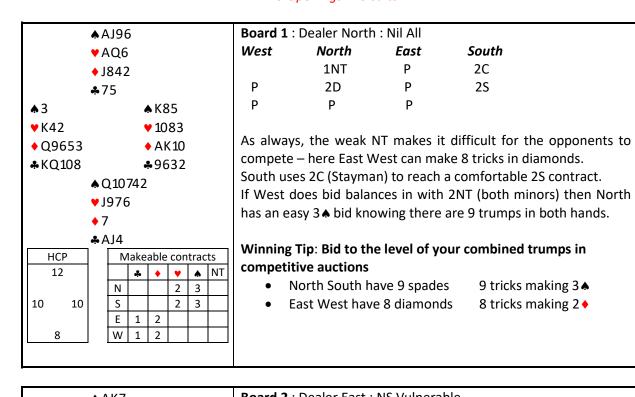
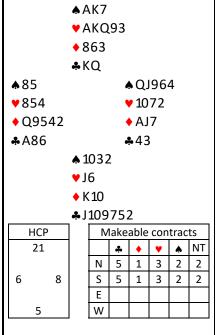
The analysis is based on 4-card Majors, Weak No-Trump (Strong NT mentioned), Transfers and Weak Two Openings in 3 suits.





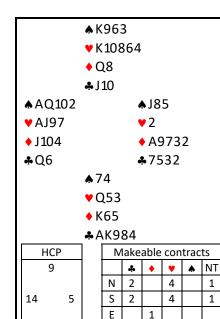
Board 2 : Dealer East : NS vulnerable						
West	North	East	South			
		Р	Р			
Р	2NT	Р	3NT			
Р	Р	Р				

play to be rewarded handsomely.

It takes an unlikely diamond lead by East to knock North's 3NT. On the normal lead of the Q 12 tricks will roll home if the defenders routinely win the Ace clubs and continue spades. However, on this deal there is great scope for alert defensive

North wins the lead and plays Q. with East showing count with 4. West ducks their Ace clubs twice! Now the quick entries needed to enjoy dummy's club suit are missing. North has 9 top tricks and a poor match point score and only the heroic play of diamond towards King makes 10 tricks.

Winning Tip: Use hold up play when dummy is short of entries.



W

1

12

Board 3 : Dealer South: EW Vulnerable					
West	North	East	South		
			1NT		
Р	2C	Р	2D		
Р	2H	Р	Р		
Р					

If South opens 1C then West will make a takeout double. The vulnerability will inhibit further East West competition.

After a weak no trump opening once again Stayman leads to a comfortable major suit contract for North South. With every card lying well North should make at least 9 tricks.

10 tricks are makeable in hearts if West advertises their strength/majors suits with 2C (majors). Then an inspired **North** makes 10 tricks by playing a heart to the 8!

Winning Tip: Listen closely to the bidding and place the cards appropriately.

	1	.07					
	Y A	\QJ	72				
	• A	\J43	3				
	. A	۸8					
♠ Q943				١K٤	36		
y 96			•	• K4	13		
♦ 872				Q	106		
♣ 10973					_64		
40373	▲ ∆	\J52			ζΟ.		
	V 1	.085)				
	K	(95					
	♣ J	52					
НСР		N	1ake	able	con	trac	ts
16			*	•	•	•	NT
		Ν	1	3	4	2	2
2 13		S		3	3	1	2
	E						
9		W					

Board 4 : Dealer West: All Vulnerable						
West	North	East	South			
Р	1H	Р	1 S			
Р	1NT	Р	2NT			
Р	3H	Р	4H			
Р	Р	Р	Р			

All roads lead to a game for North South in 3NT or 4H.

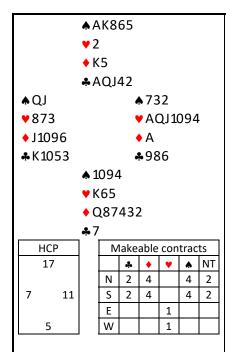
Only a spade lead and immediate club switch will knock 3NT

Against 4H East will give a trick and tempo if they lead anything other than a trump.

