

The analysis is based on 5-card Majors, Weak No-Trump (Strong NT mentioned), Transfers and Weak Two Openings in 3 suits.

<p style="margin: 0;">♠ A5 ♥ AK107 ♦ 3 ♣ AQJ972</p> <p style="margin: 0;">♠ 983 ♠ J10762 ♥ QJ64 ♥ 92 ♦ K4 ♦ 10762 ♣ K1064 ♣ 53</p> <p style="margin: 0;">♠ KQ4 ♥ 853 ♦ AQJ985 ♣ 8</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;">18</td><td></td></tr> <tr><td style="text-align: center;">9</td><td style="text-align: center;">1</td></tr> <tr><td style="text-align: center;">12</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>6</td><td>6</td><td>5</td><td>4</td><td>6</td></tr> <tr><td>S</td><td>6</td><td>6</td><td>5</td><td>4</td><td>6</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		18		9	1	12		Makeable contracts							♣	♦	♥	♠	NT	N	6	6	5	4	6	S	6	6	5	4	6	E						W						<p>Board 1: Dealer North: Nil All</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td></td> <td>1C</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>2NT</td> <td>Pass</td> <td>3NT</td> </tr> </table> <p style="margin-top: 20px;">The 30 high card point combination between North and South falls short of the required point count of 33 for 6NT. North's 2H shows reversing values (16+) and South's 2S (4th suit forcing to game) will show a good hand. Both North and South have singletons in partner's suit which is not helpful for finessing purposes. With more power in the North hand declarer should try and establish tricks in that hand. Declarer should win the likely spade lead in dummy and will need to play a club to the nine to avoid losing two clubs. Even if it loses to the ten, there are still plenty side suit entries to establish the club suit. Eleven or twelve tricks will be the likely result.</p> <p style="margin-top: 20px;">Tip: Set up the suit in the hand where there is more all around power.</p>	West	North	East	South		1C	Pass	2D	Pass	2H	Pass	2S	Pass	2NT	Pass	3NT
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<p style="margin: 0;">♠ A109863 ♥ AK9 ♦ 64 ♣ J3</p> <p style="margin: 0;">♠ 5 ♠ KJ742 ♥ J72 ♥ 1085 ♦ AK5 ♦ Q102 ♣ K109874 ♣ 52</p> <p style="margin: 0;">♠ Q ♥ Q643 ♦ J9873 ♣ AQ6</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;">12</td><td></td></tr> <tr><td style="text-align: center;">11</td><td style="text-align: center;">6</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>2</td><td>2</td><td>2</td><td>1</td></tr> <tr><td>S</td><td>1</td><td>2</td><td>2</td><td>2</td><td>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		12		11	6	11		Makeable contracts							♣	♦	♥	♠	NT	N		2	2	2	1	S	1	2	2	2	1	E						W						<p>Board 2: Dealer East: NS Vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1C</td> <td>1S</td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2C</td> <td>2S</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p style="margin-top: 20px;">West with a six-card club suit is just about worth a 1C opening (the high card points and the combined two longest suits come to 20 satisfying the criteria for an opening bid). After North's normal overall of 1S East can show his limited values by bidding 1NT. West retreats to 2C which best describes his hand. North will probably come again with a bid of 2S. East might think of a penalty double. He should not be trigger happy and should quietly pass. He has only two trump tricks in defence and 2S is a comfortable make. If East West venture to the three level in clubs a double by North or South will secure plus 300 and punish the misadventure.</p> <p style="margin-top: 20px;">Tip: Exercise caution before pulling the penalty double trigger.</p>	West	North	East	South			Pass	Pass	1C	1S	1NT	Pass	2C	2S	Pass	Pass	Pass			
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♠ KQJ53
 ♥ J82
 ♦ 94
 ♣ 765
 ♠ 8764
 ♥ AK106
 ♦ J10
 ♣ AK4
 ♠ 9
 ♥ Q94
 ♦ AKQ832
 ♣ Q32
 ♠ A72
 ♥ 753
 ♦ 765
 ♣ J1098

HCP	
7	
15	13
5	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	4	6	6	2	2
W	4	6	6	2	2

Board 3: Dealer South: EW Vulnerable

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

It is not easy to reach a slam in this hand. Ironically North South's bidding is of assistance. It is best to play free bids at the two level as forcing for one round. West's pass on the second round of bidding denies primary support for diamonds. East shows a spade singleton and West with a 4H bid shows values in that suit. 4NT elicits a reply showing two aces and East advances to 6D. That is an easy make and pairs who arrive there will score well. With the favourable heart break 6H a much inferior contract also comes home.

Tip: Play all two-level responses over interference as forcing for one round.

