

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

<p>♠ 10875 ♥ A94 2 ♦ A5 ♣ J97</p> <p>♠ AQ92                      ♠ J ♥ Q108                      ♥ 76 ♦ 64                            ♦ KJ10972 ♣ AQ102                    ♣ K643</p> <p>♠ K643 ♥ KJ63 ♦ Q83 ♣ 85</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">9</td><td></td></tr> <tr><td style="text-align: center;">14</td><td style="text-align: center;">8</td></tr> <tr><td style="text-align: center;">9</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>E</td><td>4</td><td>3</td><td>1</td><td></td><td>2</td></tr> <tr><td>W</td><td>4</td><td>3</td><td>1</td><td></td><td>2</td></tr> </table>	HCP		9		14	8	9		Makeable contracts							♣	♦	♥	♠	NT	N						S						E	4	3	1		2	W	4	3	1		2	<p><b>Board 1</b> : Dealer North : Nil All</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td>P</td> <td>P</td> <td>2D</td> <td>P</td> </tr> <tr> <td>P</td> <td>P</td> <td></td> <td></td> </tr> </table> <p>East opens a weak 2D a contract which has 4 top losers. On a club lead if East is brave enough to finesse a spade at trick 2 they can discard a heart loser and are now on course to make 10 tricks +130. NS can counter this if South gets a club ruff holding East to 9 tricks. An EW club contract will always make 10 tricks.</p> <p>After 3 passes West opens a weak no trump and East may wish to play in diamonds – are you able to transfer to a minor after 1NT?</p> <p><b>Winning Tip: Play transfers after a 1NT opening</b></p> <ul style="list-style-type: none"> <li><b>2♦</b> transfer to hearts with 5+ hearts</li> <li><b>2♥</b> transfer to spades with 5+ spades</li> <li><b>2♠</b> shows a weak hand with 6+ cards in clubs or diamonds; partner bids 3C, whereupon you either pass or convert to 3D.</li> </ul>	West	North	East	South	P	P	2D	P	P	P		
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<p>♠ AK86 ♥ 6 ♦ Q10863 ♣ K97</p> <p>♠ J109743                    ♠ 5 ♥ AK10                      ♥ QJ432 ♦ K                            ♦ J95 ♣ A54                        ♣ 8632</p> <p>♠ Q2 ♥ 9875 ♦ A742 ♣ QJ10</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">12</td><td></td></tr> <tr><td style="text-align: center;">15</td><td style="text-align: center;">4</td></tr> <tr><td style="text-align: center;">9</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td></td><td>4</td><td></td><td>1</td><td>1</td></tr> <tr><td>S</td><td></td><td>4</td><td></td><td>1</td><td>1</td></tr> <tr><td>E</td><td></td><td></td><td>1</td><td></td><td></td></tr> <tr><td>W</td><td></td><td></td><td>1</td><td></td><td></td></tr> </table>	HCP		12		15	4	9		Makeable contracts							♣	♦	♥	♠	NT	N		4		1	1	S		4		1	1	E			1			W			1			<p><b>Board 2</b> : Dealer East : NS Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td></td> <td></td> <td>P</td> <td>P</td> </tr> <tr> <td>1S</td> <td>P</td> <td>P</td> <td>X</td> </tr> <tr> <td>2S</td> <td>3D</td> <td>P</td> <td>P</td> </tr> <tr> <td>P</td> <td></td> <td></td> <td></td> </tr> </table> <p>After West opens 1S, North is vulnerable with opening values but a poor diamond suit so pass is a better bid than a 2D overcall. After 2 passes South will make a protective take out double. When West bids 2S North bids 3D making a comfortable 10 tricks. Any ambitious 3NT contracts by NS will fail by 2 tricks due to the serious heart weakness.</p> <p>If EW manage to find their heart fit trump leads are necessary to knock this contract by 2 tricks.</p> <p><b>Winning Tip: Pass when you hold opener's suit unless you can overcall 1NT showing 15-18 pts and stoppers.</b></p>	West	North	East	South			P	P	1S	P	P	X	2S	3D	P	P	P			
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<p>♠ AK1073 ♥ - ♦ KQ73 ♣ K654</p> <p>♠ Q982                      ♠ J ♥ 5                              ♥ AK9643 ♦ 86542                      ♦ AJ10 ♣ A107                        ♣ Q93</p> <p>♠ 654 ♥ QJ10872 ♦ 9 ♣ J82</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">15</td><td></td></tr> <tr><td style="text-align: center;">6</td><td style="text-align: center;">15</td></tr> <tr><td style="text-align: center;">4</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">2</td><td></td></tr> <tr><td>S</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">2</td><td></td></tr> <tr><td>E</td><td></td><td style="text-align: center;">2</td><td></td><td></td><td style="text-align: center;">1</td></tr> <tr><td>W</td><td></td><td style="text-align: center;">2</td><td></td><td></td><td style="text-align: center;">1</td></tr> </table>	HCP		15		6	15	4		Makeable contracts							♣	♦	♥	♠	NT	N	1		1	2		S	1		1	2		E		2			1	W		2			1	<p><b>Board 3 : Dealer South : EW Vulnerable</b></p> <table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">P</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">1S</td> <td style="text-align: center;">2H</td> <td style="text-align: center;">P</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">X</td> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> </tr> <tr> <td style="text-align: center;">P</td> <td></td> <td></td> <td></td> </tr> </table> <p>Playing negative doubles South passes East's 2H overcall. North doubles for takeout and then with 4 natural trump tricks South has an easy penalty pass. All of South's cards work on defence and they are useless to partner if they play the hand.</p> <p>Some aggressive Souths will open a sub-minimum weak 2H at favourable vulnerability and go minus on the board.</p> <p><b>Winning Tip: Take every opportunity to pass a takeout double with a trump stack.</b></p>	West	North	East	South				P	P	1S	2H	P	P	X	P	P	P			
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<p>♠ J82 ♥ 1063 ♦ A10642 ♣ QJ</p> <p>♠ 954                      ♠ K10 ♥ 87                        ♥ KQJ942 ♦ J7                         ♦ Q985 ♣ AK9542                ♣ 10</p> <p>♠ AQ763 ♥ A5 ♦ K3 ♣ 8763</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">8</td><td></td></tr> <tr><td style="text-align: center;">8</td><td style="text-align: center;">11</td></tr> <tr><td style="text-align: center;">13</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td style="text-align: center;">1</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">3</td><td style="text-align: center;">3</td></tr> <tr><td>S</td><td style="text-align: center;">1</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">3</td><td style="text-align: center;">3</td></tr> <tr><td>E</td><td></td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> <tr><td>W</td><td></td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> </table>	HCP		8		8	11	13		Makeable contracts							♣	♦	♥	♠	NT	N	1	1		3	3	S	1	1		3	3	E			2			W			2			<p><b>Board 4 : Dealer West : All Vulnerable</b></p> <table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td style="text-align: center;">1H</td> <td style="text-align: center;">1S</td> </tr> <tr> <td style="text-align: center;">2C</td> <td style="text-align: center;">2S</td> <td style="text-align: center;">3H</td> <td style="text-align: center;">3S</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td></td> </tr> </table> <p>With both sides bidding after East bids 3H South has a difficult matchpoint decision. With a nice hand South is concerned that NS are making spade contracts. If East is one off in 3H it will be a bad score. Some Souths hungry for tops , might try a penalty double, seeking +200 although this seems risky and against the odds.</p> <p>The practical bid for South is 3S which on this layout makes +140 for a good score.</p> <p><b>Winning Tip: When both sides are bidding try to win the auction; even if you go down you may gain if their contract is making.</b></p>	West	North	East	South	P	P	1H	1S	2C	2S	3H	3S	P	P	P	
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P	P	P																																																											