- A spade lead allows a later finesse to throw a losing club.
- The ♣K lead sets up the Jack clubs for a spade discard.
- A diamond lead gives the 10th trick immediately.
- Only a passive trump lead creates chances to knock 4H.

If North later finesses in trumps a further heart continuation gives declarer nothing and miraculously defeats 4H.

Winning Tip: Consider leading passively especially if you hold all the defensive cards.

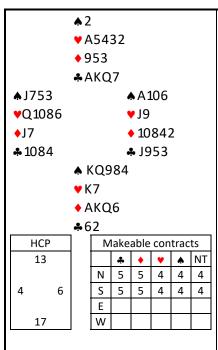


Board 5 : Dealer North: NS Vulnerable					
West	North	East	South		
	1 S	2H	2S		
3H	4C	4H	Р		
Р	4 S	Р	Р		
Р					

North South will reach the vulnerable 4 agame with East West competing in hearts. It is good bidding technique for the strong hand to show their side suit with a 4 bid. At some tables EW will try a 5H sacrifice. The 4 bid enables South to assess the combined fit and make the final decision over an aggressive 5H bid by the non-vulnerable opponents.

Holding a singleton club, the decision is easy and a double of 5H nets +800.

Winning Tip: In a competitive auction bid your side suit strength to enable partner to accurately judge how high to go.

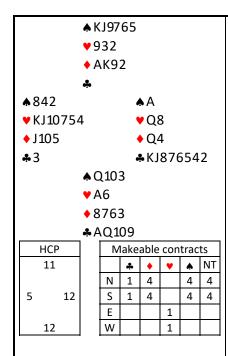


Board 6 : Dealer East : EW Vulnerable					
West	North	East	South		
		Р	1 S		
P	2H	Р	3D		
P	3NT	Р			

Lacking a fit for each other's suits North South will settle for 3NT with their combined 30 pts. A club lead takes away a vital entry to establish the heart suit. Missing 6 cards a 33 heart break occurs 36% of the time with a 42 heart break more likely at 48%. East West are now likely to hold declarer to 9 tricks and get a top board.

After a spade to the King wins an inspired North must give up on the heart suit, cash all winners and exit in a minor suit to endplay East to give that second spade trick and score an enterprising +430.

Winning Tip: Use a strip and endplay to target an opponent who is known to hold a critical card (Ace spades with East).



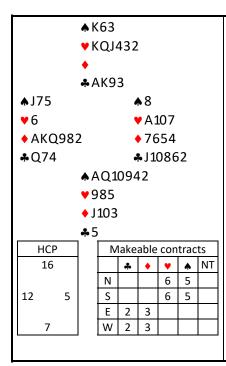
Board 7: Dealer South: All Vulnerable						
West	North	East	South			
			1NT			
Р	2H	3C	P (or double penalties)			
Р	3D	Р	4S			
Р	Р	Р				

After a weak NT opening North transfers to spades and East competes with 3C.

Some North Souths will penalise East and collect a top board +800 in 3. doubled or even +1100 in 4. doubled.

In 4S everyone will lead partners suit gives declarer 2 club tricks and 4S+1

Winning Tip: Doubling vulnerable opponents for penalties is a winning strategy.



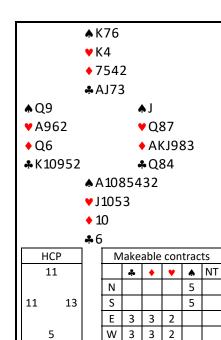
Board 8 : Dealer West : Nil All							
West	North	East	South				
1D	1H	2D	2H				
3D	4C	Р	4H				
Р	Р	Р					

Now a style test for North. After a 1D opening there are 3 ways to bid the North hand and they each have their merits

- Consult partner with a takeout double
- Underbid with a 1H overcall (planning further bids to show extra strength)
- Jump to 4H immediately to apply maximum pressure on your opponents

Despite the many options I can find no convincing way to get to the making $6 \checkmark$ contract. The unlucky $6 \spadesuit$ contract fails on a heart ruff.

Winning Tip: Develop a consistent style to be a good partner.

