

Bidding Slams (playing basic Blackwood)

**Board 1**

North Deals      ♠ A Q J  
 None Vul        ♥ K J 7 2  
                      ♦ A 7 4  
                      ♣ K Q 2

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

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

West	North	East	South
	2 NT <sup>1</sup>	Pass	3 ♥ <sup>2</sup>
Pass	4 ♥ <sup>3</sup>	Pass	4 NT <sup>4</sup>
Pass	5 ♥ <sup>5</sup>	Pass	6 ♥
All pass			

1. 20-22 HCP balanced
  2. Forcing
  3. Agreeing hearts as trumps
  4. Blackwood, ace asking
  5. 2 aces
- 6 ♥ by South

Lead: ♦ J

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.

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**Board 2**

East Deals        ♠ 9 5  
 None Vul        ♥ Q 9 6 3  
                      ♦ K 9 5  
                      ♣ K Q 6 2

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

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

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

1. 10-12 points including shortage
  2. 17 HCP + 4 shortage points so a combined 31+ points
  3. One ace
  4. Just one missing ace.
- 6 ♠ by East

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.

Bidding Slams (playing basic Blackwood)

**Board 3**

South Deals  
None Vul

♠ K Q 3  
♥ J  
♦ A K Q 7 5  
♣ A J 3 2

♠ 7 6 4  
♥ A K 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  
♥ Q 10 8 6  
♦ J  
♣ K Q 4

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

1. Forcing
  2. 5+ spades, 4+ hearts, 12-18 HCP
  3. Blackwood; The partnership has at least 32 HCP + shortage points
  4. one ace
  5. Just one ace missing
- 6 ♠ by South

Lead: ♥ A

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

Bidding Slams (playing basic Blackwood)

**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
1 NT	Pass	6 NT <sup>1</sup>	Pass
Pass	Pass		

1. East has strong 20HCP hand  
6 NT by West

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

♠ 2 ♥ J 10 7 5 ♦ K 8 7 6 ♣ J 9 6 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 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
	N											
W		E										
	S											

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

1. 23+ HCP or equivalent in playing strength
  2. 8+ HCP and a good 5+ card suit
  3. Blackwood, asking for aces
  4. One ace
  5. South has 11 top tricks. North has the ♦ A and surely ♠ Q
- 7 ♠ by North

Lead: ♠ 9 (a safe lead)

Declarer wins the lead and makes 13 tricks.

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**Board 6**

East Deals

N-S Vul

♠ K Q 5 4 3 ♥ A 9 5 ♦ Q 10 9 ♣ A 3	<table style="margin: auto; border-collapse: collapse;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="border: 1px solid black; width: 20px; height: 20px;"></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 ♥ 8 3 2 ♦ A 8 5 2 ♣ K 8 7 4 2	♠ A 2 ♥ K Q J 10 7 6 ♦ K J 4 ♣ Q 6
	N											
W		E										
	S											

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

1. Wide ranging bid; 6-17 HCP
  2. 16+ HCP and 6+ hearts
  3. Blackwood, ace asking (knowing that the partnership has 31+ HCP)
  4. One ace
  5. Just one ace missing.
- 6 ♥ by East

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.

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**Board 7**  
 South Deals ♠ K Q  
 Both Vul ♥ 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 ♣ <sup>1</sup>	Pass	2 ♦ <sup>2</sup>
Pass	4 NT <sup>3</sup>	Pass	5 ♦ <sup>4</sup>
Pass	6 ♦ <sup>5</sup>	Pass	Pass
Pass			

1. 10+ HCP unlimited or Rule of 14;  
Forcing
  2. 12-15 HCP
  3. A combined 32+ HCP, so: Blackwood,  
ace asking
  4. One ace
  5. Just one missing ace.
- 6 ♦ by South

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.

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**Board 8**  
 West Deals ♠ 9 5 4 3  
 Both Vul ♥ 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 ♠ <sup>1</sup>	Pass	4 NT <sup>2</sup>	Pass
5 ♦ <sup>3</sup>	Pass	6 ♠ <sup>4</sup>	Pass
Pass	Pass		

1. Jump rebid shows 16+ HCP and 6 spades
  2. A combined 31+ HCP, enough to go  
slamming with Blackwood
  3. One ace
  4. Just one missing ace
- 6 ♠ by West

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** ♠ A J 10 8 7 3  
 North Deals ♥ A  
 None Vul ♦ 9 4 3  
 ♣ A K 10

♠ 9 6 2		♠ 5
♥ Q 7 6 3 2		♥ 10 9 8 4
♦ K 10 8 5		♦ J 7 2
♣ 5		♣ 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 ♣ <sup>1</sup>
Pass	3 ♠ <sup>2</sup>	Pass	4 NT <sup>3</sup>
Pass	5 ♠ <sup>4</sup>	Pass	6 ♠ <sup>5</sup>
All pass			

- 10+ HCP or equivalent (Rule of 14)
- Jump: - 16+ HCP and 6+ spades
- A combined 32 HCP so Blackwood, ace asking
- 3 aces (note: says nothing about spades)
- No missing aces
- 6 ♠ by North

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** ♠ Q 9 8 6  
 East Deals ♥ 7 6 5  
 None Vul ♦ 9 6 5  
 ♣ 5 4 3

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

- 19 HCP balanced
  - Combined 33 HCP
- 6 NT by East

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.

Bidding Slams (playing basic Blackwood)

**Board 11**

South Deals  
E-W Vul

♠ Q 10 9  
♥ A 9 4  
♦ K Q 4 2  
♣ Q J 8

♠ 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



♠ 7 6 3  
♥ Q J 10 8 6  
♦ 10 8 3  
♣ 5 4

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

1. Forcing
  2. 5+ spades, 4+ hearts, 16-18 HCP
  3. Blackwood, ace asking
  4. Two aces
  5. Only one missing ace
- 6 ♠ by South

Lead : ♥ Q.

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

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**Board 12**

West Deals  
E-W Vul

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

♠ 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



♠ Q  
♥ A K Q J 6  
♦ A K J  
♣ K 7 5 3

West	North	East	South
2 ♣ <sup>1</sup>	Pass	2 NT <sup>2</sup>	Pass
3 ♥ <sup>3</sup>	Pass	4 NT <sup>4</sup>	Pass
5 ♥ <sup>5</sup>	Pass	6 ♥ <sup>6</sup>	All pass

1. 23+ HCP or equivalent in shape
  2. 8+ HCP, no good 5 card suit
  3. Good 5+ card suit
  4. Blackwood, ace asking
  5. Two aces
  6. Just one missing ace.
- 6 ♥ by West

Lead: ♦ 10

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