♠ KJ1053  
 ♥ K2  
 ♦ AQ98  
 ♣ A5  
 ♠ Q9                      ♠ 7642  
 ♥ A3                      ♥ Q10954  
 ♦ KJ32                    ♦ 54  
 ♣ Q8762                 ♣ 43  
                          ♠ A8  
                          ♥ J876  
                          ♦ 1076  
                          ♣ KJ109

HCP	
17	
12	2
9	

Makeable contracts					
	♣	♦	♥	♠	NT
N	4	5	4	5	5
S	4	5	4	5	5
E					
W					

**Board 5 : Dealer North : NS Vulnerable**

West	North	East	South
	1S	P	1NT
P	2NT	P	3NT
P	P	P	

A complex declarer play hand with lots of options. West leads a club against South's 3NT. Declarer should pause to make a plan. The spade and diamond suits both have potential tricks to be developed. South wins the club in hand. Entries to hand are scarce so declarer should realise the spade suit can be played later but the extra diamond tricks needed for a good pairs score. Play a diamond to the 8♦ which wins. Unblock the Ace of Clubs, returns to hand with A♠, cash K♣ and lead 10♦. West covers 10♦ and when spades are cashed Q♠ drops and 11 tricks are made. Most players will score 10 tricks +630 due to entry difficulties.

**Winning Tip: As declarer, pause at trick 1 and make a plan. Consider entries, tricks/possible tricks before touching a card.**

♠ Q10975  
 ♥ 62  
 ♦ 862  
 ♣ Q75  
 ♠ J84                      ♠ AK632  
 ♥ Q109875                ♥ AKJ  
 ♦ K3                      ♦ Q1075  
 ♣ K6                      ♣ 10  
                          ♠ -  
                          ♥ 43  
                          ♦ AJ94  
                          ♣ AJ98432

HCP	
4	
9	17
10	

Makeable contracts					
	♣	♦	♥	♠	NT
N	2				
S	2				
E		1	5	3	3
W		1	4	3	3

**Board 6 : Dealer East : EW Vulnerable**

West	North	East	South
		1S	2C
2H	P	4C (splinter)	P
4H	P	P	P

After South overcalls, West's bid of 2H shows 5+ hearts 9+ pts and is forcing for 1 round. East has a powerful hand in support of hearts. Since West could be quite strong, East makes a splinter bid of 4C showing a singleton club, heart support and some slam interest. West has no slam interest and signs off in 4H.

**Winning Tip: A jump bid of the opposition suit is a splinter bid and shows shortage and strong support for partners suit.**

♠ 3  
 ♥ A1065  
 ♦ K85  
 ♣ 97643  
 ♠ AJ1072      ♠ Q54  
 ♥ Q974      ♥ K3  
 ♦ QJ64      ♦ A1097  
 ♣ -      ♣ AQJ2  
 ♠ K986  
 ♥ J82  
 ♦ 32  
 ♣ K1086

HCP	
7	
10	16
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	2	6	3	5	5
W	2	6	3	5	5

**Board 7 : Dealer South : All Vulnerable**

West	North	East	South
			P
P	P	1D	P
1S	P	1NT	P
3D	P	4S	P
P	P		

The shapely West hand is not quite worth an opening bid. After 3 passes, East opens 1D and rebids 1NT. West drives to game in 4S which makes 11 tricks for a fairly average score. Playing weak NT, a 1NT rebid usually shows 15-16 pts with a jump to 2NT showing 17-18 pts. The jump to 2NT with only 17 pts has been called the worst bid in bridge.

**Winning Tip: An increasingly popular update to the weak NT is a 1NT rebid as 15-17 pts and jump rebid to 2NT as 18-19 pts.**

♠ 104  
 ♥ K765  
 ♦ 85  
 ♣ A10632  
 ♠ K9865      ♠ AQJ32  
 ♥ Q      ♥ J2  
 ♦ J4      ♦ A106  
 ♣ KQ984      ♣ J75  
 ♠ 7  
 ♥ A109843  
 ♦ KQ9732  
 ♣ -

HCP	
7	
11	13
9	

Makeable contracts					
	♣	♦	♥	♠	NT
N		4	5		1
S		4	5		1
E	2			3	
W	2			3	

**Board 8 : Dealer West : Nil All**

West	North	East	South
1C	P	1S	2H
3S	4H	4S	5D
P	5H	all pass	

A wild board full of exciting competitive bidding and perhaps some crazy results. West can pass or open light with their shapely hand and EW will always quickly find their spade fit.