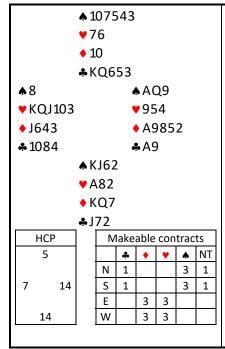


Board 9 : Dealer North : EW Vulnerable					
West	North	East	South		
	Р	1D	3S		
Χ	4S	Χ	Р		
5C	Р	Р	Р		

For shapely hands where a trump fit has been agreed, the combined length of the trump suit can be more significant than points in deciding on the level of the final contract. Despite holding only 16 points between the two hands North South may well play this hand in a making 4♠ or 5♠ doubled.

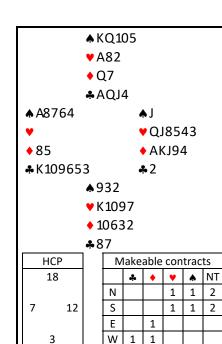
On this occasion East West will do well to play in their minor suit games. Against 5♣ by West North leads the 6 of spades. South wins and a heart switch beats 5♣by 2 tricks.

Winning Tip: Pre-empt aggressively when non-vulnerable you have known fits.



Board 10 : Dealer East : All Vulnerable						
West	North	East	South			
		1NT	Р			
2D (transfe	r) P	2H	X			
Р	2S	Р	Р			
3D	3S	Р	Р			
Р						
If EW try to play in 2H then it is essential at pairs scoring that NS get into the auction and bid to the 3 level.						
With both sides having a 9 card fit (NS Spades, EW Hearts) a highly competitive auction should result. It should also come as no surprise that 3♠NS and 3♥EW both make comfortably.						

Winning Tip: Don't "sell out" too low. If the opponents stop at a low level, you don't have to have a strong hand to balance back into the auction.



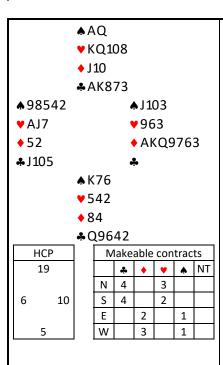
Board 11 : Dealer South : Nil All					
West	North	East	South		
			Р		
Р	1C	1H	Р		
1 S	1NT	2D	Р		
Р	Р				

A misfit hand North, East and West all have nice hands but no 2 level suit contract makes.

East passes out 2D knowing that all his assets are working in 2D (Ace spades, K clubs and diamonds to ruff hearts)

North having shown a strong hand with 1NT, gets no reaction from partner and so goes quietly.

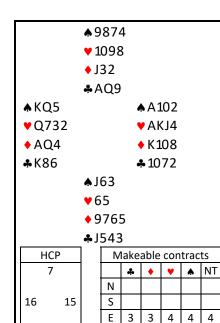
Winning Tip: When you sense a misfit, stop bidding.



Board 12	2 : Dealer Wes	st : NS Vulno	erable				
West	North	East	South				
Р	1C	2D	Р				
Р	2H	Р	3C				
Р	Р	3D	4C				
Р	Р	Р					
Over 1C	Over 1C Easts will bid 2D or 3D.						
A 2D by East allows North space to further describe their hand							
with a 21	H bid. Now S	outh knows	s that North h	as at least 5 clubs			
and so it	is safe to bid	4C (5+5=10) tricks)				

At this vulnerability and with such a strong suit East will do better to bid 3D immediately over 1C to apply maximum pressure to North South. Now NS must judge very well to stop in 4C making.

Winning Tip: Pre-empt to the highest level possible with a good suit



2

W 3 3 5 4 5

Board 13 : Dealer North: All Vulnerable				
West	North	East	South	
	Р	1H	Р	
2C	Р	2NT	Р	
4NT	Р	Р	Р	

With a 3433 mirror distribution in both hands and a combined 31 points this hand has the makings of a disaster for East West.

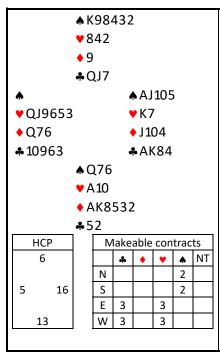
6♥/6NT both going down 2 will be common results.

