EBED Silver+ Lesson 2 - Opening 2C

Board 1
North Deals
None Vul

	♠ A K Q 7 ♥ K J 8 6 ♦ A K ♣ K 5 2	
♠ 10 8 6 5 ♥ 10 9 5 ♦ 9 7 2 ♣ Q 10 8 23 2 11 4	N W E S	♠ J 4 ♥ A Q 4 3 2 ♦ Q J 10 6 ♣ J 6
	♠ 9 3 2 ♥ 7 ♦ 8 5 4 3 ♣ A 9 7 4 3	

West	*North*	*East*	*South*
	2 ♣	Pass	2 ♦
Pass	2 NT	Pass	3 NT
Pass	Pass	Pass	

3 NT by North
Lead: ♦ Q

North's 2 ♣ opener shows any hand worth game on its own or a balanced 23+ points. South bids 2 ♦ as a negative to show 0-7 points. North's no-trump rebid shows a balanced hand with 23-24 points. South has enough to raise to game.

Declarer wins the opening lead and ducks a club to preserve communication with dummy. Contract making with four club tricks, three spades, and two diamonds.

Play theme: Ducking to preserve communications

EBED Silver+ Lesson 2 - Opening 2C

Board 2
East Deals
N-S Vul

	♠ 9 6 4 3 2 ♥ 7 6 5 ♦ J 6 5 4 ♣ 5	
♠ 5 ♥ 10 9 3 2 ♦ 8 7 ♣ A 7 6 4 3 2 1 4 23 12	N W E S	♠ A K Q ♥ A K J ♦ A Q 3 2 ♣ 10 9 8
	♠ J 10 8 7 ♥ Q 8 4 ♦ K 10 9 ♣ K Q J	

West	*North*	*East*	*South*
		2 ♣	Pass
2 ♦	Pass	2 NT	Pass
3 ♣	Pass	3 ♦	Pass
3 NT	All pass		

3 NT by East
Lead: ♣ K

2 ♦ is a negative bid showing 0-7 points. Over North's 2 NT rebid, West uses Stayman. Note that West is not interested in playing in the club game. East's 3 ♦ response to Stayman denies a four-card major, so West goes for game in 3 NT.

South leads the ♣ K which East should duck. South will probably switch to a spade. East should duck another club to preserve communication with dummy. Contract making with four club tricks, three spades, two hearts and a diamond.

Board 3
South Deals
E-W Vul

	♠ A K Q 8 2 ♥ A K 4 ♦ A K Q ♣ 8 7	
♠ 7 6 ♥ Q 10 3 2 ♦ J 10 9 8 ♣ Q 9 3	N W E S	♠ J 10 5 4 3 ♥ J 9 8 ♦ 5 2 ♣ J 10 2
25 **5 3** **7**	♠ 9 ♥ 7 6 5 ♦ 7 6 4 3 ♣ A K 6 5 4	

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

6 NT by South
Lead: ♦ J

Although South has only seven points, with an ace and a king, a positive 3 ♣ response should be made. North rebids 3 ♠ showing a good five+ suit. Over this, South bids 3 NT, denying spade support. North has the values to bid 6 NT.

After winning the lead, declarer's best hope is to play for clubs 3-3. A club must be ducked to preserve communications.

EBED Silver+ Lesson 2 - Opening 2C

Board 4
West Deals
Both Vul

	♠ J 10 3 ♥ Q 7 5 4 ♦ 10 9 8 ♣ K 6 4	
♠ A K Q 5 ♥ A K J ♦ 7 5 2 ♣ A Q 2	N W E S	♠ 8 2 ♥ 6 3 2 ♦ 6 4 3 ♣ J 8 7 5 3
6 **23 1** **10**	♠ 9 7 6 4 ♥ 10 9 8 ♦ A K Q J ♣ 10 9	

West	*North*	*East*	*South*
2 ♣	Pass	2 ♦	Pass
2 NT	All pass		

2 NT by West
Lead: ♦ 10

With only one point, East can pass West's 2 NT rebid, which showed 23-24 points. Although the declaring side might have 25 points, the fact that there are unlikely to be entries to the East hand suggests that game is unlikely to be made.

Declarer can only count six top tricks. Once declarer gains the lead after the defenders cash four diamonds, the best chance is to play the ♣ A followed by the ♣ Q, hoping that either the ♣ K is doubleton, or a defender makes the mistake of winning the ♣ K on the second round. The contract should go one down.

