

Bidding Slams (Transfers & KC Blackwood)

Board 1

North Deals
None Vul

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

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

West	North	East	South
	2 NT ¹	Pass	3 ♦ ²
Pass	3 ♥ ³	Pass	4 ♦ ⁴
Pass	4 ♥ ⁵	Pass	4 NT ⁶
Pass	5 ♥ ⁷	Pass	6 ♥ ⁸
Pass	6 NT ⁹	All pass	

1. 20-22 HCP balanced
2. Transfer to Hearts
3. Completing Transfer
4. Offering second suit
5. Agreeing Hearts as trumps
6. KC Blackwood
7. 2 Key cards
8. Missing one keycard
9. Converting to NT for better score

6 NT by North

Lead: ♣ 10

Lead: ♣ 10

North calculates that with South's 2 aces 12 tricks are guaranteed so best to play in NT for higher score.

Declarer has 12 top tricks and a possible 13th trick from finessing the ♠ Q. Declarer should draw trumps straight away and then try the spade finesse, which fails, so no overtrick.

Note: South's first bid might be 6 NT but this would miss the 7 ♥ grand slam if it was available

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Board 2

East Deals
None Vul

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

♠ A	♠ A	♠ A
♥ 10 8 5	♥ 10 8 5	♥ 10 8 5
♦ J 10 8 4 3 2	♦ J 10 8 4 3 2	♦ J 10 8 4 3 2
♣ 7 5 4	♣ 7 5 4	♣ 7 5 4

West	North	East	South
		1 ♠	Pass
3 ♠ ¹	Pass	4 NT ²	Pass
5 ♦ ³	Pass	6 ♠ ⁴	All pass

1. 10-12 points including shortage
2. 17 HCP + 4 shortage points so a combined 31+ points
3. One or five keycards
4. Just one missing keycard.

6 ♠ by East

Lead: ♦ J

Lead: ♦ J, followed by ♦ Q, ♦ K and ♦ A.

Declarer, faced with a diamond loser in addition to the ♠ A, must hope to be able to dump the ♦ 7 on the third round of hearts. He must delay drawing trumps, and first cross to dummy's ♣ A and lead the ♥ 2 to the ♥ J. The finesse succeeds so now declarer plays the ♥ A (voiding dummy's hearts), and then the ♥ K, on which he dumps the losing ♦ 7. He can now ruff the ♥ 4 and merely lose the ♠ A. Twelve tricks made.

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Board 3

South Deals

None Vul

♠ K Q 3

♥ J

♦ A K Q 7 5

♣ A J 3 2

♠ 7 6

♥ A K 6 3 2

♦ 9 8 6

♣ 10 6 5



♠ 8 2

♥ 9 7 5 4

♦ 10 4 3 2

♣ 9 8 7

♠ A J 10 9 5 4

♥ Q 10 8

♦ J

♣ K Q 4

West	North	East	South
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			1 ♠
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Pass	2 ♦ ¹	Pass	2 ♠ ²
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Pass	4 NT ³	Pass	5 ♦ ⁴
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Pass	6 ♠ ⁵	All pass	
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1. Forcing
2. 6+ spades
3. KC Blackwood; The partnership has at least 32 HCP + shortage points
4. One or five keycards
5. Just one keycard missing

6 ♠ by South

Lead: ♥ A

Lead: ♥ A

Declarer wins the second round and takes the remaining 12 tricks.

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Board 4

West Deals

None Vul

♠ 8 4 3

♥ 7 3 2

♦ J 10 9 8

♣ K 7 3

♠ K Q J 6

♥ A Q 10

♦ Q 6 4

♣ 8 4 2



♠ A 10 7

♥ K J 5

♦ A K 3

♣ A J 10 5

♠ 9 5 2

♥ 9 8 6 4

♦ 7 5 2

♣ Q 9 6

West	North	East	South
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1 NT	Pass	6 NT ¹	Pass
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Pass	Pass		
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1. East has strong 20 HCP hand (upgraded to 21)

6 NT by West

Lead: ♦ J

Lead: ♦ J

Declarer can count 11 top winners, 4 in ♠, 3 in ♥, 3 in ♦ and 1 in ♣. The only hope for an extra trick is clubs.

The best chance is a "double finesse". Declarer finesses ♣ J twice, and will make an extra trick as long as South does not hold both missing honours (75% chance of success).

Declarer wins the opening lead in hand and plays a small club to dummy's ♣ J. It will probably lose. On regaining the lead Declarer leads a 2nd small club to the ♣ 10. It wins, making twelve tricks.