To be saved from the worst in these situations one partner has to 'not like the look of their hand' and show some caution.

Here after partners 2NT rebid (15-16 pts) West may decide there are no extra tricks in Hearts due to their shape. Now a 4NT quantitative slam invitation comes into view.

On this hand the strong no tump opening will fare better. West can use a range enquiry to find out East is minimum.

Winning Tip: Be cautious with 4333 hands and downgrade appropriately.



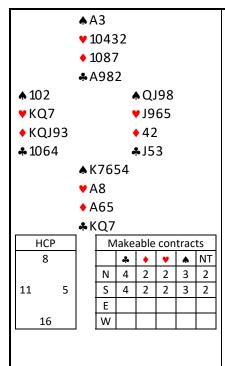
Board 14 : Dealer East : Nil All				
West	North	East	South	
		1C	1D	
1H	1 S	1NT	2S	
3H	3S	Р	Р	
Р				

Both sides have half the deck. In the battle of the 63 majors suit fits the spade suit wins as usual.

Playing the weak no trump system as we have been taught East's 1NT rebid shows 15-16 points with a jump to 2NT showing 17-18 points. This 2NT rebid is uncomfortably high and it has been called the "worst bid in bridge" by many experts.

A solid change gaining popularity among weak NT players is to change the 1NT rebid to show 15-17 pts with 2NT being 18-19 pts.

Winning Tip: Change your 1NT rebid to be 15-17 pts.



Board 15 : Dealer South: NS Vulnerable					
West	North	East	South		
			1S		
2D	D	Р	1NT		
Р	Р	Р			

North stays low and passes 1NT. Those playing the strong no trump will likely end up in 2NT. With 3♠ scoring +140 the defence must keep the NT contracts to +120 to score well.

Against South's NT contract West leads K diamonds which South ducks, taking the second diamond. Now South plays 3 rounds of spades and West makes a discard.

The most popular discard signals used are

Board 16: Dealer West: EW Vulnerable

North

1NT

Р

West

- Natural discards 4 of clubs (low no interest in clubs)
- **Suit Preference** 10 of clubs (high interest in higher suit)
- Odd/Even 10 clubs (even=suit pref) or (odd=like this suit)

South

1S

3S

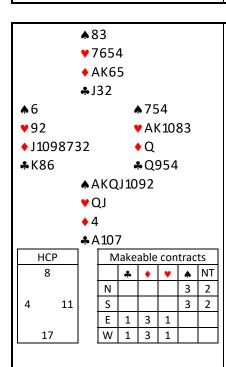
East obediently returns a heart knocking 3NT by one trick (a club return is catastrophic and allows 3NT to make)

Winning Tip: Agree a discard signal with every partner

East

Р

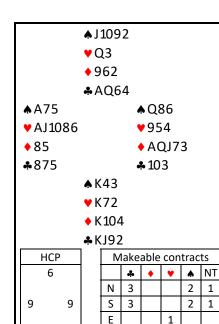
Р



Р		4S		Р		Р					
Р											
Tho	Wost	hand	doos	not	qualify	for	2	2 🔺	nro-om	٥ŧ	at.
									-		
unfa	vourab	ie vulr	ıerabilit	ty. A	fter 2 p	oasse:	s so	ome	advent	uro	us
Easts	will o	pen 1	3 rd in	hand	d. No m	atter	all	road	ls will le	ad	to
Sout	h playir	ng in 4	۸.								
It ta	kes a	diamor	nd lead	or (early sw	itch ·	to l	knoc	k 4♠ siı	nce	if

It takes a diamond lead or early switch to knock 4 since if trumps are drawn the King diamonds is stranded in dummy. At the tables where 1H is opened the 9 hearts lead will give declarer a great chance. East will take AK hearts and now only an unlikely diamond switch beats the contract.

