

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

<p style="text-align: center;">♠ 7 ♥ AQ1072 ♦ 10975 ♣ 1086</p> <p style="text-align: center;">♠ 6                      ♠ AQ108432 ♥ 84                      ♥ KJ96 ♦ 63                      ♦ 84 ♣ AK975432          ♣ -</p> <p style="text-align: center;">♠ KJ95 ♥ 53 ♦ AKQJ2 ♣ QJ</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;">6</td><td></td></tr> <tr><td style="text-align: center;">7</td><td style="text-align: center;">10</td></tr> <tr><td style="text-align: center;">17</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>3</td><td>1</td><td>3</td></tr> <tr><td>S</td><td></td><td>3</td><td>2</td><td></td><td>3</td></tr> <tr><td>E</td><td>2</td><td></td><td></td><td></td><td></td></tr> <tr><td>W</td><td>2</td><td></td><td></td><td></td><td></td></tr> </table>	HCP		6		7	10	17		Makeable contracts							♣	♦	♥	♠	NT	N		4	3	1	3	S		3	2		3	E	2					W	2					<p>Board 1: Dealer North: Nil All</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td></td> <td>Pass</td> <td>1S</td> <td>2D</td> </tr> <tr> <td>3C</td> <td>3D</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>4C</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table> <p>This may well turn out to be a tug of war between East and West. East is unlikely to stay silent over 3D holding a seven-card suit and four cards in the other major. West with an eight-card suit headed by two top honours will bid 4C and that may end the auction.</p> <p>Good defence will hold declarer to eight tricks. After two top diamonds are cashed, heart to the Ace and another heart will strand declarer in dummy and a trump promotion is possible.</p> <p><b>Tip:</b> Watch out for the chance of a trump promotion especially with short trumps.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		Pass	1S	2D	3C	3D	Pass	Pass	4C	Pass	Pass	Pass
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<p style="text-align: center;">♠ A75 ♥ KQ972 ♦ J93 ♣ K5</p> <p style="text-align: center;">♠ Q6                      ♠ 832 ♥ J63                      ♥ A10854 ♦ Q1084                  ♦ K62 ♣ A962                  ♣ 87</p> <p style="text-align: center;">♠ KJ1094 ♥ - ♦ A75 ♣ QJ1043</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;">13</td><td></td></tr> <tr><td style="text-align: center;">9</td><td style="text-align: center;">7</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>5</td><td>2</td><td>1</td><td>5</td><td>3</td></tr> <tr><td>S</td><td>5</td><td>2</td><td>1</td><td>5</td><td>3</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		13		9	7	11		Makeable contracts							♣	♦	♥	♠	NT	N	5	2	1	5	3	S	5	2	1	5	3	E						W						<p>Board 2: Dealer East: NS Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>1S</td> </tr> <tr> <td>Pass</td> <td>2H</td> <td>Pass</td> <td>2S</td> </tr> <tr> <td>Pass</td> <td>4S</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>With eleven points, South is not strong enough to introduce his clubs over North's 2H response. A rebid of 2S in such auctions does not necessarily show a six-card suit. With nothing extra North will settle for the spade game.</p> <p>West will likely lead a diamond but the favourable lie of that suit will help declarer. Those declarers who play for the Queen to be over the Jack, in the trump suit, will fare well on this occasion and eleven tricks for declarer will be a good result.</p> <p><b>Tip:</b> All being equal play for the Queen to be over the Jack. You will be right most days of the week.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			Pass	1S	Pass	2H	Pass	2S	Pass	4S	Pass	Pass	Pass			
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<p style="margin: 0;">♠ 106 ♥ 9762 ♦ 765 ♣ AQ85</p> <p style="margin: 0;">♠ K4                      ♠ Q72 ♥ AK1054                ♥ QJ3 ♦ Q2                        ♦ AKJ43 ♣ J764                    ♣ 93</p> <p style="margin: 0;">♠ AJ9853 ♥ 8 ♦ 1098 ♣ K102</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;">6</td><td></td></tr> <tr><td style="text-align: center;">13</td><td style="text-align: center;">13</td></tr> <tr><td style="text-align: center;">8</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></td><td></td><td></td><td style="text-align: center;">2</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td style="text-align: center;">2</td><td></td></tr> <tr><td>E</td><td style="text-align: center;">1</td><td style="text-align: center;">4</td><td style="text-align: center;">4</td><td></td><td style="text-align: center;">2</td></tr> <tr><td>W</td><td style="text-align: center;">1</td><td style="text-align: center;">4</td><td style="text-align: center;">4</td><td></td><td style="text-align: center;">2</td></tr> </table>	HCP		6		13	13	8		Makeable contracts							♣	♦	♥	♠	NT	N				2		S				2		E	1	4	4		2	W	1	4	4		2	<p>Board 3: Dealer South: EW Vulnerable</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>3H</td> <td>Pass</td> <td>4H</td> <td>2S</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td>Pass</td> </tr> </table> <p>West with some trepidation will introduce his heart suit, but the spade King is probably well placed. His minor suit holdings are poor and he is lucky that his partner's hand can fill the gaps. It is not clear for North that a save in spades is the appropriate course of action. With a club fit and good quality spades there are eight tricks for NS in a spade contract. Defending 4H with a good diamond suit in dummy, on the S10 lead, South will need to rise with the spade Ace at trick one and switch to a club.</p> <p><b>Tip:</b> With a good side suit in dummy, defence need to get moving</p>	West	North	East	South	3H	Pass	4H	2S	Pass	Pass		Pass
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<p style="margin: 0;">♠ A2 ♥ Q4 ♦ 102 ♣ Q1098532</p> <p style="margin: 0;">♠ KQ94                      ♠ 8765 ♥ K10973                ♥ J652 ♦ AK4                        ♦ QJ8 ♣ 7                            ♣ A6</p> <p style="margin: 0;">♠ J103 ♥ A8 ♦ 97653 ♣ KJ4</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;">15</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="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;">2</td><td></td><td></td><td></td><td></td></tr> <tr><td>S</td><td style="text-align: center;">2</td><td></td><td></td><td></td><td></td></tr> <tr><td>E</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">4</td><td style="text-align: center;">5</td><td></td></tr> <tr><td>W</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">4</td><td style="text-align: center;">5</td><td></td></tr> </table>	HCP		8		15	8	9		Makeable contracts							♣	♦	♥	♠	NT	N	2					S	2					E		1	4	5		W		1	4	5		<p>Board 4: Dealer West: All Vulnerable</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>1H</td> <td>Pass</td> <td>2H</td> <td>Pass</td> </tr> <tr> <td>4H</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table> <p>I prefer the response of 2H to a 1H opening to show 8 to 10 points and three or four card support. With a weaker hand one can respond 1S (with 4 spades) or 1NT and show heart support later. Such an approach works well in this hand as West with good shape can advance to game. After a likely club lead declarer will need to guess well to bring home the contract. Dummy has few quick entries so a heart to the king at trick too is not too far-fetched. The spades could also be picked up for one loser, by playing to the 9, and any declarer who makes game and even an over trick will score well.</p> <p><b>Tip:</b> An immediate raise to the 2 level of partner's major equals 8 to 10 points with three or four card support.</p>	West	North	East	South	1H	Pass	2H	Pass	4H	Pass	Pass	Pass
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E	2	1	4	1	1																																																								
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<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>																																																										
			Pass																																																										
1NT	Pass	2D*	Pass																																																										
2H	Pass	Pass	Pass																																																										