South with two six card suits containing honours has a wonderful 4 loser hand. Both suits need to be shown to partner and South should keep bidding to the 5 level. With their combined 24 points and 2 aces it is difficult for EW to find the cheap 5S sacrifice over 5H. Many Easts will double 5H which will frequently make +1 if K♣ is led.

**Winning Tip: With extreme two suiters keep bidding until you have shown your suits fully or partner doubles the opponents.**

**Board 9 : Dealer North : EW Vulnerable**

**West                  North                  East                  South**

P                          P                          P                          1NT

P                          2H                          P                          2S

P                          P                          P                          P

South opens a weak NT and North transfers to 2S. West is likely to lead a heart and 2S+1 makes for +140.

Anyone playing a strong NT will open 1D and rebid 1NT where they will play. 1NT will play well on a heart lead but +120 will be a poor score. South should assess alternative contracts when they see dummy, with 2S making 9 tricks they must make +150 in 1NT to get a good score.

South can make 9 tricks in NT if they guess clubs well late in the play.

**Winning Tip: Assess alternative contracts when you see dummy to determine the trick target for your contract.**

♠ Q9872  
 ♥ 82  
 ♦ A873  
 ♣ J10  
 ♠ AK5                          ♠ 643  
 ♥ 10975                          ♥ K643  
 ♦ J96                                  ♦ Q10  
 ♣ Q82                                  ♣ A965  
 ♠ J10  
 ♥ AQJ  
 ♦ K542  
 ♣ K743

HCP	
7	
10	9
14	

Makeable contracts					
	♣	♦	♥	♠	NT
N	1	3	1	3	2
S	1	3	1	3	2
E					
W					

**Board 10 : Dealer East : All Vulnerable**

**West                  North                  East                  South**

P    2D                          P

P                          2NT (15-18 pts)    P                          P

P    P    P

North will bid 2NT when 2D is passed around and play there. If East leads the K♦, North will very likely make 2NT+1 for a very good score.

If East finds a heart lead (small from Jxx) and West wins and switches a diamond through North the defence can hold declarer to 8 tricks +120 and a top score for EW.

As responder you should play the same system over your 2NT opening 20-22 as for your natural 2NT overcalls.

**Winning Tip: Play 2NT over weak twos or multi as showing 15-18 points with 'system on'**

♠ A4  
 ♥ Q863  
 ♦ AJ6  
 ♣ KQ32  
 ♠ J8765                          ♠ K3  
 ♥ AK97                          ♥ J54  
 ♦ 9    ♦ KQ8732  
 ♣ 974                                  ♣ J8  
 ♠ Q1092  
 ♥ 102  
 ♦ 1054  
 ♣ A1065

HCP	
16	
8	10
6	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3			1	2
S	2			1	2
E		1			
W		1			

<p>♠ AKQ1072 ♥ 9863 ♦ A5 ♣ 3</p> <p>♠ 96                      ♠ J854 ♥ K74                      ♥ Q10 ♦ J10843                      ♦ Q ♣ KJ10                      ♣ Q98654</p> <p>♠ 3 ♥ AJ52 ♦ K9762 ♣ A72</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th style="width: 10%;">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <td style="text-align: center;">13</td> <td style="width: 5%;"></td> <td style="width: 5%; text-align: center;">♣</td> <td style="width: 5%; text-align: center;">♦</td> <td style="width: 5%; text-align: center;">♥</td> <td style="width: 5%; text-align: center;">♠</td> <td style="width: 5%; text-align: center;">NT</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">N</td> <td style="text-align: center;">3</td> <td style="text-align: center;">5</td> <td style="text-align: center;">5</td> <td style="text-align: center;">5</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">S</td> <td style="text-align: center;">3</td> <td style="text-align: center;">5</td> <td style="text-align: center;">5</td> <td style="text-align: center;">5</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">12</td> <td style="text-align: center;">E</td> <td style="text-align: center;">1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td style="text-align: center;">W</td> <td style="text-align: center;">1</td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	HCP	Makeable contracts					13		♣	♦	♥	♠	NT	8	N	3	5	5	5	3	7	S	3	5	5	5	3	12	E	1						W	1					<p><b>Board 11 : Dealer South : Nil All</b></p> <table style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <th style="width: 25%;"><i>West</i></th> <th style="width: 25%;"><i>North</i></th> <th style="width: 25%;"><i>East</i></th> <th style="width: 25%;"><i>South</i></th> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">1D</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">1S</td> <td style="text-align: center;">P</td> <td style="text-align: center;">1NT</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">3H</td> <td style="text-align: center;">P</td> <td style="text-align: center;">4H</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td></td> </tr> </table> <p>With North playing in 4H and hearts lying favourably 12 tricks can be made unless East leads the singleton Q♦. Now if declarer tries to finesse trumps East will get a diamond ruff. Playing in spades 11 tricks are the limit.</p> <p><b>Winning Tip: Against suit contracts “side suit singletons are excellent leads and should nearly always be chosen”</b></p> <p>A quote from David Bird and Taf Anthias's excellent book 'Winning Suit Contract Leads'</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1D	P	1S	P	1NT	P	3H	P	4H	P	P	P	
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P	P	P																																																												