Winning Tip: Open light 3rd in hand with a good major suit



W

13

9

1

3 | 3 | 4

3 3

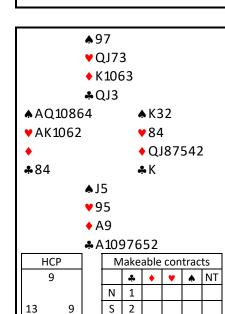
Board 17: Dealer North: Nil All				
West	North	East	South	
	Р	Р	1NT	
Р	Р	Р		

At many tables North will play undisturbed in 1NT. After the J hearts lead the Queen hearts wins in dummy. Now declarer runs the J spades into the safe hand. Since neither West or East has bid they are unaware of each other's suits. North will now collect 8 tricks and a good score unless West finds Easts entry by leading 9 diamonds. A heart return then collects 6 tricks for the defence and a good match point score.

Those East West who allow 1NT+1 should consider bidding actively the weak no trump as the best counter measure.

The strong notrump bidders will open 1.4 and East West will compete in hearts. A 3.4 contract by NS will make comfortably.

Winning Tip: Overcall actively against a 1 No trump opening



West	North	East	South
		3D	Р
3S	Р	4S	Р
Р	Р		
After the	3D pre-emp	t a new suit	(Wests 3♠ b

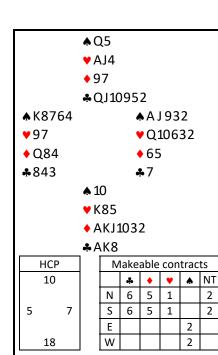
Board 18: Dealer East: NS Vulnerable

After the 3D pre-empt a new suit (Wests 3♠ bid) is 100% forcing. East has an easy raise to 4♠. This is an interesting contract with 10 tricks making easily. Enterprising declarers have scope to make 4♠+1.

The first hurdle is the opening lead – a trump lead and later continuation limits declarer to 10 tricks.

On the likely Q clubs lead West can see 10 likely winners but 4 losers which can only be dealt with by ruffing in dummy. South will win and return a small trump. West can win this with A spades and ruff a club low. Now a heart ruff with the K spades will lead to 4S+1

Winning Tip: North knows the diamonds are not running. With good holdings in every suit a trump lead is very attractive.



Board 19: Dealer South: EW Vulnerable				
West	North	East	South	
			1D	
Р	2C	Р	3S* (splinter)	
Р	4C	Р	4D	
Р	4H	Р	4NT	
Р	5C	Р	6C	
Р	Р	Р		

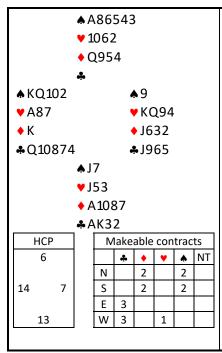
This is a deal where competitive bidding by East West in spades assists North South to bid small slam in clubs.

Without interference after 1D 2C South has a rebid problem. Since 3C is invitational how can we make a forcing raise in clubs? 2S is natural and forcing showing extra values. So a jump to 3S should be played as a splinter bid showing a singleton spade and club support. With no stop in spades North South now swap cue bids. Souths 4NT is Roman Key Card Blackwood with 1430 responses (5C shows 1 or 4 of the 5 aces including K.)

A splinter bid is an unusual jump which guarantees a fit for the last named suit bid by partner. The bid shows a singleton (or void) in the suit in which the jump is made.

The play is straightforward after ruffing a spade South draws trumps and sets up the diamond suit with a ruff for 12 tricks.

Winning Tip: Use splinter bids to improve your slam bidding

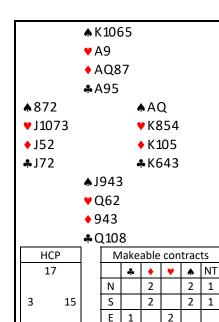


Board 20 : Dealer West : All Vulnerable				
West	North	East	South	
1C	Р	1H	Р	
1 S	Р	2C	2D	
3C	3D	Р	Р	
Р				

Over 1C by West North does not have the suit or values for vulnerable action. East looks to play in 2C confirming a club fit and limited values. Having listened to the auction South makes a balancing bid of 2D and pushes East West to 3C.

North with exceptional diamond support (Ace and a side void) now has a close decision. Accept that South has already bid their values and make a restrained pass or make a brave 3D bid.