♠ KQ
 ♥ A76
 ♦ J10
 ♣ AQJ753
 ♠ A1087
 ♥ K85
 ♦ KQ832
 ♣ 8
 ♠ J
 ♥ Q10432
 ♦ A965
 ♣ 1062
 ♠ 965432
 ♥ J9
 ♦ 74
 ♣ K94

HCP	
17	
12	7
4	

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

Board 4: Dealer West: All Vulnerable

West	North	East	South
1D	2C	X	Pass
2S	3C	3D	Pass
Pass	Pass	Pass	

It is best for North to get his good suit into the picture early in the bidding. The X from East is negative. Ideally East should have both majors but if West bids spades (or jumps in the suit) he has a good fall-back position in diamonds. It is difficult to reach the making heart game. 5D will also make if one can divine the heart position. With plenty of trumps and a black singleton in both hands a diamond contract plays well. With the heart 9 falling from South on the first round the play of the heart queen on the second round of the suit is not an unlikely play. North on the bidding is unlikely to have four hearts.

Tip: With 12 to 17 points and a six-card suit, bid that suit rather than make a take-out double.

<p>♠ 2 ♥ KJ10 ♦ J1072 ♣ K8743</p> <p>♠ J4 ♠ AKQ103 ♥ AQ632 ♥ 87 ♦ Q543 ♦ A6 ♣ 109 ♣ AJ65</p> <p>♠ 98765 ♥ 954 ♦ K98 ♣ Q2</p> <table border="1" style="display: inline-table; margin-right: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td>8</td><td></td></tr> <tr><td>9</td><td>18</td></tr> <tr><td>5</td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <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>2</td><td>2</td><td>3</td><td>4</td><td>4</td></tr> <tr><td>W</td><td>2</td><td>2</td><td>3</td><td>4</td><td>4</td></tr> </table>	HCP		8		9	18	5		Makeable contracts							♣	♦	♥	♠	NT	N						S						E	2	2	3	4	4	W	2	2	3	4	4	<p>Board 5: Dealer North: NS Vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td>Pass</td> <td>1S</td> <td>Pass</td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>3C</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table> <p>The jump to 3C in the second round of bidding by East should always show 17 plus high card points. With 15 or 16 a simple 2C bid is best. West with both red suits well covered will raise to 3NT. North will usually lead a low diamond. Should South decide to switch to a heart at trick two the heart nine is the correct heart to play. That card will deny an honour in the suit. If South switched to the heart four it will indicate an honour which is not the holding in this case. Declarer has an easy nine tricks and may well score an overtrick in the end game.</p> <p>Tip: When jumping to the three level with a rebid, always have 17 plus high card points.</p>	West	North	East	South		Pass	1S	Pass	1NT	Pass	3C	Pass	3NT	Pass	Pass	Pass
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<p>♠ 972 ♥ KJ942 ♦ A8 ♣ K53</p> <p>♠ QJ65 ♠ A3 ♥ Q85 ♥ 10 ♦ Q52 ♦ J1097643 ♣ A96 ♣ 742</p> <p>♠ K1084 ♥ A763 ♦ K ♣ QJ108</p> <table border="1" style="display: inline-table; margin-right: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td>11</td><td></td></tr> <tr><td>11</td><td>5</td></tr> <tr><td>13</td><td></td></tr> </table> <table border="1" style="display: inline-table;"> <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>3</td><td></td><td>4</td><td>2</td><td>4</td></tr> <tr><td>S</td><td>3</td><td></td><td>4</td><td>2</td><td>4</td></tr> <tr><td>E</td><td></td><td>1</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td>1</td><td></td><td></td><td></td></tr> </table>	HCP		11		11	5	13		Makeable contracts							♣	♦	♥	♠	NT	N	3		4	2	4	S	3		4	2	4	E		1				W		1				<p>Board 6: Dealer East: EW Vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>1C</td> </tr> <tr> <td>Pass</td> <td>1H</td> <td>Pass</td> <td>2H</td> </tr> <tr> <td>Pass</td> <td>4H</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>Modern players tend to open the North hand with eleven points and a five-card heart suit. As overbidding is rampant in the modern game (in Ireland!), sound opening bids in first position are recommended. From experience, that policy will work out better in the long term. Despite passing first in hand NS have no difficulty reaching the heart game.</p> <p>In the play the key to the result will be the handling of the heart suit. You will all have heard “8 ever – 9 never” with regard to finessing or playing for the drop. The odds in normal circumstances slightly favour playing for the drop as in the above hand. But with NS holding a singleton the same may also be true of East West. Good guessers (without peeping) will score well here.</p> <p>Tip: A sound opening bid is recommended in first position. Light openings may frequently result in getting too high in the bidding.</p>	West	North	East	South			Pass	1C	Pass	1H	Pass	2H	Pass	4H	Pass	Pass	Pass			
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Pass	1H	Pass	2H																																																														
Pass	4H	Pass	Pass																																																														
Pass																																																																	

