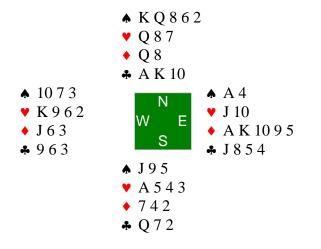
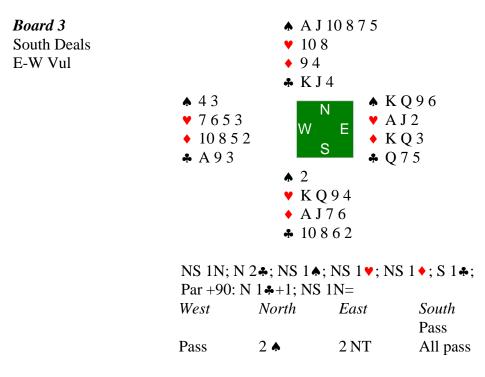


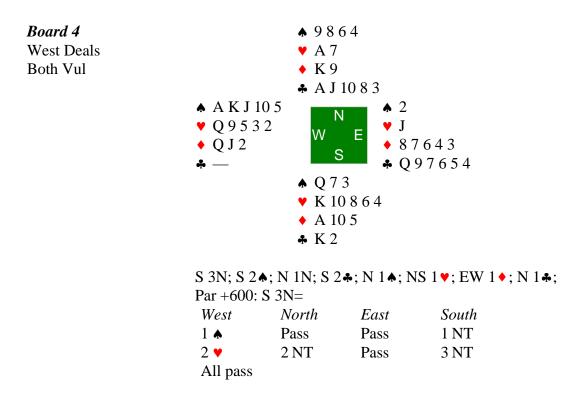
N/S will be stop in 3S. E/W you will go to 4H. It should really be played in 4S down one. 4H makes for E/W but N/S will go on and sacrifice in 4S holding 10 spades and if they do go to 4S you should not go on to 5H. Remember, for some reason they were stopping in 3S. In other words they did not have the values to bid 4S. *Board 2* East Deals N-S Vul



NS 3♠; EW 2♦; NS 1♥; EW 1♣; Par +140: NS 3♣=

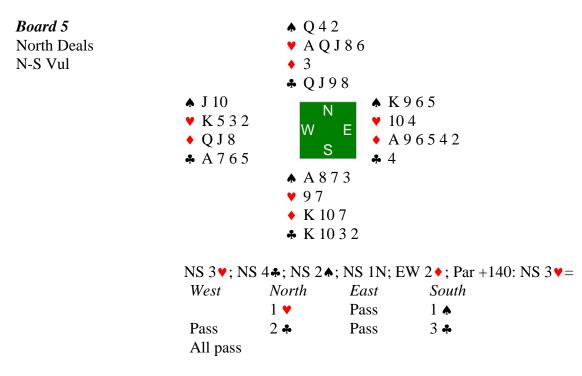


If North opens 2S, East is best to bid 2 NT rather than double. That should finish the auction. A takeout double is wrong on the East cards because it shows 4 cards in hearts and shortness in spades.



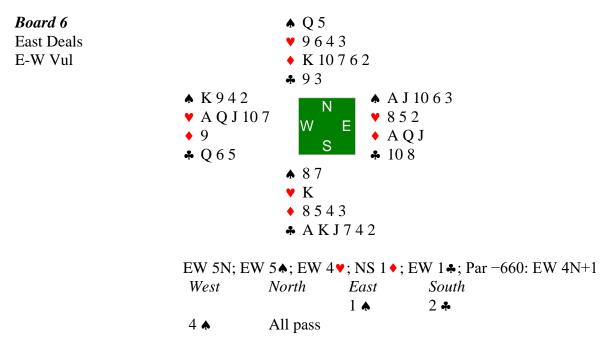
I suspect a lot of Norths bid 2C over the 1S opening by West. I must admit I wouldn't as it is minimal for a vulnerable overcall and not a good 2 level overcall vulnerable. Many South players bid 2H which should be 100% forcing and a lot of Norths passed this. There is no other way to explain the results of 2H going down. This is breaking the basic rule, "a response in a new suit to an opening bid or to an overcall, is 100% forcing."

South's 1 NT is the 'Protective No-Trump' showing 11-14 points (with or without a spade stopper).



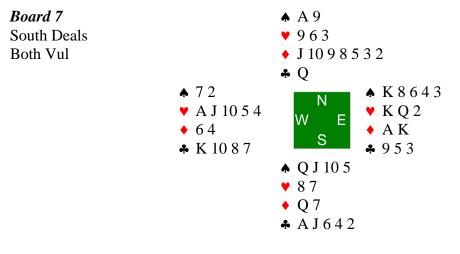
Amazing Score sheet:

It should go 1H (N) – Pass by East AND NOT 2D - 1S (S) – 2C(N) - 3C(S)



All roads lead to 11 tricks in 4S. Hopefully South's 2C overcall will have put E/W off thinking about slam.

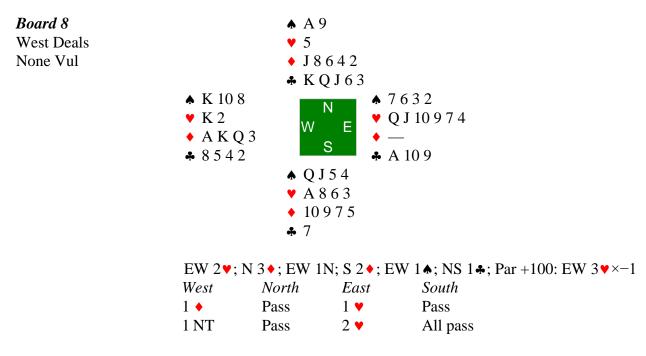
Hopefully South will be able to read and understand North's first club because if South does not cash his second club winner at trick 2, he won't get a second chance.