Winning Tip: Use balancing bids to compete for the partscore in fit auctions



W 1

5

2

Board 21	. : Dealer Nor	th: NS Vuln	erable
West	North	East	South
	1D	1NT	Р
Р	Р		

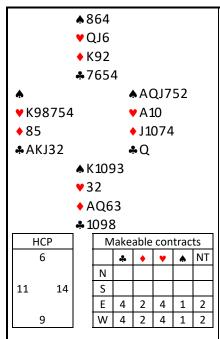
This hand is fascinating defensive hand with both North and East likely to attempt 1NT.

After a 1D opening East will overcall a thin 1NT (best played as 15-18 pts). South will lead a diamond and the key point has arrived already. North must play a small diamond not the Ace which relinquishes control of a key suit prematurely.

East plays hearts and North replies with spades. The A diamonds looms large as the hand progresses and East can't avoid an endplay or fatal loss of time and to go one off.

When North opens a strong notrump East will pass discreetly. After a heart lead both sides will establish their slow major suit tricks. If North reads the position East will be endplayed to lead away from the King clubs or King diamonds.

Winning Tip: Add a point to your 1NT overcalls to show 15 to 18 points.

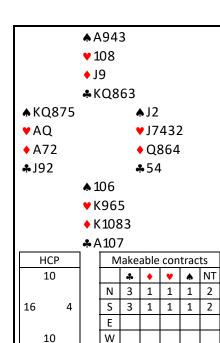


Board 22 : Dealer East : EW Vulnerable				
West	North	East	South	
		1S	Р	
2H	Р	3D	Р	
3H	Р	3S	Р	
3NT	Р	4H	Р	
Р	Р	Р		

In 4H the natural club lead allows 11 tricks for a good score.

3NT by West is also a playable contract which appears to make comfortably. However there is a devilish entry killing defence available. North leads 2 of diamonds and if South finds an immediate heart return East's entries are fatally damaged while the club suit remains blocked. Now no matter what East will end up stranded in one hand or the other.

Winning Tip: When declarers suits are blocked attack declarers side entries.



Board 23 : Dealer South : All Vulnerable				
West	North	East	South	
			Р	
1 S	2C	Р	2S (Unassuming Cue Bid)	
Р	3C	Р	Р	
Р				

North is feeling aggressive and makes a light 2C overcall. An overcall shows a wide ranging hand: at the one level 7 to 17 pts and at the two level 10 to 17 pts. This wide range of strength makes it difficult for overcaller's partner to judge if game is on.

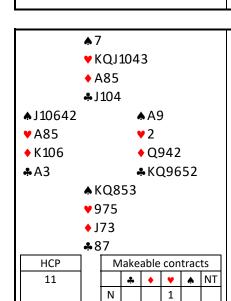
The solution played by many experienced players to cue bid openers suit (unassuming cue bid) to show either a hand with

- 3+ card support and 10+ points or
- No support and 13+ pts

Board 24: Dealer West: Nil All

Overcaller simply repeats their suit with a minimum or if stronger bids anything else to show a feature.

Winning Tip: The Unassuming Cue Bid is a essential tool to bid accurately after partner makes an overcall.



S

5 5

W 5 5

12

11

6

1

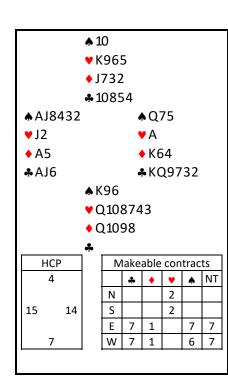
3 2

3 2

West	North	East	South		
1NT	2H	3C	Р		
3NT	Р	Р	Р		
After p	artners bids 30	2 which is	forcing Wes	t has a number of	
options	. The heart hol	ding A to 3	cards won't	stop the run of the	
suit unl	ess partner can	help. Wes	t's options ar	e	
•	3H asking for help in hearts				
3S keeping a spade game in view					
 3NT is the practical bid which is difficult to resist 					

In 3NT West ducks the K♥ lead and Q♥ continuation. Norths next play of a low heart is suit preference for a diamond return. This dooms 3NT with 5♣ making by guessing the J♦.