♠ KJ7
 ♥ Q53
 ♦ 43
 ♣ K10854

♠ 4 ♠ AQ10532
 ♥ K109864 ♥ J2
 ♦ K1086 ♦ A92
 ♣ J2 ♣ 93

♠ 986
 ♥ A7
 ♦ QJ75
 ♣ AQ76

HCP	
9	
7	11
13	

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

Board 7: Dealer South : All Vulnerable

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

West is not good enough to enter the fray in second position. In fourth position East will bid 2S frequently a six-card suit and may have a minor. In defence South may start with a diamond. East will win in hand and does best to play a heart. When South plays low declarer can rise with the King. A spade to the Queen will follow. Then the Ace and another spade will put North on lead. The defence can cash two clubs and a heart but declarer is ahead. The diamond position has been revealed at trick one. Declarer will score well for making nine tricks. On a non-diamond lead declarer may mis-guess the heart position and be held to seven or eight tricks. As the play develops declarer should recognise that South is favourite to hold heart Ace.

Tip: Declarer should look for clues for missing high card points. It will usually lead to the logical and winning play.

♠ Q43
 ♥ KQJ102
 ♦ K85
 ♣ A8

♠ J7 ♠ 982
 ♥ A84 ♥ 97653
 ♦ Q103 ♦ J
 ♣ Q6432 ♣ J1095

♠ AK1065
 ♥ VOID
 ♦ A97642
 ♣ K7

HCP	
15	
9	2
14	

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

Board 8: Dealer West: Nil All

West	North	East	South
Pass	1H	Pass	2D
Pass	2NT*	Pass	3S
Pass	4D*	Pass	4NT
Pass	6D	Pass	Pass
Pass			

This is a difficult hand to bid with the heart void in the South hand. It is not easy to show the playing strength of the South hand in addition to the fifth spade. 2NT shows 15-17 points. South knows there is a six three diamond fit. Once beyond 3NT 4D is Roman Key card in diamonds. 4NT shows two key cards and without the trump queen. 6S will score better and 6NT better again. It is hard to comprehend 6NT making without bringing home the diamond suit. But there are five spades, 3 hearts, 2 clubs and two Diamonds on top after heart Ace is knocked out. The missing diamond spots will lead to failure in 7D.

Tip: Do not bid a grand slam unless you can count a certain thirteen tricks.

♠ KQ105
 ♥ AK3
 ♦ K10952
 ♣ 4

♠ J8 ♠ A972
 ♥ 10972 ♥ QJ86
 ♦ A8 ♦ Q7
 ♣ A1087 ♣ KQJ

♠ 643
 ♥ 54
 ♦ 643
 ♣ 96532

HCP	
15	
10	15
0	

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

Board 9: Dealer North: EW Vulnerable

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

West has a difficult bid over partner's take-out X. A case can be made for 2H, 1NT or 2NT. As East is vulnerable, he should be full value for his take-out double. Jumping to 2H will often show a five-card suit and 8 to 9 points. East will pass that but will advance to 3NT over a 2NT response. A 2NT bid gets a hesitant vote. The texture of the spot cards in West's hand are the deciding factor as all come into play. In a NT contract North cannot lead diamonds without assisting declarer. A spade lead is no better and with careful play West will come to nine tricks. East will not do as well in a NT contract.

Tip: Examine the texture of your suits (10, 9 etc) when considering a forward action.

♠ AK107
 ♥ Q10852
 ♦ 86
 ♣ J7

♠ 65 ♠ 2
 ♥ KJ9 ♥ A743
 ♦ AQJ7 ♦ K432
 ♣ Q985 ♣ 6432

♠ QJ9843
 ♥ 6
 ♦ 1095
 ♣ AK10

HCP	
10	
13	7
10	

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

Board 10: Dealer East: All Vulnerable

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

South is way too strong for a weak 2S opening. With a nice six card suit and an Ace King in an outside suit, 1S is the correct opening. West drums up a take-out double (of doubtful parentage) and North with excellent trump support and some outside values stretches to 4S. Ironically if West does not double, NS may not get to game. But if NS play a form of Bergen raises South may advance to game. It is difficult for East West to know that a five-level sacrifice is the best course of action in the hand. Any pair that bids the spade game will score well.

Two diamonds and a heart are declarer's only losers. Clubs plays better than diamonds for EW. In a diamond contract a club ruff can be negotiated. There is also a loser in both major suits.