<p>♠ A1085 ♥ AKQ8 ♦ 42 ♣ K106</p> <p>♠ -                              ♠ K62 ♥ 964                              ♥ J10732 ♦ KQJ973                              ♦ A ♣ AQJ4                              ♣ 8753</p> <p>♠ QJ9743 ♥ 5 ♦ 10865 ♣ 92</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th style="width: 10%;">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <td style="text-align: center;">16</td> <td style="width: 5%;"></td> <td style="width: 5%; text-align: center;">♣</td> <td style="width: 5%; text-align: center;">♦</td> <td style="width: 5%; text-align: center;">♥</td> <td style="width: 5%; text-align: center;">♠</td> <td style="width: 5%; text-align: center;">NT</td> </tr> <tr> <td style="text-align: center;">13</td> <td style="text-align: center;">N</td> <td></td> <td></td> <td></td> <td style="text-align: center;">3</td> <td></td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">S</td> <td></td> <td></td> <td></td> <td style="text-align: center;">3</td> <td></td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">E</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td></td> <td style="text-align: center;">2</td> </tr> <tr> <td></td> <td style="text-align: center;">W</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td></td> <td style="text-align: center;">2</td> </tr> </table>	HCP	Makeable contracts					16		♣	♦	♥	♠	NT	13	N				3		8	S				3		3	E	2	2	2		2		W	2	2	3		2	<p><b>Board 12 : Dealer West : NS Vulnerable</b></p> <table style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <tr> <th style="width: 25%;"><i>West</i></th> <th style="width: 25%;"><i>North</i></th> <th style="width: 25%;"><i>East</i></th> <th style="width: 25%;"><i>South</i></th> </tr> <tr> <td style="text-align: center;">1D</td> <td style="text-align: center;">X</td> <td style="text-align: center;">1H</td> <td style="text-align: center;">1S</td> </tr> <tr> <td style="text-align: center;">2C</td> <td style="text-align: center;">3S</td> <td style="text-align: center;">all pass</td> <td></td> </tr> </table> <p>After partner makes a takeout double and opponents bid Souths pass would show a weak hand with 0-4 pts. This South hand has 3 points but good values with a strong 6 card major. East bids 1H now South, the Advancer (partner of overcaller) should upgrade their hand and bid 1S (called a free bid) which shows 5 to 9 pts. North invites game which South declines. After K♦ lead, East must find a club switch to hold NS to 9 tricks making 3S for +140</p> <p>If EW bid on to 4♣, North will double and cash 3 hearts. Now a 4<sup>th</sup> round of hearts allows South to ruff in with 9♣ promoting a trump trick for 4♣x-2 + 300 and a top score.</p> <p><b>Winning Tip: Advancers free bid opposite partners takeout double shows 5 to 9 points.</b></p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1D	X	1H	1S	2C	3S	all pass	
HCP	Makeable contracts																																																					
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1D	X	1H	1S																																																			
2C	3S	all pass																																																				

♠ A65  
 ♥ K6  
 ♦ 532  
 ♣ J9653  
 ♠ 7  
 ♥ 1054  
 ♦ KJ86  
 ♣ Q10742  
 ♠ J1098432  
 ♥ A3  
 ♦ Q4  
 ♣ AK  
 ♠ KQ  
 ♥ QJ9872  
 ♦ A1097  
 ♣ 8

HCP	
8	
6	14
12	

Makeable contracts					
	♣	♦	♥	♠	NT
N		1	1		2
S		1	1		2
E	1			2	
W	1			2	

**Board 13 : Dealer North : All Vulnerable**

West	North	East	South
	P	1S	2H
X (negative)	P	2S	P
P	P		

After East opens 1S and South overcalls 2H West has just enough to make a negative double (takeout) for the unbid suits. The normal contract will be 2S by East has 5 top losers and makes comfortably.

If NS bid to 3H then a singleton spade lead from West will knock this contract by 2 tricks.

**Winning Tip: A negative double of an overcall is takeout and shows the unbid suits and enough points to respond to an opening bid.**

♠ A953  
 ♥ AK64  
 ♦ A5  
 ♣ A104  
 ♠ J1082  
 ♥ 73  
 ♦ K9  
 ♣ Q9753  
 ♠ Q6  
 ♥ -  
 ♦ QJ10432  
 ♣ KJ862  
 ♠ K74  
 ♥ QJ109852  
 ♦ 876  
 ♣ -

HCP	
19	
6	9
6	

Makeable contracts					
	♣	♦	♥	♠	NT
N			6	3	5
S			6	3	5
E	3	1			
W	3	1			

**Board 14 : Dealer East : Nil All**

West	North	East	South
		P	3H
P	4H	all pass	

After South's 3H North considers whether to move towards slam.

The rule of 2, 3 and 4 is a guideline used for the expected playing strength of pre-emptive bids like 3H

- Unfavourable Vul 7 playing tricks within 2 tricks of contract
- Equal Vul 6 playing tricks within 3 tricks of contract
- Favourable Vul 5 playing tricks within 4 tricks of contract

South does have 6 playing tricks and North's 5 top tricks suggests 11 tricks is the limit. Nevertheless 6H will have play and some energetic Norths will take their chances and bid the slam. Most Norths will err on the side of caution and bid a simple 4H.