<p>♠ K2 ♥ 74 ♦ AKQ1065 ♣ Q98</p> <p>♠ Q8653                      ♠ J94 ♥ AK1086                      ♥ Q93 ♦ 8                                ♦ J93 ♣ K2                              ♣ AJ75</p> <p>♠ A107 ♥ J52 ♦ 742 ♣ 10643</p> <table border="1" style="margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td>14</td><td></td></tr> <tr><td>12</td><td>9</td></tr> <tr><td>5</td><td></td></tr> </table> <table border="1" style="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>2</td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td>2</td><td></td><td></td><td></td></tr> <tr><td>E</td><td></td><td></td><td>3</td><td>4</td><td></td></tr> <tr><td>W</td><td></td><td></td><td>3</td><td>4</td><td></td></tr> </table>	HCP		14		12	9	5		Makeable contracts							♣	♦	♥	♠	NT	N		2				S		2				E			3	4		W			3	4		<p>Board 8: Dealer West: Nil All</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td>1S</td> <td>2D</td> <td>2S</td> <td>Pass</td> </tr> <tr> <td>3H</td> <td>Pass</td> <td>4S</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </table> <p>Once a fit has been established West's hand has great playing strength. East accepts his partner's game invitation. 4H will fail if NS can find the spade ruff.</p> <p>As North has shown long diamonds, he is the more likely player to have the shorter spade holding. A low spade to the jack is the winning play.</p> <p>It is usually a good policy to bid game with another five-card suit after fit is established.</p> <p>5D doubled will be a worse result for NS.</p> <p><b>Tip:</b> At equal vulnerability it is rarely right to sacrifice.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	1S	2D	2S	Pass	3H	Pass	4S	Pass	Pass	Pass		
HCP																																																													
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Pass	Pass																																																												

♠ A752  
 ♥ KQ10  
 ♦ J1092  
 ♣ 74

♠ 109                      ♠ Q6  
 ♥ AJ95                    ♥ 762  
 ♦ K543                    ♦ A876  
 ♣ KJ6                      ♣ Q953

♠ KJ843  
 ♥ 843  
 ♦ Q  
 ♣ A872

HCP	
10	
12	8
10	

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

Board 9: Dealer North: EW Vulnerable

West	North	East	South
	Pass	Pass	1S
X	2NT*	Pass	3S
Pass	Pass	Pass	

South is worth a light opening of 1S, particularly as non vul v vul. West has the right distribution for a take out double but the bid is marginal. North's bid of 2NT agrees spades and shows ten or eleven points with some outside values. It is not meant to be passed. South declines the game invitation with minimum values signing off in 3S.

South can ruff the second diamond and play a heart early. With the favourable trump divide South will make ten tricks as two clubs can be ruffed in dummy.

**Tip:** Use the bid of 2NT after a double by right hand opponent to show trump support and 10/11 points with some outside values.

♠ KQ42  
 ♥ AJ5  
 ♦ J2  
 ♣ 8632

♠ 108                      ♠ 9653  
 ♥ 103                      ♥ Q7  
 ♦ AK10953              ♦ Q864  
 ♣ K75                      ♣ A109

♠ AJ7  
 ♥ K98642  
 ♦ 7  
 ♣ QJ4

HCP	
11	
10	8
11	

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

Board 10: Dealer East: All Vulnerable

West	North	East	South
		Pass	1H
2D	3D*	X	4H
Pass	Pass	Pass	

North's bid of 3D shows a raise to 3H or better. East's double shows diamond support and South with an extra heart and good distribution bids game.

West with minimum for his overcall wisely passes as 5D doubled on best defence will go down three for minus 800.

The favourable heart and club position mean that declarer has only three losers in the heart contract.