Tip: Upgrade 6 4 distribution hands with points in the suits.

♠ 96532
 ♥ A653
 ♦ A
 ♣ 953
 ♠ 8
 ♥ Q874
 ♦ Q1075
 ♣ KQJ8
 ♠ AKQJ1074
 ♥ J92
 ♦ 2
 ♣ 104
 ♠ VOID
 ♥ K10
 ♦ KJ98643
 ♣ A762

8	
10	11
11	

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

Board 11: Dealer South: Nil All

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

East has a genuine 3S bid in 4th position. South with seven four distribution decides to mention his second suit at the four level. With two suits it is usually best to give partner a choice though in this instance there is a great discrepancy between the suits. West throws in a sporting double. North has an automatic pass. East with nothing of value outside of spades reluctantly passes. He must put his trust in partner.

Declarer will have to play carefully to make nine tricks losing three clubs and a spade. Declarer can hit the lead of club King and score four trump tricks in his hand via one spade and two heart ruffs. In addition, he will score Ace and King of hearts and Ace of diamonds one diamond ruff in dummy and later the diamond King. East will make precisely nine tricks in spades. It is likely that some West players will advance to 4S which is destined to fail.

Tip: Count your tricks before carefully planning a cross ruff.

♠ J8764
 ♥ A104
 ♦ K986
 ♣ A
 ♠ K10
 ♥ 9
 ♦ AQJ1075
 ♣ Q972
 ♠ AQ93
 ♥ QJ8632
 ♦ 3
 ♣ K3
 ♠ 52
 ♥ K75
 ♦ 42
 ♣ J108654

HCP	
12	
12	12
4	

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

Board 12: Dealer West: NS Vulnerable

West	North	East	South
1D	Pass	1H	Pass
2C	Pass	2S*	Pass
3D	Pass	3NT	Pass
Pass	Pass		

East's bid of 2S is fourth suit forcing to game. West denies a spade stop and East makes the practical bid of 3NT. On a likely club lead East has a comfortable nine tricks, losing a club, a diamond and two hearts.

If East becomes declarer in 4H, he will fail by one trick, losing a club, a ruff and two top hearts.

5D will also be unsuccessful should West override East's bid of 3NT. On a spade lead South can ruff the third spade if West attempts to discard his losing heart.

Tip: Try to avoid a tug of war with points for game in non-fitting hands.

♠ AK62
 ♥ K105
 ♦ Q10
 ♣ A1084
 ♠ QJ53 ♠ 9874
 ♥ A ♥ Q743
 ♦ J542 ♦ 986
 ♣ KQ92 ♣ 75
 ♠ 10
 ♥ J9862
 ♦ AK73
 ♣ J63

HCP	
16	
13	2
9	

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

Board 13: Dealer North: All Vulnerable

West	North	East	South
	1C	Pass	1H
Pass	1NT	Pass	2C
Pass	2D*	Pass	2H
Pass	4H	Pass	Pass
Pass			

A useful convention comes into play in this hand. Over a 1NT rebid a bid of 2C from South shows an invitational hand and commands 2D from North. 2H from South at this stage shows a game invitational hand with five hearts. If North was minimum with three hearts he can pass. He can bid 2NT with 15 points and 3NT with seventeen (or a good sixteen). In this hand with good controls and three card heart support, he has an easy bid of 4H.

If South had a game going hand, he will bid 2D forcing to game. North can show three card heart support or bid spades (showing 4) or 3NT as appropriate.

The favourable club position means that South has ten tricks. His losing diamond can go on the club or the spade.

A heart contract will score better as there are only nine tricks in NT.

Tip: Over 1NT rebid partner can bid 2C to show an invitational hand and 2D (artificial) to show a game forcing hand.

♠ KJ97
 ♥ 4
 ♦ Q52
 ♣ 109864
 ♠ AQ863 ♠ 54
 ♥ 932 ♥ KJ8
 ♦ J6 ♦ AK83
 ♣ KQ3 ♣ AJ75
 ♠ 102
 ♥ AQ10765
 ♦ 10974
 ♣ 2

HCP	
6	
12	16
6	

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

Board 14: Dealer East: Nil All

West	North	East	South
		1C	2H
2S	Pass	2NT	Pass
3NT	Pass	Pass	Pass

South makes a weak jump overcall showing six hearts and six to nine or ten points. It is best to play the 2S by West to show five plus spades and forcing for one round. Even though his hearts are poorly placed East has little choice but to rebid 2NT and 3NT will normally be the final contract.

South might start with a heart, the diamond 10 or the spade 10. With the spades poorly placed for declarer prospects look poor. However, an initial heart lead may well see declarer home. After the spade finesse fails, he can cash four clubs the spade Ace and exit on a spade. North can now cash his spades and long club. The diamond end play follows. Only on the initial spade lead is declarer sure to fail.