**Winning Tip: Discuss and agree with partner the rule of 2, 3 and 4 for pre-emptive bids.**

<p>♠ AKJ84 ♥ 10754 ♦ J9 ♣ AK</p> <p>♠ 105                      ♠ 976 ♥ 862                      ♥ AQJ ♦ Q65                      ♦ 1042 ♣ Q8754                  ♣ J1093</p> <p>♠ Q32 ♥ K93 ♦ AK873 ♣ 62</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">16</td></tr> <tr><td style="text-align: center;">4      8</td></tr> <tr><td style="text-align: center;">12</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>1</td><td>4</td><td>5</td><td>6</td><td>5</td></tr> <tr><td>S</td><td>1</td><td>4</td><td>5</td><td>6</td><td>5</td></tr> <tr><td>E</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	HCP		16	4      8	12	Makeable contracts							♣	♦	♥	♠	NT	N	1	4	5	6	5	S	1	4	5	6	5	E						W						<p><b>Board 15 : Dealer South : NS Vulnerable</b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td>P</td> <td>2C (stayman)</td> <td>P</td> <td>1NT</td> </tr> <tr> <td>P</td> <td>3S</td> <td>P</td> <td>2D</td> </tr> <tr> <td>P</td> <td></td> <td></td> <td>4S</td> </tr> </table> <p>NS will play 4S on a club lead. With 3 potential heart losers declarer must develop the diamond suit to score well. A skilful declarer in search of extra tricks should cash AK trumps keeping the Q♠ as an entry. Now 3 rounds of diamonds ruffing with J♠ sets up dummy's diamond side suit.</p> <p>When the K♥ later is in front of the Ace 12 tricks are made for a top board.</p> <p><b>Winning Tip: Setting up dummy's long suit is a good plan for extra tricks.</b></p>	West	North	East	South	P	2C (stayman)	P	1NT	P	3S	P	2D	P			4S
HCP																																																										
16																																																										
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<p>♠ AJ2 ♥ K9 ♦ AJ43 ♣ AK103</p> <p>♠ 10973                      ♠ K8654 ♥ 1082                      ♥ AQ76 ♦ K985                      ♦ Q10 ♣ 92                          ♣ J4</p> <p>♠ Q ♥ J543 ♦ 762 ♣ Q8765</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">20</td></tr> <tr><td style="text-align: center;">3      12</td></tr> <tr><td style="text-align: center;">5</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>4</td><td>3</td><td>2</td><td></td><td>2</td></tr> <tr><td>S</td><td>4</td><td>3</td><td>1</td><td></td><td>2</td></tr> <tr><td>E</td><td></td><td></td><td></td><td>1</td><td></td></tr> <tr><td>W</td><td></td><td></td><td></td><td>1</td><td></td></tr> </table>	HCP		20	3      12	5	Makeable contracts							♣	♦	♥	♠	NT	N	4	3	2		2	S	4	3	1		2	E				1		W				1		<p><b>Board 16 : Dealer West : EW Vulnerable</b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 25%;">West</th> <th style="text-align: left; width: 25%;">North</th> <th style="text-align: left; width: 25%;">East</th> <th style="text-align: left; width: 25%;">South</th> </tr> <tr> <td>P</td> <td>2NT</td> <td>P</td> <td>3C (Stayman)</td> </tr> <tr> <td>P</td> <td>3D</td> <td>P</td> <td>3NT</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </table> <p>On a heart or spade lead, North will make 9 tricks in 3NT due to the fortunate diamond position. After cashing clubs declarer plays Ace and another diamond to endplay East to give the 9<sup>th</sup> trick.</p> <p>There is one impossible lead that actually knocks 3NT (as pointed out by computerised double dummy analysis) – if East leads the K♠ and keeps leading spades every time they get in then EW win the race to setup their spade suit before declarer can get 9 tricks.</p> <p><b>Winning Tip: With entries lead from a 5 card suit against 3NT.</b></p>	West	North	East	South	P	2NT	P	3C (Stayman)	P	3D	P	3NT	P	P	P	
HCP																																																										
20																																																										
3      12																																																										
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♠ 1098  
 ♥ 73  
 ♦ Q10543  
 ♣ Q86  
 ♠ 74  
 ♥ AJ108  
 ♦ KJ96  
 ♣ K53  
 ♠ AKQJ63  
 ♥ Q94  
 ♦ 872  
 ♣ 7  
 ♠ 52  
 ♥ K652  
 ♦ A  
 ♣ AJ10942

HCP	
4	
12	12
12	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	1	3	5	5	5
W	1	3	5	5	5

**Board 17 : Dealer North : Nil All**

West	North	East	South
	P	1S	2C
X	P	3S	P
4S	all pass		

On lead against 4S, South realises the negative double shows hearts and leads A♦. Now since opener must have at least one red queen club discards are threatened. South should cash their second Ace for a good score. If instead South leads or switches a heart EW will very likely make 12 tricks when the club loser is discarded on the 4<sup>th</sup> heart and then South must give a club trick when in with Ace diamonds. Miraculously South can prevent the endplay by discarding a heart on trumps and then A♦ on declarers 4<sup>th</sup> heart thus avoiding the endplay. Brave souls who bid 3NT are rewarded with a good board when 3NT makes 11 tricks.

**Winning Tip: Lead singleton Aces against suit contracts – you may be endplayed later if you don't.**

♠ QJ85  
 ♥ 10862  
 ♦ 2  
 ♣ 9852  
 ♠ AK93  
 ♥ Q54  
 ♦ 9765  
 ♣ A7  
 ♠ 10752  
 ♥ J3  
 ♦ AQJ1084  
 ♣ 6  
 ♠ 4  
 ♥ AK97  
 ♦ K3  
 ♣ KQJ1043

HCP	
3	
13	8
16	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3		2		
S	3		2		
E		4		2	
W		3		2	

**Board 18 : Dealer East : NS Vulnerable**

West	North	East	South
		P	1C
X	2C	2D	3C
3D	all pass		

East may decide not to open a weak 2D holding a 4 card major on the side. After South opens 1C and West makes a takeout double North should bid 2C a weak raise of partners suit. Now EW will be unable to find their 4/4 spade fit and will settle in 3D making for +110. East can even make 4D using an elimination play before drawing trumps. K♣ lead declarer wins A♣ and ruffs a club. Declarer plays hearts. South will cash two hearts and declarer cashes the 3<sup>rd</sup> heart and 1 spade. Now A♦ and small ♦ endplays South to give a ruff and discard for 10 tricks.