**Tip:** The 5 level frequently belongs to the opponents.

<p style="margin: 0;">♠ A62 ♥ Q652 ♦ A6 ♣ QJ97</p> <p style="margin: 0;">♠ QJ1043      ♠ K95 ♥ K8              ♥ AJ7 ♦ 97                ♦ KQ1053 ♣ 8653            ♣ 42</p> <p style="margin: 0;">♠ 87 ♥ 10943 ♦ J842 ♣ AK10</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;">13</td><td></td></tr> <tr><td style="text-align: center;">6</td><td style="text-align: center;">13</td></tr> <tr><td style="text-align: center;">8</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;">2</td><td></td><td></td></tr> <tr><td>S</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> <tr><td>E</td><td></td><td style="text-align: center;">2</td><td></td><td style="text-align: center;">3</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 style="text-align: center;">3</td><td style="text-align: center;">1</td></tr> </table>	HCP		13		6	13	8		Makeable contracts							♣	♦	♥	♠	NT	N	1		2			S	1		2			E		2		3	1	W		2		3	1	<p>Board 11: Dealer South: Nil All</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></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1NT</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>2S</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table> <p>East has no suitable overcall over a 1NT opening. In the balancing position West bids 2S ostensibly showing spades and a minor. East does not get excited as West has already passed. If South decides to compete with a take out double the heart fit can be found. East will then raise to 3S and there are just four losers in a spade contract. In the balancing position with the right distribution it is usually correct to bid as partner is placed with some points.</p> <p><b>Tip:</b> At nil all one is usually behind defending 1NT.</p>	West	North	East	South				Pass	Pass	1NT	Pass	Pass	2S	Pass	Pass	Pass
HCP																																																													
13																																																													
6	13																																																												
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			Pass																																																										
Pass	1NT	Pass	Pass																																																										
2S	Pass	Pass	Pass																																																										

<p style="margin: 0;">♠ 10942 ♥ AJ32 ♦ 953 ♣ Q4</p> <p style="margin: 0;">♠ AQ              ♠ J3 ♥ 10854          ♥ Q76 ♦ A64             ♦ KJ72 ♣ A653          ♣ J1098</p> <p style="margin: 0;">♠ K8765 ♥ K9 ♦ Q108 ♣ K72</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;">7</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;">11</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></td><td></td><td></td><td style="text-align: center;">2</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td><td style="text-align: center;">2</td><td></td></tr> <tr><td>E</td><td style="text-align: center;">2</td><td style="text-align: center;">2</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">1</td></tr> <tr><td>W</td><td style="text-align: center;">2</td><td style="text-align: center;">2</td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">1</td></tr> </table>	HCP		7		14	8	11		Makeable contracts							♣	♦	♥	♠	NT	N				2		S				2		E	2	2	1		1	W	2	2	1		1	<p>Board 12: Dealer West: NS Vulnerable</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>1NT</td> <td>Pass</td> <td>Pass</td> <td>2D</td> </tr> <tr> <td>Pass</td> <td>2H</td> <td>Pass</td> <td>2S</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3C</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table> <p>2D will show a single major. 2H is pass or correct. (Pass with Hearts, bid Spades if that is your suit) East wishes to compete with eight high card points. With only three hearts a double is not ideal so 2NT indicates an ability to compete in either minor. With the favourable diamond position and the 2/2 trump break 2S cannot be beaten. 3C is a fine contract and it needs the heart ruff to take it down.</p> <p><b>Tip:</b> With right distribution compete for the part score.</p>	West	North	East	South	1NT	Pass	Pass	2D	Pass	2H	Pass	2S	Pass	Pass	2NT	Pass	3C	Pass	Pass	Pass
HCP																																																																	
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<p>♠ AQ9743 ♥ 42 ♦ 96 ♣ AQ5</p> <p>♠ K8                      ♠ J62 ♥ AK1053                ♥ 986 ♦ AK7                      ♦ J843 ♣ K63                      ♣ 1098</p> <p>♠ 105 ♥ QJ7 ♦ Q1052 ♣ J742</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;">20</td><td style="text-align: center;">2</td></tr> <tr><td style="text-align: center;">6</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 style="text-align: center;">2</td><td></td><td></td><td style="text-align: center;">1</td><td></td></tr> <tr><td>S</td><td style="text-align: center;">2</td><td></td><td></td><td style="text-align: center;">1</td><td></td></tr> <tr><td>E</td><td></td><td></td><td style="text-align: center;">1</td><td></td><td></td></tr> <tr><td>W</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">1</td><td></td><td></td></tr> </table>	HCP		12		20	2	6		Makeable contracts							♣	♦	♥	♠	NT	N	2			1		S	2			1		E			1			W		1	1			<p>Board 13: Dealer North: All Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td style="text-align: center;">1S</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1NT</td> </tr> <tr> <td>2H</td> <td style="text-align: center;">2S</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>West may be tempted to double rather than bid 2H on the first round of bidding. 2H is preferable, as if partner cannot bid there is unlikely to be any makeable contract for EW.</p> <p>The defence to 2S is interesting. Should East decide to start off with club 10, West will have to jettison his spade King on the Ace to defeat the contract. That is an unlikely play.</p> <p>With a good hand it is usually better to overcall a five card suit rather than double.</p> <p>A conservative strategy on such hands is winning bridge</p> <p><b>Tip:</b> An overcall can be up to 17/18 high card points.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		1S	Pass	1NT	2H	2S	Pass	Pass	Pass			
HCP																																																													
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<p>♠ 754 ♥ Q42 ♦ K87 ♣ J732</p> <p>♠ KJ102                      ♠ 983 ♥ A96                        ♥ 105 ♦ AJ10                        ♦ Q643 ♣ Q84                        ♣ 10965</p> <p>♠ AQ6 ♥ KJ873 ♦ 952 ♣ AK</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;">6</td><td></td></tr> <tr><td style="text-align: center;">15</td><td style="text-align: center;">2</td></tr> <tr><td style="text-align: center;">17</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 style="text-align: center;">3</td><td></td><td style="text-align: center;">2</td></tr> <tr><td>S</td><td></td><td></td><td style="text-align: center;">3</td><td></td><td style="text-align: center;">2</td></tr> <tr><td>E</td><td></td><td></td><td></td><td style="text-align: center;">1</td><td></td></tr> <tr><td>W</td><td></td><td></td><td></td><td style="text-align: center;">1</td><td></td></tr> </table>	HCP		6		15	2	17		Makeable contracts							♣	♦	♥	♠	NT	N			3		2	S			3		2	E				1		W				1		<p>Board 14: Dealer East: Nil All</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1H</td> </tr> <tr> <td>X</td> <td style="text-align: center;">2H</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>West may be tempted to overcall 1NT but with only one heart stopper and four spades a double is preferable.</p> <p>South should not advance as over the double, partner's raise to 2H may not promise a lot. After East's pass his partner should also pass.</p> <p>Should West get frisky and follow with another double he risks trouble. He should take his medicine. South can set up a club for a discard and come to nine tricks.</p> <p><b>Tip:</b> To overcall 1NT two stoppers in the suit opened are recommended.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			Pass	1H	X	2H	Pass	Pass	Pass			
HCP																																																													
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♠ AK6  
 ♥ 873  
 ♦ QJ95  
 ♣ J42  
 ♠ J6  
 ♥ A52  
 ♦ K1086  
 ♣ K753  
 ♠ 1072  
 ♥ KQJ10964  
 ♦ 7  
 ♣ Q10  
 ♠ Q9543  
 ♥ -  
 ♦ A432  
 ♣ A986