Tip: After opponent overcalls at the two level, a two-level bid of a new suit by you is best used as forcing for one round.

♠ Q987
 ♥ 10962
 ♦ AQJ76
 ♣ VOID
 ♠ 532
 ♥ KJ87
 ♦ 987
 ♣ 1072
 ♠ AKJ76
 ♥ 5
 ♦ K4
 ♣ A8543
 ♠ 4
 ♥ AQ43
 ♦ 532
 ♣ KQJ96

HCP	
9	
4	15
12	

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

Board 15: Dealer South: NS Vulnerable

West	North	East	South
			1C
Pass	1D	1S	X*
Pass	2D*	Pass	Pass
Pass			

The X by South over East's bid of 1S shows three card diamond support – a Support Double. East will be reluctant to retire from the bidding but with his second suit opened by South and silence from West discretion is the better part of valour. 2S doubled will not be a success after the lead of the Club King and continuous club leads.

In 2D East will likely start with spade Ace and switch to a heart. Declarer can rise with the Ace and lead the Club King discarding a heart. East has no winning return. Declarer will score two top clubs, two ruffs in dummy, the heart Ace and four trump tricks in hand.

Tip: Use a support double to show three card support for partner's suit after opponent has overcalled.

♠ 52
 ♥ K7
 ♦ KJ2
 ♣ K109874
 ♠ A10874
 ♥ Q943
 ♦ A
 ♣ A62
 ♠ K6
 ♥ AJ10872
 ♦ Q10843
 ♣ J
 ♠ QJ93
 ♥ 65
 ♦ 9765
 ♣ Q53

HCP	
10	
14	11
5	

Makeable contracts					
	♣	♦	♥	♠	NT
N					
S					
E	2	4	7	4	3
W	2	4	7	4	3

Board 16: Dealer West: EW Vulnerable

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

The first double by East is negative showing the red suits. When West comes with 3H he is more than minimum. A series of cue bids follow. East has a fifth trump and the spade King is a vital card in partner's first suit. 4NT is key card and with one key card missing East settles for the small slam in hearts.

With the trump finesse succeeding and the favourable diamond position there are thirteen tricks available.

Tip: Cue bid an Ace, a King or a singleton below the level of game on way to slam. 4NT can follow to find out the key card position.

♠ KJ1092
 ♥ A92
 ♦ A82
 ♣ 98
 ♠ A65
 ♥ 76
 ♦ 6543
 ♣ 10653
 ♠ Q43
 ♥ KQ1084
 ♦ 10
 ♣ AKQJ
 ♠ 87
 ♥ J53
 ♦ KQJ97
 ♣ 742

HCP	
12	
4	17
7	

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

Board 17: Dealer North: Nil All

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1S	2H	X
Pass	2S	3C	Pass
Pass	Pass		

East with no tolerance for diamonds does best to bid 2H on the first round of bidding. South with seven points is not inclined to take a vow of silence. He produces a negative double. If partner does not have a red suit South has a fallback position in spades. West is silent. East introduces his club suit. He has seventeen points and is well worth another bid. West is relatively happy with the outcome and 3C becomes the final contract.

In the play after a spade lead declarer can win in the second spade in dummy with the Ace and draw trumps. He can now advance the King of hearts. North is unable to defeat the contract. He can win with the Ace and force declarer with a diamond. Declarer can ruff, follow with a heart ruff in dummy and the spade queen is the entry for his established hearts. Ten tricks after thoughtful declarer play will lead to a good result.

Tip: Bid your five-card suit on first round of bidding rather than make an off-centre double unless hand is exceptionally strong.

♠ 984
 ♥ 1094
 ♦ KJ1086
 ♣ 85
 ♠ A72
 ♥ 8652
 ♦ Q
 ♣ AKQ102
 ♠ Q1063
 ♥ A73
 ♦ 9742
 ♣ J4
 ♠ KJ5
 ♥ KQJ
 ♦ A53
 ♣ 9763

HCP	
4	
15	7
14	

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

Board 18: Dealer East: NS Vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1NT
2C*	Pass	Pass	Pass

The weak notrump is a good pre-emptive bid and frequently makes life difficult for opponents. There are numerous conventions devised to enable opponents compete over the 1NT opening. One I have found useful over the years is 2C showing Clubs and another. 2D will show the majors or diamonds and a major. If it is the latter it will usually be longer in diamonds than the major, normally six cards.

East might try and find the other suit. He can bid 2D and West will show his poor-quality heart suit. Partner can pass with diamonds or introduce his other four card suit. The 2D response shows better diamonds than clubs. But with a known five card club in the West hand some East players will subside. Eight tricks can be scrambled in a major suit or in a club contract with careful play.