**Winning Tip: As declarer with extra trumps in both hands look for an elimination play to get a ruff and discard.**

♠ AK943  
 ♥ 874  
 ♦ Q  
 ♣ 9843

♠ QJ86                      ♠ 752  
 ♥ AQJ6                      ♥ 2  
 ♦ J7                            ♦ 109654  
 ♣ Q65                        ♣ AJ107

♠ 10  
 ♥ K10953  
 ♦ AK832  
 ♣ K2

HCP	
9	
13	5
13	

Makeable contracts					
	♣	♦	♥	♠	NT
N		1	3	1	
S		1	3	1	
E					
W					

**Board 19 : Dealer West : NS Vulnerable**

West	North	East	South
1NT	P	P	2H
P	P	P	

Against the weak no trump South will bid 2H reaching the right contract without any stress.  
 The strong no trump 5 card major players will open 1C as West and if North overcalls 1S now when East passes South has a difficult bid. Holding 13 pts and 5/5 in the red suits game could be on. If a 2H bid is agreed as constructive but non-forcing all will end well. North will raise with values and with this sub-minimum overcall North will pass 2H.  
 The Q♠ is a likely lead and declarer discards a club on the second spade and then plays on cross ruff lines making 2H+1 9 tricks.

**Winning Tip: After partner overcalls play a new suit bid in reply as constructive but non-forcing**

♠ J8  
 ♥ AQ10843  
 ♦ 76  
 ♣ K96

♠ 632                      ♠ KQ1054  
 ♥ J972                      ♥ -  
 ♦ AQ102                      ♦ J954  
 ♣ A8                        ♣ J432

♠ A97  
 ♥ K65  
 ♦ K83  
 ♣ Q1075

HCP	
10	
11	7
12	

Makeable contracts					
	♣	♦	♥	♠	NT
N			3		1
S			3		1
E	1	4		3	
W	1	4		3	

**Board 20 : Dealer West : All Vulnerable**

West	North	East	South
P	2H	P	3H
P	P	P	

On this competitive deal NS make 3H and EW make 3S. After partner opens 2H South has a nice hand in support of hearts but no particular interest in game. Many pairs have the agreement that a raise to 3♥ is not invitational but shows 3 card support and a wish to keep the opposition out of the auction.

Those not playing weak twos will allow EW into the auction and they should find their spade fit. Some EW's will compete to 3S for a top board.

**Winning Tip: Play a simple raise of a weak two opening as pre-emptive (not invitational)**

<p style="margin: 0;">♠ 10 ♥ AJ7 ♦ QJ85 ♣ AKQ64</p> <p style="margin: 0;">♠ KQJ96      ♠ 832 ♥ Q986      ♥ K1053 ♦ 1043      ♦ 962 ♣ 3      ♣ J82</p> <p style="margin: 0;">♠ A754 ♥ 42 ♦ AK7 ♣ 10975</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">17</td><td></td></tr> <tr><td style="text-align: center;">8</td><td style="text-align: center;">4</td></tr> <tr><td style="text-align: center;">11</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>6</td><td>5</td><td>2</td><td>1</td><td>5</td></tr> <tr><td>S</td><td>6</td><td>5</td><td>2</td><td>1</td><td>5</td></tr> <tr><td>E</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	HCP		17		8	4	11		Makeable contracts							♣	♦	♥	♠	NT	N	6	5	2	1	5	S	6	5	2	1	5	E						W						<p><b>Board 21 : Dealer North : NS Vulnerable</b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td></td> <td>1C</td> <td>P</td> <td>1S</td> </tr> <tr> <td>P</td> <td>2D</td> <td>P</td> <td>2H (4<sup>th</sup> suit forcing)</td> </tr> <tr> <td>P</td> <td>2NT</td> <td>P</td> <td>3C</td> </tr> <tr> <td>P</td> <td>3H</td> <td>P</td> <td>4C (Minorwood)</td> </tr> <tr> <td>P</td> <td>4H (3 or 0)</td> <td>P</td> <td>6C</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </table> <p style="margin-top: 10px;">A slam bidding test for NS after North makes a reverse bid of 2D showing 16 to 19 points. Good descriptive bidding by North will show their 5/4 minors, heart stop and therefore shortness in spades. South should now be concerned about a spade lead in 3NT and knowing that slam is close may decide to play in clubs. Most pairs will play in 3NT making 11 tricks for an average board.</p> <p style="margin-top: 10px;"><b>Winning Tip: Play Minorwood - a 4 level bid of the agreed minor is Roman Key Card Blackwood asking for aces (1430 responses)</b></p>	West	North	East	South		1C	P	1S	P	2D	P	2H (4 <sup>th</sup> suit forcing)	P	2NT	P	3C	P	3H	P	4C (Minorwood)	P	4H (3 or 0)	P	6C	P	P	P	
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<p style="margin: 0;">♠ K6 ♥ 109753 ♦ J87 ♣ 972</p> <p style="margin: 0;">♠ Q9      ♠ J107432 ♥ AJ8      ♥ 642 ♦ KQ94      ♦ 1062 ♣ AKQ4      ♣ 8</p> <p style="margin: 0;">♠ A85 ♥ KQ ♦ A53 ♣ J10653</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">4</td><td></td></tr> <tr><td style="text-align: center;">21</td><td style="text-align: center;">1</td></tr> <tr><td style="text-align: center;">14</td><td></td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>1</td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td>1</td><td></td><td></td><td></td><td></td></tr> <tr><td>E</td><td></td><td>2</td><td></td><td>4</td><td>1</td></tr> <tr><td>W</td><td></td><td>2</td><td></td><td>4</td><td>1</td></tr> </table>	HCP		4		21	1	14		Makeable contracts							♣	♦	♥	♠	NT	N	1					S	1					E		2		4	1	W		2		4	1	<p><b>Board 22 : Dealer East : EW Vulnerable</b></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left; width: 15%;">West</th> <th style="text-align: left; width: 15%;">North</th> <th style="text-align: left; width: 15%;">East</th> <th style="text-align: left; width: 15%;">South</th> </tr> <tr> <td></td> <td></td> <td>P</td> <td>1NT</td> </tr> <tr> <td>X (penalties)</td> <td>2H</td> <td>P</td> <td>P</td> </tr> <tr> <td>X</td> <td>P</td> <td>P</td> <td>P</td> </tr> </table> <p style="margin-top: 10px;">West will go into a doubling frenzy after South opens a weak NT and they hold 21 points. North will run to 2H which will be doubled and now the spotlight turns to East. Concerned that their hand only has value when playing in spades, some Easts will bid 2S and make 10 tricks for +170 or even +620 if West bashes to game. Holding 3 hearts defending 2H doubled works well on this occasion – you lead your singleton club and discard diamonds on partners club winners. Partner will eventually give you a diamond ruff for 2Hx-2 +300 and a very good score.</p> <p style="margin-top: 10px;"><b>Winning Tip: Pull partners penalty double of 1NT only if you have good distribution.</b></p>	West	North	East	South			P	1NT	X (penalties)	2H	P	P	X	P	P	P
HCP																																																													
4																																																													
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♠ K5  
 ♥ J98  
 ♦ AQ94  
 ♣ 10532  
 ♠ AQJ984      ♠ 762  
 ♥ Q4            ♥ A1073  
 ♦ J63            ♦ 852  
 ♣ Q9            ♣ A84  
 ♠ 103  
 ♥ K652  
 ♦ K107  
 ♣ KJ76