HCP	
11	
11	8
10	

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

Board 15: Dealer South: NS Vulnerable

West	North	East	South
Pass	3S	4H	1S
Pass	Pass	Pass	X

With two outside Aces South is worth an opening bid of 1S. His two longest suits and his high cards added come to nineteen – enough for an opening bid. 3S is an old-fashioned game invitation bid. East at favourable vulnerability with a good seven card suit ups the ante with a bid of 4H.

South does not wish to advance to game and with solid tricks in defence, doubles for penalty. Repeated heart leads will create difficulty for South in a 4S contract. Should he attempt a diamond finesse early he will run into a ruff and will be a trick short.

**Tip:** With good defensive values double and take the money rather than try to make dodgy games.

♠ KQ976  
 ♥ KJ8  
 ♦ K  
 ♣ A753  
 ♠ A  
 ♥ A63  
 ♦ A52  
 ♣ KQJ1096  
 ♠ 54  
 ♥ Q1074  
 ♦ QJ109874  
 ♣ -  
 ♠ J10832  
 ♥ 952  
 ♦ 63  
 ♣ 842

HCP	
16	
18	5
1	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	5	7	6	1	3
W	5	7	6	1	3

Board 16: Dealer West: EW Vulnerable

West	North	East	South
1C	1S	2D*	3S
4S	Pass	5D	Pass
6D	Pass	Pass	Pass

East has only five high card points but he must bid his diamond suit early if he is to find the best spot. It is a good seven card suit and the bid is best played as forcing for one round. South's bid of 3S is pre-emptive., With great controls, there is no stopping West and he confidently advances to a small slam. After the lead of the spade Jack, declarer does best to lay down diamond Ace immediately. A ruffing finesse in clubs will see declarer make all thirteen tricks. The power of a good seven card suit cannot be overestimated.

**Tip:** After interference, play new suit bids as (at least) forcing for one round.



♠ 953  
 ♥ KJ53  
 ♦ Q85  
 ♣ AK4  
 ♠ 4  
 ♥ AQ74  
 ♦ K72  
 ♣ QJ983  
 ♠ AQ1086  
 ♥ 1062  
 ♦ A93  
 ♣ 76  
 ♠ KJ72  
 ♥ 98  
 ♦ J1064  
 ♣ 1052

HCP	
13	
12	10
5	

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

Board 17: Dealer North: Nil All

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1NT	Pass	Pass

Pass

Unless a partnership plays the Kokish system of interfering over opponent's 1NT opening EW will defend 1NT in this hand. In the Kokish method, a double of 1NT will show a longer minor and a major. Here East could bid 2H over the double – Pass or convert to 2S.

2H fares well and will make on careful play. Defending 1NT East may lead a spade. Declarer can let that around to the 9 and play a diamond. Unless East rises with the Ace and finds the inspired club switch declarer will scramble seven or eight tricks.

Playing in a club contract, EW will make eight tricks.

**Tip:** 2C for majors, 2D a single major, 2H = H and minor. 2S= S and minor is an easy system to remember on how to compete over opponents 1NT opening.

♠ QJ5  
 ♥ 952  
 ♦ Q32  
 ♣ J1098  
 ♠ K98  
 ♥ 1074  
 ♦ 9764  
 ♣ AK5  
 ♠ A10632  
 ♥ AKJ  
 ♦ K5  
 ♣ 732  
 ♠ 74  
 ♥ Q863  
 ♦ AJ108  
 ♣ Q64

HCP	
6	
10	15
9	

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

Board 18: Dealer East: NS Vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1S	Pass
2S	Pass	Pass	Pass

The 2S response by West will show 8 to 10 points (with three or four spades). Three small clubs and the lack of quality in the trump suit should be sufficient reason for East to subside.