EBED Silver+ Lesson 2 - Opening 2C

Board 5
North Deals
N-S Vul

	♠ A K Q J 10 5 ♥ A Q ♦ A K ♣ A 6 2	
♠ 9 ♥ J 7 5 3 ♦ 9 8 4 3 2 ♣ Q 7 3	N W E S	♠ 8 7 6 ♥ K 8 6 ♦ Q J 10 6 5 ♣ J 10
27 **3 7** **3**	♠ 4 3 2 ♥ 10 9 4 2 ♦ 7 ♣ K 9 8 5 4	

West	*North*	*East*	*South*
	2 ♣	Pass	2 ♦
Pass	2 ♠	Pass	3 ♠
Pass	6 ♠	All pass	

6 ♠ by North
Lead: ♦ Q

Despite having only 3 points, South has a singleton and 3-card support for partner, which justifies a raise to 3 ♠. This is forcing to game and shows a stronger hand than bidding 4 ♠ immediately. Declarer has extras for their 2 ♣ opening and can now bid the spade slam.

After drawing trumps, North should duck a club to preserve communication with dummy. If the clubs do not break, declarer can fall back on the heart finesse.

EBED Silver+ Lesson 2 - Opening 2C

Board 6
East Deals
E-W Vul

	♠ 6 ♥ A 10 9 ♦ K J 9 7 6 2 ♣ 9 6 4	
♠ 10 7 2 ♥ 8 7 6 5 4 ♦ 8 ♣ 10 7 5 3	N W E S	♠ A K Q J 9 5 3 ♥ J 3 2 ♦ — ♣ A K Q
8 **0 20** **12**	♠ 8 4 ♥ K Q ♦ A Q 10 5 4 3 ♣ J 8 2	

West	*North*	*East*	*South*
		2 ♣	Pass
2 ♦	Pass	2 ♠	Pass
4 ♠	All pass		

4 ♠ by East
Lead: ♥ K

East has only 20 points but can count enough tricks for game. The 2 ♠ rebid is game-forcing showing a good five-card or longer suit. West, even with no points, should bid game in spades directly. Note that 3 ♠ by West would show a stronger hand.

Declarer can make 11 tricks by drawing trumps and playing for clubs 3-3 or the ♣ J dropping doubleton.

EBED Silver+ Lesson 2: Opening 2 NT

Board 1
North Deals
None Vul

	♠ A K Q J ♥ A 8 7 ♦ Q J 10 ♣ A 6 4	
♠ 10 5 4 3 2 ♥ Q 9 ♦ 9 7 5 ♣ 10 5 3	N W E S	♠ 9 7 ♥ J 10 3 ♦ A 8 6 2 ♣ K Q J 2
21 2 11 6	♠ 8 6 ♥ K 6 5 4 2 ♦ K 4 3 ♣ 9 8 7	

West	*North*	*East*	*South*
	2 NT	Pass	3 ♦
Pass	3 ♥	Pass	3 NT
Pass	4 ♥	All pass	

4 ♥ by North
Lead: ♣ K

The 2 NT opening bid shows 20-22 HCP and a balanced hand. South transfers to hearts and bids 3 NT. With three-card support, North opts for the heart game.

On winning the ♣ A, declarer should draw two rounds of trumps with the ♥ A and ♥ K, leaving the master trump at large. He should then try to discard clubs on the spades. East can ruff with the master trump, but a club loser can be discarded on this trick. Contract making losing a trump, ♦ A, and a club.

Play theme: Leaving the master trump(s) out.

EBED Silver+ Lesson 2: Opening 2 NT

Board 2
East Deals
N-S Vul

	♠ 10 ♥ 8 7 6 5 4 ♦ A K 4 3 ♣ 10 9 7	
♠ K 7 6 5 3 2 ♥ J 2 ♦ 10 6 ♣ J 8 2	N W E S	♠ A 9 4 ♥ A 3 ♦ Q J 9 8 ♣ A K Q 4
7 5 20 8	♠ Q J 8 ♥ K Q 10 9 ♦ 7 5 2 ♣ 6 5 3	

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

4 ♠ by East
Lead: ♥ K

West transfers to spades and with a six-card suit bids the spade game.

Declarer should draw two rounds of trumps leaving the master trump at large. Provided South has at least three clubs, the heart loser can go away on the fourth round of the suit. It will not matter if South ruffs the fourth round with the master trump. Contract making losing a trump and two top diamonds.