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Board 5

North Deals
None Vul

♠ Q J 6 5 3

♥ —

♦ A J 3 2

♣ Q 7 3 2

♠ 2

♥ J 10 7 5

♦ K 8 7 6

♣ J 9 6 5

W N
S E

♠ 9 8 7

♥ 9 3

♦ Q 10 9 5

♣ K 10 8 4

♠ A K 10 4

♥ A K Q 8 6 4 2

♦ 4

♣ A

West	North	East	South
	Pass	Pass	2 ♣ ¹
Pass	2 ♠ ²	Pass	4 NT ³
Pass	5 ♦ ⁴	Pass	7 ♠ ⁵
All pass			

- 23+ HCP or equivalent in playing strength
- 8+ HCP and a good 5+ card suit
- KC Blackwood
- One or five keycards
- South has 11 top tricks. North has the ♦ A and surely ♠ Q

7 ♠ by North

Lead: ♠ 9

Lead: ♠ 9 (a safe lead)

Declarer wins the lead and makes 13 tricks, keeping an eye on the split of the hearts, ruffing the J, and maintaining a dummy entry to the long hearts.

Bidding Slams (Transfers & KC Blackwood)

Board 6

East Deals

N-S Vul

♠ 10

♥ 8 3 2

♦ A 8 5 2

♣ K 8 7 4 2

♠ K Q 5 4 3

♥ A 9 5

♦ Q 10 9

♣ A 3

W N
S E

♠ A 2

♥ K Q J 10 7 6

♦ K J 4

♣ Q 6

♠ J 9 8 7 6

♥ 4

♦ 7 6 3

♣ J 10 9 5

West	North	East	South
		1 ♥	Pass
1 ♠ ¹	Pass	3 ♥ ²	Pass
4 NT ³	Pass	5 ♥ ⁴	Pass
6 ♥ ⁵	All pass		

- Wide ranging bid; 6-17 HCP
- 16+ HCP and 6+ hearts
- KC Blackwood, ace asking (knowing that the partnership has 31+ HCP)
- Two keycards
- Just one keycard missing.

6 ♥ by East

Lead: ♣ J

Lead: ♣ J

The ♠ AKQ, ♣ A and six trumps give declarer ten top winners. Knocking out ♦ A would give the two extra tricks that are needed

As for losers, it looks as if there is one in each minor suit, but declarer can discard a losing club on one of dummy's high spades.

Declarer wins with ♣ A, draws trumps in three rounds and cashes ♠ A (high from the short hand first).

Declarer then plays a spade to dummy's ♠ K and (key moment) discards the losing club on ♠ Q. Declarer now switches to diamonds and when North takes his ♦ A declarer can claim the rest.

Bidding Slams (Transfers & KC Blackwood)

Board 7
 South Deals
 Both Vul

♠ K Q
 ♥ A 6
 ♦ Q 9 8 6
 ♣ A K Q 8 7

♠ 9 4 3 2
 ♥ J 10 9 7 4
 ♦ A 3
 ♣ 9 4

♠ 10 8 7 5
 ♥ K 5 3 2
 ♦ 2
 ♣ 10 6 3 2

♠ A J 6
 ♥ Q 8
 ♦ K J 10 7 5 4
 ♣ J 5

West	North	East	South
			1 ♦
Pass	2 ♣ ¹	Pass	2 ♦ ²
Pass	4 NT ³	Pass	5 ♥ ⁴
Pass	6 ♦ ⁵	Pass	Pass
Pass			

- 10+ HCP unlimited or Rule of 14;
Forcing
- 12-15 HCP
- A combined 32+ HCP, so KC
Blackwood, ace asking
- Two keycards
- Just one missing keycard.

6 ♦ by South
 Lead: ♥ J

Lead: ♥ J

The opponents are certain to make ♦ A, so declarer needs to avoid a heart loser. She can do so by winning the first trick with the ♥ A, cashing ♠ K and overtaking ♠ Q with ♠ A. Declarer continues with ♠ J, discarding dummy's low heart, and can now draw trumps to make the contract.

Bidding Slams (Transfers & KC Blackwood)

Board 8
 West Deals
 Both Vul

♠ 9 5 4 3
 ♥ 10 8 4 3 2
 ♦ J
 ♣ K 9 4

♠ A K Q J 10 8 7
 ♥ K 7
 ♦ 5
 ♣ Q 7 5

♠ 6 2
 ♥ A J 6
 ♦ A K Q 7 6 3 2
 ♣ J

♠ —
 ♥ Q 9 5
 ♦ 10 9 8 4
 ♣ A 10 8 6 3 2

West	North	East	South
1 ♠	Pass	2 ♦	Pass
3 ♠ ¹	Pass	4 NT ²	Pass
5 ♥ ³	Pass	6 ♠ ⁴	Pass
Pass	Pass		

- Jump rebid shows 16+ HCP and 6 spades
- A combined 31+ HCP, enough to go
slamming with KC Blackwood
- Two keycards
- Just one missing keycard.