If East makes any forward move his partner will go to game. Any player who makes nine tricks will score well.

If South avoids a heart lead and starts off with a low club or a trump declarer will need to play well. When a club is played towards dummy if West inserts the Queen early it can be ducked. Declarer can then cash the winning clubs, two top trumps following on with three hearts. South will win but will have a choice of losing options – cashing diamond Ace or giving ruff and discard.

**Tip:** Look at suit holdings as well as high card points in evaluating hand.

<p style="margin: 0;">♠ J97 ♥ AKQ874 ♦ J43 ♣ J</p> <p style="margin: 0;">♠ 10862                      ♠ AQ3 ♥ -                                      ♥ J1095 ♦ KQ109                      ♦ 876 ♣ AQ942                      ♣ 763</p> <p style="margin: 0;">♠ K54 ♥ 632 ♦ A52 ♣ K1085</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th></tr> <tr><td>12</td><td></td></tr> <tr><td>11</td><td>7</td></tr> <tr><td>10</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><th>N</th><td></td><td></td><td>2</td><td></td><td></td></tr> <tr><th>S</th><td></td><td></td><td>2</td><td></td><td>1</td></tr> <tr><th>E</th><td>1</td><td></td><td></td><td></td><td></td></tr> <tr><th>W</th><td>1</td><td>1</td><td></td><td>1</td><td></td></tr> </table>	HCP		12		11	7	10		Makeable contracts							♣	♦	♥	♠	NT	N			2			S			2		1	E	1					W	1	1		1		<p>Board 19: Dealer South: EW Vulnerable</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>1C</td> <td>1H</td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td>2H</td> </tr> </table> <p style="margin-top: 10px;">With nice shape West is worth a 1 Club opening. With minimum values and unfavourable vulnerability, East is wise not to venture 3 Clubs. A double by South will result in plus 200 for NS. In a 2H contract, with the spade King lying favourably, there are two entries in dummy to set up a club trick for a diamond or spade discard. With an eight-card fit, EW should realise that only a two-level contract is in order. There is no need for NS to advance to the three level, as the 1NT bid by East is a warning sign.</p> <p><b>Tip:</b> With an eight-card fit it is unwise to advance beyond the two level.</p>	West	North	East	South	1C	1H	1NT	Pass	Pass	Pass	Pass	2H
HCP																																																									
12																																																									
11	7																																																								
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<p style="margin: 0;">♠ Q1094 ♥ K2 ♦ 1063 ♣ Q1097</p> <p style="margin: 0;">♠ KJ87                      ♠ 632 ♥ QJ5                      ♥ 76 ♦ K9542                      ♦ AQ8 ♣ 6                              ♣ AJ843</p> <p style="margin: 0;">♠ A5 ♥ A109843 ♦ J7 ♣ K52</p> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="2">HCP</th></tr> <tr><td>7</td><td></td></tr> <tr><td>10</td><td>11</td></tr> <tr><td>12</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; width: 100%; border-collapse: collapse; text-align: center;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><th>N</th><td>1</td><td></td><td>1</td><td></td><td></td></tr> <tr><th>S</th><td>1</td><td></td><td>1</td><td></td><td></td></tr> <tr><th>E</th><td></td><td>2</td><td></td><td>1</td><td>1</td></tr> <tr><th>W</th><td></td><td>2</td><td></td><td>1</td><td>1</td></tr> </table>	HCP		7		10	11	12		Makeable contracts							♣	♦	♥	♠	NT	N	1		1			S	1		1			E		2		1	1	W		2		1	1	<p>Board 20: Dealer West: All Vulnerable</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>Pass</td> <td>Pass</td> <td>Pass</td> <td>1H</td> </tr> <tr> <td>Pass</td> <td>1S</td> <td>Pass</td> <td>2H</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table> <p style="margin-top: 10px;">Many West players will be tempted to open. The suit is poor and there is a real danger of getting too high on the hand. East should also restrain themselves. Good defence will put the 2H contract to the wall. West starts with a singleton club. East wins with the Ace and indicates an entry in diamonds when giving a ruff to partner. Partner switches to the diamond 2 (indicating a top honour). East inserts the Queen and another club ruff follows. A diamond to the Ace and another club promotes another trick for the defence – either the heart Queen or a later spade. In a diamond contract for EW, continuous trump leads will lead to five tricks for the defence.</p> <p><b>Tip:</b> When giving partner a ruff, use suit preference signals to indicate the appropriate suit to switch to.</p>	West	North	East	South	Pass	Pass	Pass	1H	Pass	1S	Pass	2H	Pass	Pass	Pass	
HCP																																																													
7																																																													
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Pass	Pass	Pass																																																											

<p>♠ A10642 ♥ 765 ♦ AQ96 ♣ A</p> <p>♠ KQ97                      ♠ J8 ♥ A84                        ♥ KJ2 ♦ KJ2                         ♦ 1054 ♣ 763                        ♣ J10952</p> <p>♠ 53 ♥ Q1093 ♦ 873 ♣ KQ84</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;">14</td><td></td></tr> <tr><td style="text-align: center;">13</td><td style="text-align: center;">6</td></tr> <tr><td style="text-align: center;">7</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;">2</td><td style="text-align: center;">3</td><td style="text-align: center;">1</td><td style="text-align: center;">1</td></tr> <tr><td>S</td><td style="text-align: center;">1</td><td style="text-align: center;">2</td><td style="text-align: center;">2</td><td style="text-align: center;">1</td><td style="text-align: center;">1</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		14		13	6	7		Makeable contracts							♣	♦	♥	♠	NT	N	1	2	3	1	1	S	1	2	2	1	1	E						W						<p>Board 21: Dealer North: NS Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td></td> <td>1S</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>2D</td> <td>Pass</td> <td>2S</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table> <p>It is always best to bid a second suit in the auction in an attempt to find a fit. South will go back to spades as a five two fit is generally better than a four three fit. East will be tempted to lead the club Jack. Declarer does best to play a heart to the ten at trick two and a diamond will be switched. Declarer will finesse and another heart to dummy will force an entry for two diamond discards on the clubs. Declarer will now make his contract losing just three trump tricks in the later play. Ironically, the four three heart fit (difficult to find) will score better.</p> <p><b>Tip:</b> As declarer get your side suit going early.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		1S	Pass	1NT	Pass	2D	Pass	2S	Pass	Pass	Pass	
HCP																																																													
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Pass	Pass	Pass																																																											