Winning Tip: Use Suit Preference when knocking out declarers final stopper in your suit.

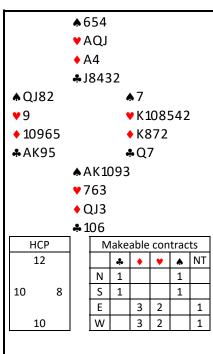


Board 25 : Dealer North : EW Vulnerable				
West	North	East	South	
	Р	1C	2H	
2S	4H	4S	Р	
4NT	Р	5C	Р	
5D	Р	6C	Р	
6S	Р	Р	Р	

This illustrates the power of Roman Key Card (RKC) Blackwood to reach accurate slams. The North South competition in hearts will be help East West to realise the slam potential. West guesses that East will be short in hearts and launches Roman Key Card with responses 14, 30, 2 no queen, 2+ queen.

Over 5. Wests 5D asks for the queen trumps — With the AQ North bids a side king or else 6. directly with no side king.

Winning Tip: Use RKC including Queen trumps/side suit king asks



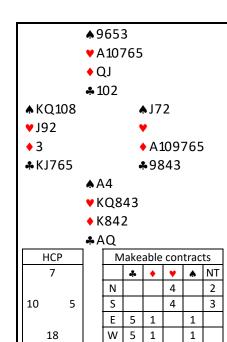
Board 26	: Dealer East	: All Vulner	able
West	North	East	South
		2H	Р
Р	Р		

After a 2H opening by East neither South or North have the values to bid. If either of them bid their partner will push to game. 2H by East will make after a high spade lead. A popular treatment when holding AK of a suit is the play Ace for attitude and King for count. On the King of spades lead North plays 4 of spades showing an odd number. South switches safely to a diamond.

If South overcalls 2H with 2S South will bid 4 . The spotlight turns to West. All the elements for a lucrative penalty double are present

- Opponents have limited values (partner has 6 to 10 pts)
- We are short in partners suit
- We have top tricks in side suits ♣AK
- Trumps break badly with decent trump spots

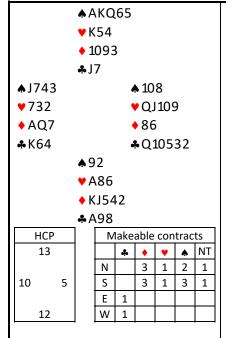
Winning Tip: In defence play King for count and Ace for attitude



Board 27	: Dealer Sou	th : Nil All	
West	North	East	South
			1H
2C	2H	4H	X
5C	Р	Р	X
Р	Р	Р	

In pairs it pays to support partner and to bid aggressively with support. After Norths 2H bid East has a huge hand in support of partner. Too strong for a simple 3. raise the values are there to jump to 4♣. Some Easts will chance an aggressive splinter jump to 4H to show a singleton or void heart and 4+ card club support. Now South will double 5C and be shocked when it makes.

Winning Tip: Use splinter bids of the opponent's suit when holding 4+ card support for partners suit.



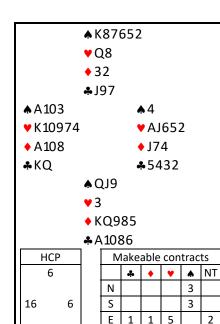
Board 28 : Dealer West : NS Vulnerable				
West	North	East	South	
Р	1 S	Р	2D	
Р	2S	Р	3C	
Р	3NT	Р	Р	
Р				
North wins the likely heart lead with K♥ and takes a losing diamond finesse. On a heart continuation 9 tricks are made. It is very difficult for West to find the killing club switch				

The Irish Bridge team including Tom Hanlon use a Reverse Smith Echo defensive convention for this situation. After the opening lead both defenders their interest in the opening lead by how they play on the first suit declarer plays (dropping count signals)

- On 10 ♦ lead East plays 8 ♦ (high = hate) to encourage a switch. East shows 'like opening lead' with 6 ♦ (low=like)
- West takes the second diamond and may find the necessary club switch.

On other auctions a club lead will knock 3NT quickly with nothing to the play.