6 ♠ by West
 Lead: ♦ J

Lead: ♦ J

After winning the opening lead with dummy's ♦ A declarer can count twelve top winners:
 ♦ AKQ, ♥ AK and seven trumps in hand. A 3-2 diamond break would provide a thirteenth trick. Does declarer therefore just draw trumps and cash our winners?
 No, because declarer can make certain of an overtrick by ruffing a diamond high in hand at trick 2. Now when trumps are drawn declarer has more than enough winners to make all thirteen tricks.

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Board 9
 North Deals
 None Vul

♠ A J 10 8 7 3
 ♥ A
 ♦ 9 4 3
 ♣ A K 10

♠ 9 6 2
 ♥ Q 7 6 3 2
 ♦ K 10 8 5
 ♣ 5

♠ 5
 ♥ 10 9 8 4
 ♦ J 7 2
 ♣ Q 9 8 6 3

♠ K Q 4
 ♥ K J 5
 ♦ A Q 6
 ♣ J 7 4 2

West	North	East	South
	1 ♠	Pass	2 ♣ ¹
Pass	3 ♠ ²	Pass	4 NT ³
Pass	5 ♠ ⁴	Pass	6 ♠ ⁵

All pass

- 10+ HCP or equivalent (Rule of 14)
- Jump: - 16+ HCP and 6+ spades
- A combined 32 HCP so KC Blackwood
- 3 keycards (note: says nothing about spades)
- No missing key cards

6 ♠ by North
 Lead: ♥ 10

Lead: ♥ 10

♣ AK, ♦ A, ♥ AK and six trumps give declarer eleven top winners. The simplest (and safest) way to make a twelfth trick is to knock out ♣ Q. After winning the first trick with ♥ A declarer draws trumps and plays ♣ AK10. East wins with ♣ Q and switches to ♦ J, but declarer wins with ♦ A and discards her losing diamonds on ♥ K and ♣ J.

Note: It would be a mistake to try the club finesse first. If declarer does so before drawing trumps West can get a ruff, while if declarer draw trumps first East knocks out dummy's ♦ A while the clubs are still blocked.

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Board 10
 East Deals
 None Vul

♠ Q 9 8 6
 ♥ 7 6 5
 ♦ 9 6 5
 ♣ 5 4 3

♠ A 4 3 2
 ♥ Q J 4
 ♦ K 8 7
 ♣ A 10 9

♠ K 7 5
 ♥ A K 2
 ♦ Q J
 ♣ K Q J 6 2

♠ J 10
 ♥ 10 9 8 3
 ♦ A 10 4 3 2
 ♣ 8 7

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

- 19 HCP balanced
- Combined 33 HCP

6 NT by East
 Lead: ♦ 3

Lead: ♦ 3

10 top tricks, ♠ AK, ♥ AKQ, ♣ AKQJ10

Two more tricks can be made in Diamonds by forcing out the ♦ A. Win the lead with the ♦ Q and lead the ♦ J.

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Board 11

South Deals

E-W Vul

♠ 7 6 3

♥ Q J 10 8 6

♦ 10 8 3

♣ 5 4

♠ Q 10 9

♥ A 9 4

♦ K Q 4 2

♣ Q J 8

W N
S E

♠ 5 4

♥ 2

♦ 9 7 6 5

♣ A 10 9 6 3 2

♠ A K J 8 2

♥ K 7 5 3

♦ A J

♣ K 7

West	North	East	South
			1 ♠
Pass	2 ♦ ¹	Pass	3 ♥ ²
Pass	4 NT ³	Pass	5 ♠ ⁴
Pass	6 ♠ ⁵	All pass	

1. Forcing
2. 5+ spades, 4+ hearts, 16-18 HCP
3. KC Blackwood
4. Three key cards
5. Only one missing key card

6 ♠ by South

Lead: ♥ Q

Lead : ♥ Q.

12 tricks after knocking out ♣ A.
Draw trumps, play Clubs.

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Board 12

West Deals

E-W Vul

♠ Q

♥ A K Q J 6

♦ A K J

♣ K 7 5 3

♠ A 10 4 3 2

♥ 8 7

♦ 10 9 8 3

♣ J 10

W N
S E

♠ K J 8 7

♥ 10 9 2

♦ Q 4 2

♣ A 9 4

♠ 9 6 5

♥ 5 4 3

♦ 7 6 5

♣ Q 8 6 2

West	North	East	South
2 ♣ ¹	Pass	2 NT ²	Pass
3 ♥ ³	Pass	4 NT ⁴	Pass
5 ♠ ⁵	Pass	6 ♥ ⁶	All pass

1. 23+ HCP or equivalent in shape
2. 8+ HCP, no good 5 card suit
3. Good 5+ card suit
4. KC Blackwood
5. 3 key cards
6. Just one missing key card.

6 ♥ by West

Lead: ♦ 10

Lead: ♦ 10

12 tricks after knocking out the ♠ A.
Draw trumps, play spades