<p>♠ K642 ♥ K2 ♦ 10876 ♣ J72</p> <p>♠ Q9                              ♠ A1083 ♥ J1093                        ♥ A876 ♦ K95                            ♦ 432 ♣ 10984                        ♣ A6</p> <p>♠ J75 ♥ Q54 ♦ AQJ ♣ KQ53</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;">7</td><td></td></tr> <tr><td style="text-align: center;">6</td><td style="text-align: center;">12</td></tr> <tr><td style="text-align: center;">15</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></td><td></td></tr> <tr><td>S</td><td style="text-align: center;">1</td><td style="text-align: center;">1</td><td></td><td></td><td></td></tr> <tr><td>E</td><td></td><td></td><td style="text-align: center;">2</td><td></td><td style="text-align: center;">1</td></tr> <tr><td>W</td><td></td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> </table>	HCP		7		6	12	15		Makeable contracts							♣	♦	♥	♠	NT	N	1	1				S	1	1				E			2		1	W			2			<p>Board 22: Dealer East: EW Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>1C</td> </tr> <tr> <td>Pass</td> <td>1S</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table> <p>With a bare twelve points, it is not recommended to open a weak no trump when vulnerable and those who subscribe to that theory will pass as East. In such situations West will usually lead the heart Jack. South will win the third round of hearts and lead a low club. The winning heart will be cashed. Declarer will probably discard a spade and win the club continuation. In the end game West will be forced to open up the spade suit and declarer can escape for one down. If East decides to open a weak NT, he will do well to escape for one down.</p> <p><b>Tip:</b> With a bare twelve points when vulnerable, refrain from opening a weak NT – instead exercise the option to pass.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			Pass	1C	Pass	1S	Pass	1NT	Pass	Pass	Pass	
HCP																																																													
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		Pass	1C																																																										
Pass	1S	Pass	1NT																																																										
Pass	Pass	Pass																																																											

♠ 8  
 ♥ 843  
 ♦ A94  
 ♣ AK9862  
 ♠ 6                      ♠ QJ109752  
 ♥ 1075                   ♥ AKQJ2  
 ♦ Q753                   ♦ 6  
 ♣ QJ1053                ♣ -  
                          ♠ AK43  
                          ♥ 96  
                          ♦ KJ1082  
                          ♣ 74

HCP	
11	
5	13
11	

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

Board 23: Dealer South: All Vulnerable

West	North	East	South
			1D
Pass	2C	4S	Pass
Pass	5C/5D	Pass	Pass
X	Pass	Pass	Pass

East bids a full blooded 4S at his first time of asking. He looks to have ten tricks in his own hand. After a two-level response from partner South gives some thought to doubling 4S. He has two definite tricks and where can two more come from? He wisely decides to pass.

North will hardly follow that example and is likely to bid 5 of a minor. West will now come alive with a double. East must refrain from coming again as the five level is one too high for EW. Any partnership that scores plus on the hand will score well

**Tip:** Before making a penalty double, count your certain defensive tricks. If not enough leave the double in the bidding box.

♠ Q10843  
 ♥ Q102  
 ♦ A109  
 ♣ K6  
 ♠ A97                      ♠ K652  
 ♥ KJ943                   ♥ 876  
 ♦ 63                        ♦ J754  
 ♣ AQ2                      ♣ 53  
                          ♠ J  
                          ♥ A5  
                          ♦ KQ82  
                          ♣ J109874

HCP	
11	
14	4
11	

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

Board 24: Dealer West: Nil All

West	North	East	South
1H	1S	Pass	Pass
Pass			

South is tempted to bid 2C when it is his turn to bid. If he held a fall-back position with two spades that would be fine. 2C will be forcing for one round and when North simply repeats his spades, he is a level higher.

Caution in such hands is frequently rewarded. West is not strong enough to bid again over the 1S overcall as his partner was unable to bid over 1S and is unlikely to have a spade stack.

In the play, after a heart lead, West can switch a diamond at trick two and arrange a diamond ruff. When a club is played early off dummy West will play low. In the later play the trump 6 in East's hand can be promoted when West pushes the club queen through declarer.

**Tip:** Get off the bus early on a misfit.

♠ Q7  
 ♥ A4  
 ♦ AK3  
 ♣ J87532  
 ♠ J102                      ♠ A985  
 ♥ KJ75                      ♥ 10963  
 ♦ QJ10764                ♦ 8  
 ♣ -                              ♣ K964  
                                  ♠ K643  
                                  ♥ Q82  
                                  ♦ 952  
                                  ♣ AQ10

HCP	
14	
8	7
11	

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

Board 25: Dealer North: EW Vulnerable

West	North	East	South
	1C	Pass	1S
X	2C	2H	2NT
Pass	Pass	Pass	

West will probably lead the diamond Queen. Declarer can win and finesse a club, cash a club and exit on a club. If East declines to win declarer can return to dummy with a diamond and give East his club (crossing his fingers that West does not have the Spade entry). The heart switch will come now and declarer will make eight tricks.