Winning Tip: Those interested in advanced defensive methods should consider adopting the Reverse Smith Echo



W 1 1 5

2

12

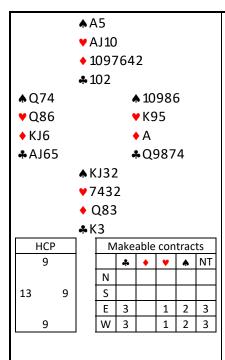
Board 29 : Dealer North: All Vulnerable				
West	North	East	South	
	Р	Р	1D	
1NT	2H	Χ	2S	
4H	Р	Р	Р	

North's weak suit and 9 loser hand should not be opened 2 vulnerable. After South's ID opening West must decide ... do I overcall 1M, double or bid 1NT?

Mike Lawrence recommends the following approach

- Always bid 1NT with balanced 15-18 pts which may have a 5 card major
- Bid a 5 card major if you have one showing 7 to 17 pts. If you are balanced 5332 you will have 7 to 14 pts.
- Otherwise make a take out double with 11+ points, if holding a 5+ card major you should be strong 18+ pts

Winning Tip: "Do not double with a 5 card major unless you have a good enough hand to double and then bid your major" Mike Lawrence Complete Book on Takeout Doubles 1994/2012



Board 30	: Dealer East	: Nil All	
West	North	East	South
		Р	Р
1NT	2D	2NT (Lebensohl)) P
3C	Р	Р	Р

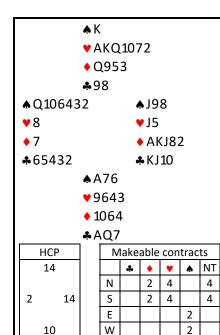
To win at pairs bridge you need to overcall the opponents 1NT opening at every opportunity. You also need to be able to handle interference over your own 1NT openings.

After 1NT 2D West has a close decision

- Double : usually penalties but takeout for most experts
- 2NT natural or Lebensohl relay to 3C (signoff in 3♣/3♦)
- 3♣ over states this 9 point hand

On this hand 3NT is a lucky make. 3♣ will also make an overtrick on a diamond lead. If North South bid on to 3♦ West should issue a speeding ticket and double 3♦ for penalties.

Winning Tip: Lebensohl should be added to your system to handle interference over 1NT



	Board 31	. : Dealer Sou	th : NS Vuln	erable	
	West	North	East	South	
				Р	
	2S	2H	4 S	X	
	Р	Р	Р		
	At favourable vulnerability East West will very likely try to bully North South to the 5 level with aggressive spade bidding.				
	defeats 5	5♥. Against 4	♠ doubled I	North leads th	nond ruff quickly e K♥ asking for a
1	_	gnai South pi Dand a belov			club switch now

Winning Tip: Vary your bidding style to suit the vulnerability.

East

Ρ

3C

Ρ

Wests overcall. West quickly shows a minimum.

to 3♥ which is destined to go 2 down.

South

1C

Ρ

Ρ

Board 32: Dealer West: EW Vulnerable

North

Ρ

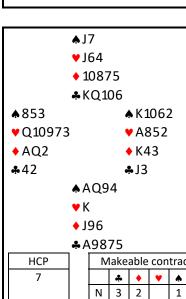
2C

West

Ρ

1H

3H



S 3 2

Ε

8

14

11

			ŭ	
			It is difficult for North South to double but the defence to 3♥ has points of interest. North leads K♣ against 3♥ and South shows	
contracts		ts	points of interest. North leads Ka against 5 valid South Shows	
٧	٨	NT	count with 5. (lowest = odd number of clubs). Now South could	
	1	2	be looking for a diamond or spade switch. North plays the Q.	
	1	2	and South gives suit preference with 9. (looking for the higher	
1			suit spades). The JA switch then knocks 3H by 2 tricks.	
	ı	I I	j sait spaacsj. The sactitudi then knocks stroy 2 theks.	

East bids 3♣ an Unassuming Cue Bid (UCB) asking the strength of

North South can make 3♣ but on this deal East West will bid on

Winning Tip: Use your full defensive signalling methods (count, attitude and suit preference) on every hand