HCP	
10	
12	8
10	

Makeable contracts					
	♣	♦	♥	♠	NT
N	2	2	1		
S	2	2	1		
E				1	
W				1	

**Board 23 : Dealer South : All Vulnerable**

West	North	East	South
			P
1S	P	1NT	P
2S	P	P	P

NS appear to have 6 tricks against West's 2S but perfect defensive timing is required to defeat the contract. West plays in 2S on the 2♣ by North. Declarer plays low on the club lead and South wins the K♣. South switches to 7♦, West's J♦ and North wins Q♦. If North cashes A♦ some Souths might play K♦ (from K 10) as a suit preference signal for a higher suit. After a killing heart switch, NS collect their 6 defensive tricks before declarer can unblock their winners. Any slipup by NS will allow West to make 2S which will be a fairly average result.

**Winning Tip: The play of an unusual higher or lower card is best played as a suit preference signal for the higher or lower suit.**

♠ J975  
 ♥ 42  
 ♦ QJ  
 ♣ KQJ85  
 ♠ AQ63      ♠ -  
 ♥ 1076      ♥ KQJ953  
 ♦ AK1085    ♦ 74  
 ♣ 2          ♣ A10764  
 ♠ K10842  
 ♥ A8  
 ♦ 9632  
 ♣ 93

HCP	
10	
13	10
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	3	5	6	1	4
W	3	5	6	1	4

**Board 24 : Dealer West : Nil All**

West	North	East	South
			P
1D	P	1H	P
1S	P	3C	P
4H	P	P	P

4H will be reached by EW at most tables and 12 tricks can be made. Some aggressive bidders will even play in 6H

Declarers main plan for 12 tricks will be to ruff clubs in dummy. A♥ lead and heart continuation stops most of the ruffs in dummy but the lucky diamond position with QJ diamonds falling doubleton leads to 12 tricks anyway.

**Winning Tip: Lead trumps when dummy's bidding suggests ruffing value in an unbid suit.**

♠ KQ64  
 ♥ J932  
 ♦ 7  
 ♣ K862

♠ A9                      ♠ 105  
 ♥ 5                         ♥ K1074  
 ♦ 986542                 ♦ AKJ103  
 ♣ J974                     ♣ Q10

♠ J8732  
 ♥ AQ86  
 ♦ Q  
 ♣ A53

HCP	
9	
5	13
13	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3		3	3	
S	3		3	3	
E		3			1
W		3			1

**Board 25 : Dealer North : EW Vulnerable**

West	North	East	South
	P	1D	X
3D	X (responsive)	P	3S
P	P	P	

Over the takeout double West makes a pre-emptive raise to 3D. Now North with both 4 card majors should use a responsive double rather than guess which of their 4 card major suits to bid.

A responsive double in this situation shows at least 4/4 shape in the major suits if the opponents bid a minor or both minor suits if the opponents bid a major.

**Winning Tip: Play a responsive double after partner doubles for takeout as showing 8+ pts.**

♠ A98  
 ♥ 943  
 ♦ AQ  
 ♣ K8765

♠ J764                      ♠ 32  
 ♥ AJ                         ♥ K875  
 ♦ KJ97                     ♦ 6542  
 ♣ J104                      ♣ A92

♠ KQ105  
 ♥ Q1062  
 ♦ 1083  
 ♣ Q3

HCP	
13	
11	7
9	

Makeable contracts					
	♣	♦	♥	♠	NT
N	2		2	2	1
S	1		2	3	1
E		1			
W		1			

**Board 26 : Dealer East : All Vulnerable**

West	North	East	South
		P	P
P	1NT	P	P
P			

North will frequently play in 1NT on a diamond lead. On winning the Q♦ 6 tricks are visible with various chances for an extra trick in spades , hearts and clubs. Clubs must be played and can produce a second trick in various ways.

- (1) A 3/3 club break which happens 36% of the time
  - (2) Club Ace doubleton or singleton with East a 10% chance
  - (3) Doubleton J10/109/J9 clubs promoting your 8♣ about 11%
- After a club to the queen and a club back ducked. The defence continues diamonds and declarer clears the clubs. North now makes 1NT for +90 and a reasonable score.

**Winning Tip: There is an excellent suit probability table in Wikipedia for ambitious bridge players.**

[https://en.wikipedia.org/wiki/Contract\\_bridge\\_probabilities](https://en.wikipedia.org/wiki/Contract_bridge_probabilities)

♠ -  
 ♥ 1085  
 ♦ AQ9752  
 ♣ A975  
 ♠ AKJ9                      ♠ Q107542  
 ♥ K732                      ♥ QJ6  
 ♦ KJ6                        ♦ 8  
 ♣ 103                        ♣ K84  
 ♠ 863  
 ♥ A94  
 ♦ 1043  
 ♣ QJ62

HCP	
10	
15	8
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N	4	4			
S	4	4			
E			2	4	
W			2	4	1

**Board 27 : Dealer South : Nil All**

West	North	East	South
			P
1H	2D	2S	3D
4S	P	P	P

EW will play in 4S making 10 tricks with NS reluctant to bid 5D with their 3 aces.