If East plays in a heart contract at the three level, a trump lead followed by a club switch will cause difficulties. The diamonds cannot be established and enjoyed.

Some NS partnerships will bid on to game and they will need help from the defence to bring it home.

**Tip:** As well as high card points you need all round suit quality to make game.

♠ K7  
 ♥ 8  
 ♦ AJ10854  
 ♣ Q853  
 ♠ Q65                      ♠ 9843  
 ♥ AQ972                ♥ J10653  
 ♦ KQ                      ♦ 93  
 ♣ K76                      ♣ A9  
                                  ♠ AJ102  
                                  ♥ K4  
                                  ♦ 762  
                                  ♣ J1042

HCP	
10	
16	5
9	

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

Board 26: Dealer East: All Vulnerable

West	North	East	South
		Pass	Pass
1H	2D	2H	3D
Pass	Pass	3H	Pass
Pass	Pass		

North with 6/4 distribution is just about worth a 2D overcall. Many East players would jump immediately to game holding five trumps and an outside Ace. There are poor holdings in two suits and one can always bid again. That opportunity arises and the question is will East's caution be awarded.

North leads diamond Ace. That lead asks for attitude. Depending on your system the card that South plays will not encourage. So North knows he must switch. The spade King looks attractive and now a spade ruff can be negotiated.

Without such defence 4H will make as side suits can be eliminated and the spade suit is blocked.

**Tip:** Lead Ace for attitude and King for count. Agree with your partner how to encourage or discourage on lead of Ace.

<p style="margin: 0;">♠ 1063 ♥ K52 ♦ AJ105 ♣ J64</p> <p style="margin: 0;">♠ 952                      ♠ A84 ♥ Q10643                ♥ A9 ♦ KQ92                    ♦ 108643 ♣ 10                        ♣ Q32</p> <p style="margin: 0;">♠ KQJ7 ♥ J87 ♦ - ♣ AK9875</p> <table border="1" style="margin-top: 10px; border-collapse: collapse; width: 100%;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">9</td><td></td></tr> <tr><td style="text-align: center;">7</td><td style="text-align: center;">10</td></tr> <tr><td style="text-align: center;">14</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; border-collapse: collapse; width: 100%;"> <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;">4</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">3</td><td style="text-align: center;">4</td></tr> <tr><td>S</td><td style="text-align: center;">4</td><td></td><td style="text-align: center;">1</td><td style="text-align: center;">3</td><td style="text-align: center;">4</td></tr> <tr><td>E</td><td></td><td style="text-align: center;">1</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td style="text-align: center;">1</td><td></td><td></td><td></td></tr> </table>	HCP		9		7	10	14		Makeable contracts							♣	♦	♥	♠	NT	N	4		1	3	4	S	4		1	3	4	E		1				W		1				<p style="margin: 0;">Board 27: Dealer South: Nil All</p> <table border="0" style="margin: 0 auto; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>West</b></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">1C</td> </tr> <tr> <td style="text-align: center;">1H</td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">3NT</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td></td> </tr> </table> <p style="margin-top: 10px;">West drums up a 1H overcall in a situation where many would pass. Such bids can frequently help declarer in the play of the hand, which is the case here.</p> <p>The 1NT bid by North in these situations should be at the higher range. South with a decent six card suit advances to 3NT. My experience in such situations is if that suit can be brought home the contract will make. Minus 1 or minus three will rarely matter.</p> <p>After Ace and another heart, South wins the second trick and advances the club Jack. East without quivering does not cover and declarer lets it ride - it is his lucky day as the spade Ace is with East and eleven tricks come home.</p> <p>Even if the Jack is not finessed, the spades will provide an entry to dummy, to cash the club winners.</p> <p style="margin-top: 10px;"><b>Tip:</b> Do not make unnecessary noise – it only helps declarer.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>				1C	1H	1NT	Pass	3NT	Pass	Pass	Pass	
HCP																																																													
9																																																													
7	10																																																												
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N	4		1	3	4																																																								
S	4		1	3	4																																																								
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<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>																																																										
			1C																																																										
1H	1NT	Pass	3NT																																																										
Pass	Pass	Pass																																																											

