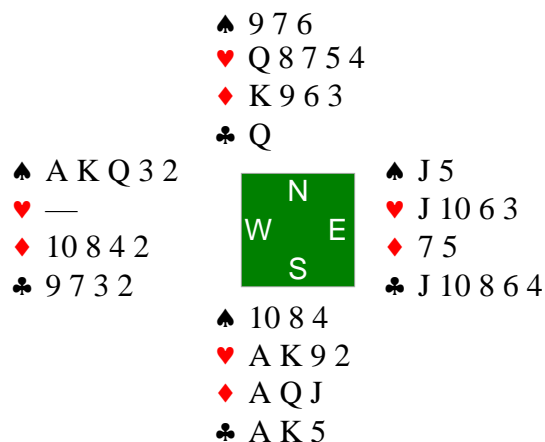
Plan: Having won the lead, draw trumps (in two rounds) and cash ♣ A. Lose a club to void dummy. When next on lead ruff a club. Declarer's remaining two clubs are winners. The defence win just their two aces and a club.

Note that if West had responded to East's 1 NT with a jump to 4 ♠, West would have been declarer and North would be on lead. North would lead the ♥ 10 (top of a sequence) and the defence would make a second heart trick, defeating the contract. It is usually better to have the weaker hand as dummy so that the opening lead comes round to the stronger hand.

Board 7

South Deals

None Vul



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

1. Transfer, 5+ hearts.
2. Dutifully completing the transfer.
3. Exactly five hearts.
4. Very happy with a 9 card heart fit.

Lead: ♠ A

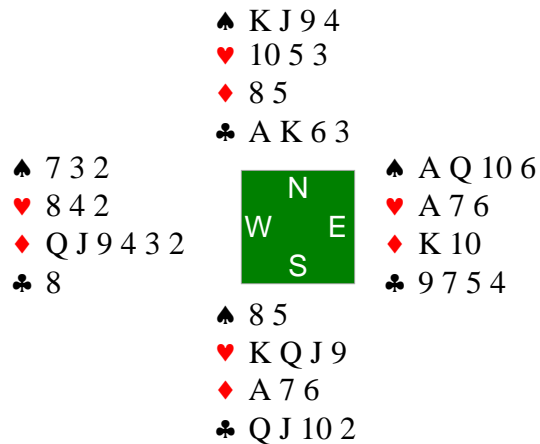
Top tricks: 0 ♠; 3 ♥; 4 ♦; 3 ♣ Total = 10 top tricks,**Extra trick possibilities:** None - the defence will immediately take three spade tricks.**Discard Opportunities:** None

Plan: The only risk is a 4-0 trump split. If this is the case and East is void in hearts, there is no way to avoid a heart loser (to West). But if East has ♥ J1063 then you can pick all four hearts by cashing the ♥ Q (retaining the finesse position) and then leading a low heart to finesse the ♥ 9. If West plays the ♥ J (or ♥ 10) you overtake with your ♥ A or ♥ K and return to North's hand with the ♣ Q. Now lead another low heart to finesse the ♥ 10 (or ♥ J).

Board 8

West Deals

None Vul



West	North	East	South
Pass	Pass	1 NT	Pass ¹
2 ♠ ²	Pass	3 ♣ ³	Pass
3 ♦ ⁴	All pass		

1. Opening values but no sensible bid.
2. Weak takeout into a minor.
3. Forced, enabling South to pass with a long club suit.
4. Showing a weak hand with a long diamond suit.

Lead: ♣ A

Top tricks: 1 ♠; 1 ♥; 0 ♦; 0 ♣ Total = 2 top tricks,**Extra trick possibilities:**

5 diamond length tricks (100%)

2 spade finesses (25% if you take a deep finesse)

Discard Opportunities: None

Plan: You lose to the ♣ A and ♦ A, draw trumps, and lead a low spade to the ♠ 10 (deep finesse). Ruff a club and lead a low spade to the ♠ Q.