Board 3
South Deals
E-W Vul

	♠ 8 7 4 2 ♥ A 6 4 3 ♦ J 6 ♣ K 7 3	
♠ Q 10 9 6 ♥ K Q ♦ 10 4 3 ♣ 10 8 4 2	N W E S	♠ J ♥ J 10 8 7 ♦ 9 8 7 5 ♣ Q J 6 5
8 **7 5** **20**	♠ A K 5 3 ♥ 9 5 2 ♦ A K Q 2 ♣ A 9	

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

4 ♠ by South
Lead: ♥ K

In response to 3 ♣ (Stayman), South bids 3 ♠ and North, happy to have found a fit, raises to game.

After winning the ♥ K lead, South gets the bad news on the second round of trumps. The two master trumps should be left out. Declarer should now play 3 rounds of clubs (ruffing the 3rd round) to avoid a club loser then proceed to play on their winning side-suit, diamonds. Contract making losing a heart and two trumps.

EBED Silver+ Lesson 2: Opening 2 NT

Board 4
West Deals
Both Vul

	♠ 6 ♥ 9 7 4 ♦ A 4 3 2 ♣ K Q J 9 4	
♠ A 8 7 2 ♥ A K Q 8 ♦ K Q 7 ♣ A 2	N W E S	♠ K 5 4 3 ♥ J 5 3 ♦ J 10 9 5 ♣ 5 3
10 **22 5** **3**	♠ Q J 10 9 ♥ 10 6 2 ♦ 8 6 ♣ 10 8 7 6	

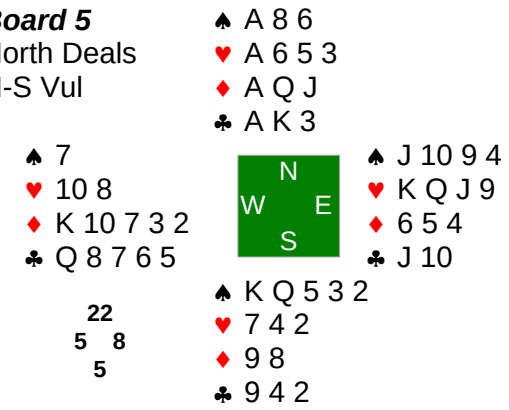
West	*North*	*East*	*South*
2 NT	Pass	3 ♣	Pass
3 ♥	Pass	3 NT	Pass
4 ♠	All pass		

4 ♠ by West
Lead: ♣ K

When East rebids 3 NT instead of raising hearts, West knows Stayman was used for a reason, and that must be because East has four spades. East therefore opts for the spade game.

On the ♣ K lead, declarer draws two rounds of trumps and plays on hearts to pitch a club. Now a diamond is played. Declarer hopes that North as the ace otherwise South will be able to draw trumps and cash clubs. Contract making losing ♦ A and two trumps.

Board 5
North Deals
N-S Vul



West	*North*	*East*	*South*
	2 NT	Pass	3 ♥
Pass	3 ♠	Pass	3 NT
Pass	4 ♠	All pass	

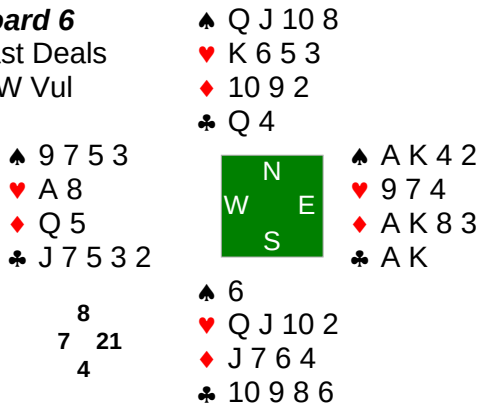
4 ♠ by North
Lead: ♥ K

South transfers to spades and bids 3 NT. With three spades, North converts to the spade game.

Declarer wins the opening lead and plays ♠ A and ♠ K. Given the lack of entries to the South hand, it is now essential to take the diamond finesse immediately.When this wins, cross back to the ♠ Q and repeat the finesse, then discard a club (or heart) loser on the ♦ A. Contract making, losing a trump and two hearts (or a heart and a club).

EBED Silver+ Lesson 2: Opening 2 NT

Board 6
East Deals
E-W Vul



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

4 ♠ by East
Lead: ♥ Q

With enough points for game and a four-card major, West bids Stayman to investigate a spade fit. East shows their four-card spade suit and West raises to 4 ♠.

Declarer wins the ♥ A, plays two rounds of trumps and gets the bad news. Now declarer plays three rounds of diamonds throwing a heart, and ruffs two hearts to make ten tricks. Contract making losing two trumps and a diamond.