Tip: Over opponents weak NT bid 2 Clubs to show clubs and another. Bid 2D to show the majors – or diamonds and a major. If the latter, diamonds will be longer, usually six.

♠ 92
 ♥ KQJ9762
 ♦ KQ3
 ♣ 7
 ♠ AK
 ♥ 4
 ♦ J87654
 ♣ Q854
 ♠ J10765
 ♥ A10
 ♦ 9
 ♣ AK1096
 ♠ Q843
 ♥ 853
 ♦ A102
 ♣ J32

HCP	
11	
10	12
7	

Makeable contracts					
	♣	♦	♥	♠	NT
N			2		
S			2		
E	6	3		4	2
W	6	3		4	2

Board 19: Dealer South: EW Vulnerable

West	North	East	South
			Pass
1D	3H	X	4H
5C	Pass	6C	Pass
Pass	6H*	X	Pass
Pass			

With six four distribution and an outside Ace King, West opens 1D. East's double is take-out showing the black suits. South joins in the action by raising partner to 4H. West is minimum but has good shape. South's bid has provoked him. He fearlessly bids 5C. East with all the bidding around him raises to 6C – wondering has he missed 7 Clubs. At favourable vulnerability North sacrifices in 6H.

It has been a lively auction but North's optimism is justified as 6C comes home. East can lead his singleton diamond against 6HX. The defence will score, heart ace, spade Ace and King, a diamond ruff and one club to escape for four off.

Tip: With good shape and good values in a competitive auction bid on.

♠ J974
 ♥ 106
 ♦ AJ94
 ♣ KQJ
 ♠ 10
 ♥ J853
 ♦ KQ10732
 ♣ 102
 ♠ AQ8532
 ♥ AKQ72
 ♦ 8
 ♣ 7
 ♠ K6
 ♥ 94
 ♦ 65
 ♣ A986543

HCP	
12	
6	15
7	

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

Board 20: Dealer West: All Vulnerable

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

Another lively auction – The original 2D bid shows both majors (or D and a major as outlined above) South wishes to compete and shows some values and obviously a six-card minor suit. West shows preference for hearts. North has support for both minors and is happy to co-operate. South chooses wisely not to advance to 5 Clubs. If that contract is doubled it will result in 800 in the out column.

There are just two losers in a heart contract.

Tip: Try to judge should you go to the five level or leave it to the opponents. It is rarely right in a competitive auction to sacrifice at equal vulnerability.

♠ J96
 ♥ 1062
 ♦ Q4
 ♣ AK1093
 ♠ Q1053 ♠ K82
 ♥ J ♥ Q98743
 ♦ A10832 ♦ K975
 ♣ 652 ♣ VOID
 ♠ A74
 ♥ AK5
 ♦ J6
 ♣ QJ874

HCP	
10	
7	8
15	

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

Board 21: Dealer North: NS Vulnerable

West	North	East	South
	Pass	2H	2NT
Pass	3NT	Pass	Pass
Pass			

When East opens a weak two in hearts, South just about has a 2NT bid showing 15 to 17 points with heart stoppers. North will raise to 3NT. On any lead South can only come to eight tricks. It is difficult for East West to find their diamond fit where ten tricks are available. If North South find their club fit there are nine tricks.

The difficulty about East opening 2H is that frequently a better fit can be lost as is the case here.

Tip: Use the 2NT overcall over a Weak 2 to show 15- 18 points. Partner can transfer or use Stayman as appropriate.

♠ A43
 ♥ QJ87
 ♦ 94
 ♣ 10962
 ♠ 10962 ♠ Q5
 ♥ 965 ♥ AK102
 ♦ QJ102 ♦ A865
 ♣ Q5 ♣ KJ8
 ♠ KJ87
 ♥ 43
 ♦ K73
 ♣ A743

HCP	
7	
5	17
11	

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

Board 22: Dealer East: EW Vulnerable

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

This is another useful example of the 2C/2D bid over 1NT rebid. Playing a 1NT rebid as 15 -17 bidding a major suit with five points will rarely cause difficulties. The 2C bid by West commands 2D from partner. It is usually the start of an invitational hand. In this hand, West will safely pass 2D with minimum values as he has discovered there is no primary major fit. South with eleven high card points should not double on the first round of bidding as he has little tolerance for hearts and the wrong distribution. There are nine tricks in a diamond contract

Tip: Use the rebid of 1NT as 15- 17 and 2NT as 18-19. You can respond at the one level with five points without diving overboard.