Some enterprising Norths will bid 3D over 1H showing a weak jump overcall. With 3D due to make East must find a bid since they are the hand short in diamonds. If East makes a negative double then West can bid 4S salvaging the match points.

**Winning Tip: The weak jump overcall is a good weapon to push your opposition around and make it harder for them to reach normal contracts.**

♠ KJ4  
 ♥ QJ1096  
 ♦ 5  
 ♣ AQ92  
 ♠ 10532                      ♠ AQ97  
 ♥ 87                         ♥ K43  
 ♦ A10                        ♦ 862  
 ♣ K10764                    ♣ J53  
 ♠ 86  
 ♥ A52  
 ♦ KQJ9743  
 ♣ 8

HCP	
13	
7	10
10	

Makeable contracts					
	♣	♦	♥	♠	NT
N		4	4	1	2
S		4	3		1
E	1				
W	1				

**Board 28 : Dealer West : NS Vulnerable**

West	North	East	South
P	1H	P	2D
P	2H	P	4H
P	P	P	

This deal features a fascinating battle between the defenders and the declarer. 4♥ can be made by North with perfect play.

Declarer wins the likely club lead with A♣ and discards a spade on the Q♣. Now Q♥ which holds. With a club force pending, declarer must keep a small heart in dummy. Only a diamond play now keeps the declarer on track. West wins A♦ and plays a spade through. West wins Q♠ and forces dummy with a club. Declarer ruffs and cashes the A♥ and runs the diamonds making 10 tricks.

**Winning Tip: Preserve entries to the side suit in dummy.**

♠ Q62  
 ♥ AK95  
 ♦ 42  
 ♣ K764

♠ 875                      ♠ AKJ103  
 ♥ 832                      ♥ J1064  
 ♦ 8763                     ♦ Q10  
 ♣ Q102                    ♣ A8

♠ 94  
 ♥ Q7  
 ♦ AKJ95  
 ♣ J953

HCP	
12	
2	15
11	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3	3	1	1	3
S	3	3	1		1
E					
W					

**Board 29** : Dealer North : All Vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1NT	X (penalties)	P
P	P		

The weak no trump will score well on this board if East makes a penalty double. With East holding all the high cards 3NT makes easily for NS. West although very weak may pass the penalty double since they have no shape. 1NT doubled will make at least 2 overtricks for a tremendous score for NS. If East under pressure discards a heart 10 tricks are made for NS in no trump.

Some Easts will bid 2♣ (Landy) for the majors and survive when South plays in 2NT or 3♦

**Winning Tip: Bid your suits rather than try for a marginal penalty double of the weak no trump.**

♠ K975  
 ♥ AK97  
 ♦ 2  
 ♣ K1042

♠ AJ1083                    ♠ Q4  
 ♥ 103                      ♥ Q2  
 ♦ J1053                    ♦ AKQ9764  
 ♣ J6                         ♣ 75

♠ 62  
 ♥ J8654  
 ♦ 8  
 ♣ AQ983

HCP	
13	
7	13
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N	5		5		
S	5		5		
E		2		2	
W		2		2	

**Board 30** : Dealer East : Nil All

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1D	1H
1S	2D (UCB)	3D	P
P	3H	P	P
P			

South makes a featherlight overcall of 1H and North should make an unassuming cue bid (UCB) of 2♦ asking the strength of the overcall. East bids 3D and South passes to show a minimum and North now bids 3H.

If West bids 4♦ North will happily take the push to 4♥ making 11 tricks +450 for a top board.

**Winning Tip:** Use the Unassuming Cue Bid (UCB) after partner overalls with

10+ pts and 3+ card support or  
13+ pts without support.

♠ K  
 ♥ A1072  
 ♦ AJ32  
 ♣ 9854  
 ♠ J10986432      ♠ AQ7  
 ♥ K4                      ♥ Q6  
 ♦ 974                      ♦ Q  
 ♣ -                          ♣ AQJ10632  
 ♠ 5  
 ♥ J9853  
 ♦ K10865  
 ♣ K7

HCP	
12	
4	17
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N		3	2		
S		3	3		
E	4			5	1
W	4			5	1

**Board 31** : Dealer South : NS Vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			P
3S	P	4S	P
P	P		

With a weak 8 card spade suit West can open 3S and East has an easy raise to game. The vulnerability will deter NS from competing.

On lead against West's 4S, holding 2 aces the spotlight is on North. A passive club lead will allow EW to make all 13 tricks when the K♣ is ruffed. North should lead an Ace and then decide to cash the second Ace when the strong club suit comes down in dummy.

**Winning Tip: Lead Aces against pre-emptive bids**

♠ QJ4  
 ♥ Q7652  
 ♦ J7  
 ♣ 763  
 ♠ A52                      ♠ K97  
 ♥ AK8                      ♥ 943  
 ♦ K8642                      ♦ AQ3  
 ♣ 42                          ♣ AQ109  
 ♠ 10863  
 ♥ J10  
 ♦ 1095  
 ♣ KJ85

HCP	
6	
14	15
5	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	3	5	3	3	4
W	3	5	3	3	5

**Board 32** : Dealer West : EW Vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1NT	P	3NT	P
P			

All roads lead to 3NT by West with North leading a small heart. With hearts 5/2, declarer makes exactly 11 tricks when they finesse clubs twice and both the King and Jack of clubs are offside.

A spade lead from South holds East by East to 10 tricks with best play.

**Winning Tip: Playing the pairs game you must double finesse the club suit (75% chance for 3 tricks) or you will get a poor score.**