<p style="margin: 0;">♠ K ♥ AQJ102 ♦ 942 ♣ KJ75</p> <p style="margin: 0;">♠ J83                      ♠ AQ10972 ♥ 85                        ♥ 9764 ♦ AJ10863                ♦ - ♣ A4                        ♣ 1092</p> <p style="margin: 0;">♠ 654 ♥ K3 ♦ KQ75 ♣ Q863</p> <table border="1" style="margin-top: 10px; border-collapse: collapse; width: 100%;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">14</td><td></td></tr> <tr><td style="text-align: center;">10</td><td style="text-align: center;">6</td></tr> <tr><td style="text-align: center;">10</td><td></td></tr> </table> <table border="1" style="margin-top: 10px; border-collapse: collapse; width: 100%;"> <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;">3</td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> <tr><td>S</td><td style="text-align: center;">3</td><td></td><td style="text-align: center;">2</td><td></td><td></td></tr> <tr><td>E</td><td></td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">3</td><td style="text-align: center;">2</td></tr> <tr><td>W</td><td></td><td style="text-align: center;">1</td><td></td><td style="text-align: center;">3</td><td style="text-align: center;">2</td></tr> </table>	HCP		14		10	6	10		Makeable contracts							♣	♦	♥	♠	NT	N	3		2			S	3		2			E		1		3	2	W		1		3	2	<p style="margin: 0;">Board 28: Dealer West: NS Vulnerable</p> <table border="0" style="margin: 0 auto; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>West</b></td> <td style="text-align: center;"><b>North</b></td> <td style="text-align: center;"><b>East</b></td> <td style="text-align: center;"><b>South</b></td> </tr> <tr> <td style="text-align: center;">1D</td> <td style="text-align: center;">1H</td> <td style="text-align: center;">1S*</td> <td style="text-align: center;">X</td> </tr> <tr> <td style="text-align: center;">2S</td> <td style="text-align: center;">3C</td> <td style="text-align: center;">3S</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td></td> <td></td> </tr> </table> <p style="margin-top: 10px;">The 1S bid by East shows at least five cards. The X by South is explained as “values” – wide ranging. East with a 6<sup>th</sup> spade decides to compete at the three level.</p> <p>South may lead the heart and now declarer is a step ahead. He will be in a position to ruff two hearts in dummy – making eight spade tricks and two outside aces.</p> <p>It is tempting to lead partner’s suit but a trump switch is too late as South has no quick entry for another trump lead. Frequently a trump lead will lose a tempo and perhaps pick up partner’s queen. This hand is an exception as a trump lead will hold declarer to nine tricks.</p> <p style="margin-top: 10px;"><b>Tip:</b> Watch out for the need to lead a trump and cut down on ruffing.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	1D	1H	1S*	X	2S	3C	3S	Pass	Pass	Pass		
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2S	3C	3S	Pass																																																										
Pass	Pass																																																												

♠ 1098  
 ♥ KQJ76542  
 ♦ A  
 ♣ 9

♠ A42                      ♠ K753  
 ♥ A8                        ♥ 10  
 ♦ 97643                    ♦ QJ10  
 ♣ 754                        ♣ QJ863

♠ QJ6  
 ♥ 93  
 ♦ K852  
 ♣ AK102

HCP	
10	
8	9
13	

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

Board 29: Dealer North: All Vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	4H	Pass	Pass

Pass

Vulnerable, a full blooded 4H opening best describes North's hand. North also has an outside Ace but any other opening might create difficulties in the later auction. EW have no reason to enter the auction. Any forward move by South is unwise. His outside values will be needed for the contract to make.

A 4H opening does not show a strong hand. It will usually show an eight-card suit and is pre-emptive in nature. It is useful to be able to describe a hand with one bid.

**Tip:** You need an excellent hand with good controls to advance over a 4H/4S opening.

♠ K102  
 ♥ KJ986  
 ♦ Q1065  
 ♣ 7

♠ -                            ♠ 9643  
 ♥ Q105                    ♥ 2  
 ♦ 97432                    ♦ AKJ8  
 ♣ AK932                    ♣ J1065

♠ AQJ875  
 ♥ A743  
 ♦ -  
 ♣ Q84

HCP	
9	
9	9
13	

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

Board 30: Dealer East: Nil All

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		Pass	1S
2NT*	3D**	5D	6D
Pass	6S	7C	X
Pass	Pass	Pass	

2NT\* by West will show the minors at least 5/5.

3D\*\* by North shows hearts and a good raise in spades. The bidding takes off subsequently and East after much consideration decides to sacrifice in 7 Clubs.

If South is declarer in a small slam, he will need to ruff a club and get the heart position right. He will know that West has at least ten cards in the minors. He may conclude from the bidding that he has three hearts. If so, he will take the heart finesse which will result in 6S coming home.

**Tip:** With distributional hands if in doubt bid on and trust good opponents

♠ J8632  
 ♥ KQJ103  
 ♦ A6  
 ♣ 8

♠ A94                      ♠ KQ105  
 ♥ 65                        ♥ A87  
 ♦ 9843                     ♦ Q102  
 ♣ KQ32                    ♣ 1094

♠ 7  
 ♥ 942  
 ♦ KJ75  
 ♣ AJ765

HCP	
11	
9	11
9	

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

Board 31: Dealer South: NS Vulnerable

West	North	East	South
			Pass
Pass	1S	Pass	1NT
Pass	2H	Pass	Pass

South passes 2H and East leads Ace and another heart. East realises that dummy will be short in spades so a trump lead is called for. Declarer tries a low spade from dummy. East will win and another trump will prevent any ruff in dummy. To make the contract declarer needs something good to happen in diamonds. Both lines of diamond play succeed – a straight forward finesse or an attempt to bring the diamond queen down in three rounds.

A 2NT bid by South after 2H will not succeed. When a mis fit is identified caution is rewarded.

**Tip:** Lead a trump when you know dummy is short in declarer's first suit.

♠ AKQ8  
 ♥ K82  
 ♦ 863  
 ♣ Q52

♠ 10943                    ♠ 7  
 ♥ 1043                    ♥ Q6  
 ♦ A102                    ♦ QJ9754  
 ♣ 964                      ♣ AK108

♠ J652  
 ♥ AJ975  
 ♦ K  
 ♣ J73

HCP	
14	
4	12
10	

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

Board 32: Dealer West: EW Vulnerable

West	North	East	South
Pass	1NT	Pass	2C
Pass	2S	Pass	Pass
Pass			

This hand is not ideal for the weak no trump opening. It is hard for South to realise that North has the ideal hand for a spade game – maximum points and a magical spade holding. A diamond can be ruffed in dummy, trumps drawn and the appearance of the heart queen in the second round of the suit will make life easy for declarer.

On a diamond lead and a non-club switch there are eleven tricks for declarer as the third diamond can be ruffed safely in dummy. This hand is a rare example where a weak no trump opening makes it difficult for a partnership to bid game.

**Tip:** Stick with the weak notrump.