♠ Q106
 ♥ 1074
 ♦ A9862
 ♣ 108
 ♠ J93 ♠ K8542
 ♥ AK862 ♥ QJ9
 ♦ KQ3 ♦ 75
 ♣ 54 ♣ Q63
 ♠ A7
 ♥ 53
 ♦ J104
 ♣ AKJ972

HCP	
6	
13	8
13	

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

Board 23: Dealer South: All Vulnerable

West	North	East	South
			1C
1H	X	2H	3C
Pass	Pass	Pass	

West has a natural 1H overcall. North has six points and does not wish to remain silent. A double will show four spades so pass is an option. East has a normal raise to 2H. With an eight-card fit one competes to the two level in a competitive auction. A nine-card fit (or some extra features – e g a singleton) is needed to advance to the three level. South with a good 6 card suit advances to the three level after partner’s negative double. The favourable lie of the diamond suit results in a successful trump finesse and 3C will make for a good result. If East West keep bidding as is wont to happen, a double will yield a handsome result for NS.

Tip: With eight card fit compete to the two level in a competitive auction but not beyond.

♠ 1032
 ♥ AJ
 ♦ 1098765
 ♣ J3
 ♠ AK985 ♠ 64
 ♥ 73 ♥ 1098642
 ♦ 4 ♦ AJ3
 ♣ Q9865 ♣ A4
 ♠ QJ7
 ♥ KQ5
 ♦ KQ2
 ♣ K1072

HCP	
6	
9	9
16	

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

Board 24: Dealer West: Nil All

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

Despite the poor quality of the suit, East with two outside Aces musters up a weak two opening. South has a normal 2NT overcall showing 15 to 18 points. West with two five card suits reluctantly stays silent. The heart 7 is the likely lead. Declarer can win in dummy. There is no winning diamond play for declarer. If declarer runs diamond 10 at trick two it will score. A second diamond now will see East rise with the Ace and return a heart which will kill the diamond suit. On a spade lead declarer will have to guess well to escape for one down. Some trigger-happy West players might double the 2NT bid and score well. When West shows up with Ace King of spades, he is unlikely to hold Club Ace and to pass on first round of bidding

Tip: Try and figure out in the play where missing high cards are most likely located.

♠ K104
 ♥ J8432
 ♦ J109
 ♣ Q4
 ♠ J876
 ♥ 109
 ♦ Q72
 ♣ AJ109
 ♠ Q93
 ♥ AKQ5
 ♦ 643
 ♣ 853
 ♠ A52
 ♥ 76
 ♦ AK85
 ♣ K762

HCP	
7	
8	11
14	

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

Board 25: Dealer North: EW Vulnerable

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

It is generally best to transfer to a major if possible after partner's 1NT opening. Even if weak, the hand will usually play better in a suit. East in the pass-out position is happy to defend. A double at this stage of the bidding would be take-out of hearts.

West will lead a spade and will be lucky to see his partner insert the nine. Many contend that leading from four to the jack is the worst lead in bridge, but West has no attractive lead here. There is little declarer can do as the diamond finesse fails and the quality of the trump suit is poor. East must be careful not to fell his partner's trump ten. Normal defence will hold declarer to six tricks.

Tip: With five of a major transfer to that major after partner opens 1NT.

♠ A98754
 ♥ Q864
 ♦ 9
 ♣ Q10
 ♠ K3
 ♥ J5
 ♦ J762
 ♣ KJ765
 ♠ J72
 ♥ AK102
 ♦ Q1043
 ♣ A4
 ♠ Q6
 ♥ 973
 ♦ AK85
 ♣ 9832

HCP	
8	
9	14
9	

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

Board 26: Dealer East: All Vulnerable

West	North	East	South
		1NT	Pass
Pass	2S	Pass	Pass
3C	Pass	Pass	Pass

North in the pass out position bids 2S. 2D showing both majors with six four distribution is not recommended. The spades are a bigger feature than hearts in North's hand. West with nine points decides to compete with 3C. As West has passed originally East has an automatic Pass and it would be unwise to punish partner by advancing to 3NT.

North will start with his singleton diamond. South will cash two diamonds and give partner a ruff. North can take his spade Ace now or later. The fall of the club queen informs declarer of the club position and that a finesse / smother play is necessary. The favourable heart position and that of the spade Queen means that all roads lead to Rome.

Tip: When competing over 1NT opening with six four in the majors bidding the six-card suit is recommended.

