

The following hands { or very similar hands} were played in the class .

1) Qxx KJxxx
 KQJx ----- Ax
 KJx AQxx
 xxx Ax
 1NT 3S
 4S 4NT
 5C 6S

2) AQxxx Kxxx
 AQx KJxx
 AQx K
 xx Kxxx
 1Sp 2C
 2NT 4Sp
 6Sp.

General remarks.

Having only 3 Aces is no reason not to be in slam. The contract is not "lay down" and requires some work. A club lead for instance would be tricky and trumps could not be drawn straight away on that lead.

General remarks.

Responder bids game via a *delayed game* sequence. Opener knowing of 13 pts with partner and 4 spades gambles the slam. The contract is not perfect { and a lead of one particular suit would be unwelcome } nevertheless slams like these have to be bid. Don't forget there is a 750 bonus for a Vul slam which in the long run is ample compensation for the occasional failing slam.

3) 10xxx KQJx
 KJx ----- Axx
 KJx AQxx
 Axx KQ
 1NT 6NT*

4) KQJxx Axx
 Kxxx AJxx
 xx AQxx
 QJ Kx
 1Sp 3C
 3H 6H

General remarks.

Responder could have used Stayman to try and locate a major suit fit. That would not be wrong of course ; experienced players often prefer NT slams however as there is no worry about suits being trumped or trumps breaking badly. 12 tricks are laydown .

General remarks.

This is not a good slam ! We are missing an Ace , we may have a trump to lose , a diamond lead would be a problem { in fact if a diamond is led we will have to finesse and hope the leader has led away from their King- not so unlikely perhaps ? }. With 30 pts it is normal to be in the slam zone and nobody has done anything terrible. And , it might make.

4) x AKxxx
 KQJxxxx -- Axx
 xx AKQx
 xxx x
 3H 6H

5) QJ109x Kx
 AQxx KJxx
 AQx Kxxx
 x Axx
 1Sp 2D
 3H 4NT
 5H 6H.

General remarks.

This sort of hand shows the inadequacy of just counting points { there are only 26 pts between the hands}. With distributional hands, *playing tricks* are what count! Opener has 6 tricks in the KQJxxxx not just 6 pts

General remarks.

Hearing that opener has 18+ pts encourages responder to drive to slam. Notice that responder cannot *agree* the suit by bidding 4H { as this might end the auction} but has to take over and bid 4NT. A bid of 4NT agrees the last suit bid. 12 tricks are straightforward.