<p style="margin: 0;">♠ 962 ♥ 10 ♦ QJ107 ♣ AQ753</p> <p style="margin: 0;">♠ A754 ♠ 103 ♥ KJ743 ♥ 965 ♦ A8 ♦ K9532 ♣ K6 ♣ J108</p> <p style="margin: 0;">♠ KQJ8 ♥ AQ82 ♦ 64 ♣ 942</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>9</td><td></td></tr> <tr><td>15</td><td>4</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><td>N</td><td>2</td><td></td><td></td><td>1</td><td>1</td></tr> <tr><td>S</td><td>2</td><td></td><td></td><td>1</td><td>1</td></tr> <tr><td>E</td><td></td><td>1</td><td>1</td><td></td><td></td></tr> <tr><td>W</td><td></td><td>1</td><td>1</td><td></td><td></td></tr> </table>	HCP		9		15	4	12		Makeable contracts							♣	♦	♥	♠	NT	N	2			1	1	S	2			1	1	E		1	1			W		1	1			<p style="margin: 0;">Board 27: Dealer South: Nil All</p> <table border="1" style="margin: 0 auto; border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;"><i>West</i></th> <th style="padding: 5px;"><i>North</i></th> <th style="padding: 5px;"><i>East</i></th> <th style="padding: 5px;"><i>South</i></th> </tr> <tr> <td style="padding: 5px;">2D</td> <td style="padding: 5px;">X</td> <td style="padding: 5px;">2H</td> <td style="padding: 5px;">1NT</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">3C</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p style="margin-top: 10px;">Once again bidding 2D for the majors over 1NT opening comes into play. (Some play 2C for majors – agree one method with your partner). The 2D bid will usually show five four in the majors either way. North’s X shows values and East gives preference to hearts. Some West players might double 1NT for penalties (15 plus) but a bid showing the majors is often best on such hands. North will not be silenced and his bid of 3C concludes the auction.</p> <p>East will probably start with a spade. West will win and will play Ace and a diamond to the King. This will be followed by a diamond ruff. There is still a trump trick to come. Minus one will be a popular result. If North doubles 2H for takeout in the pass-out position and South passes that contract should go down one.</p> <p style="margin-top: 10px;">Tip: Agree with partner how to compete over opponent’s 1NT opening. 2D for the majors is a more flexible method and it should show 11 to 14 points in 2nd position.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	2D	X	2H	1NT	Pass	3C	Pass	Pass	Pass			
HCP																																																													
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2D	X	2H	1NT																																																										
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<p style="margin: 0;">♠ Q109 ♥ 1075 ♦ A3 ♣ AKQ75</p> <p style="margin: 0;">♠ AKJ83 ♠ 742 ♥ J9643 ♥ AKQ ♦ Q ♦ 82 ♣ J10 ♣ 96432</p> <p style="margin: 0;">♠ 65 ♥ 82 ♦ KJ1097654 ♣ 8</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>15</td><td></td></tr> <tr><td>12</td><td>9</td></tr> <tr><td>4</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><td>N</td><td></td><td>3</td><td></td><td></td><td></td></tr> <tr><td>S</td><td></td><td>3</td><td></td><td></td><td></td></tr> <tr><td>E</td><td></td><td></td><td>3</td><td>3</td><td></td></tr> <tr><td>W</td><td>1</td><td></td><td>3</td><td>3</td><td></td></tr> </table>	HCP		15		12	9	4		Makeable contracts							♣	♦	♥	♠	NT	N		3				S		3				E			3	3		W	1		3	3		<p style="margin: 0;">Board 28: Dealer West: NS Vulnerable</p> <table border="1" style="margin: 0 auto; border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;"><i>West</i></th> <th style="padding: 5px;"><i>North</i></th> <th style="padding: 5px;"><i>East</i></th> <th style="padding: 5px;"><i>South</i></th> </tr> <tr> <td style="padding: 5px;">1S</td> <td style="padding: 5px;">2C</td> <td style="padding: 5px;">2S</td> <td style="padding: 5px;">3D*</td> </tr> <tr> <td style="padding: 5px;">3S</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> </tr> </table> <p style="margin-top: 10px;">North has a choice of overcalling 1NT or bidding a simple 2C. The advantage of 2C is that you gave a good suit mentioned early. South paid his entry fee and introduces his eight-card diamond Suit. West’s bid of 3S is competitive not constructive holding two five card suits. South will frequently come again with 4D which has four top losers and may be doubled at unfavourable vulnerability.</p> <p>3S has just four losers so + 140 is an easy make. To protect their score, East will need to double 4D. Plus 200 is usually a good score.</p> <p style="margin-top: 10px;">Tip: After partner raises your 1S to 2S, a bid of 3S is competitive not constructive.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1S	2C	2S	3D*	3S	Pass	Pass	Pass
HCP																																																									
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3S	Pass	Pass	Pass																																																						

Many thanks to Grand Master Enda Glynn who has prepared this excellent commentary for you – with a little divine assistance.