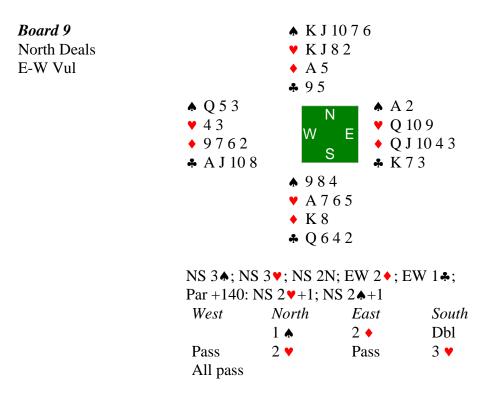
EW 4♥; EW 3N; EW 2♠; EW 2♣; NS 1♦; Par –620: EW 4♥=

If N opens 3D (dubious vulnerable) East will probably bid 3S and West is certainly worth 4H as he has a decent suit. Mind you the East spade suit is poor but with only 3 cards in clubs and hearts, it is better than doubling 3D for takeout. When West bids 4H he has secondary spade support holding two.

Declarer needs too organise two club tricks in order to make 10 tricks in 4H and that is doable if declarer leads clubs 2 or 3 times from dummy. Of course a club lead from North will help declarer's cause.

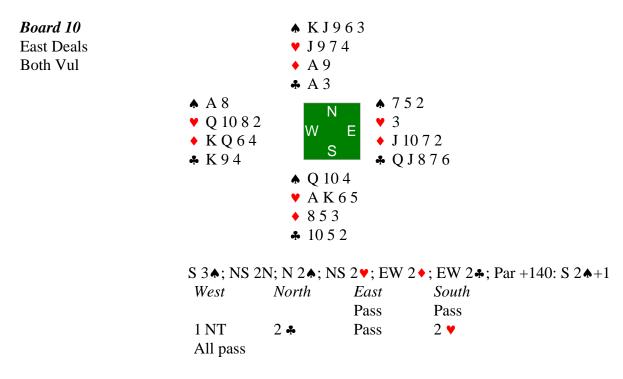


E/W have only 22 points so those who got to 3 NT or 4H were certainly pushing the boat out a bit too far.

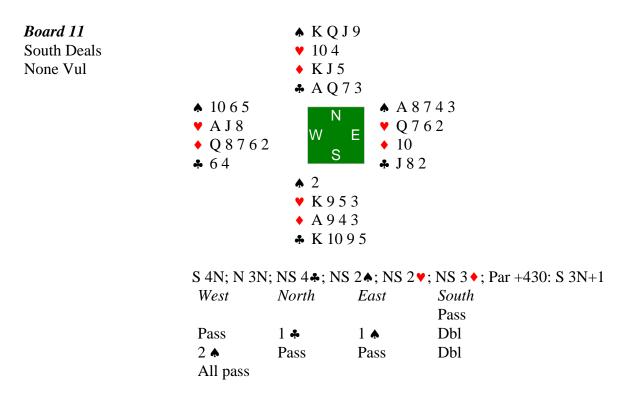


N/S have only 21 points so 3H is high enough (or 3S). South's double is a 'negative' double showing the two unbid suits (hearts and clubs).

If East does not overcall then South night respond 1 NT and now North should rebid 2H showing 5 spades and 4 hearts. South can raise to 3H but North will most likely reject the invite - although we've all been in worse games before.



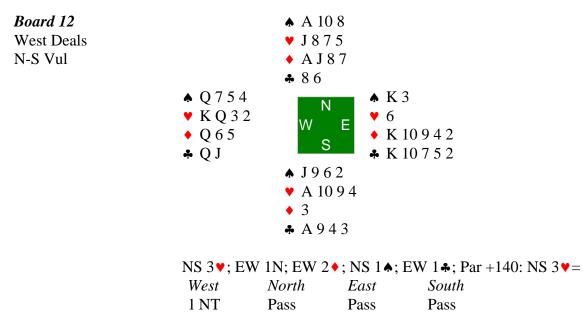
If West opens a weak NT North can make a bid of 2C or 2D, depending on which bid you use to show the Majors against a 1 NT opening by the opposition. South will bid 2H and there you should play. On DK lead you should cash HA and HK and then first knock out the SA as you need the S suit for discards.



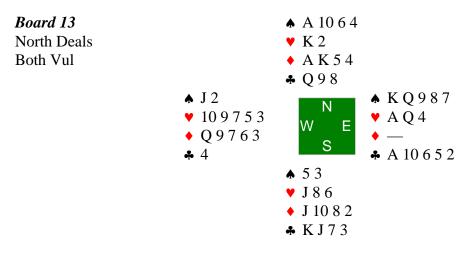
If E/W offer to play in 2S then N/S do best to accept their offer and double them (collecting 500).

If East overcalls 1S then South can double to show the two unbid suits (hearts and diamonds), North can rebid 2 NT and South can raise to 3 NT.

N/S have 10 easy tricks in 3 NT, 4 clubs, 3 diamonds and 3 spades.

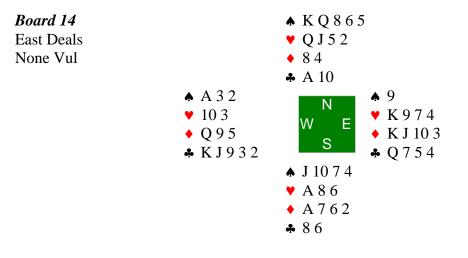


N/S can make 3H but it is next to impossible for a vulnerable N/S to get into the auction.



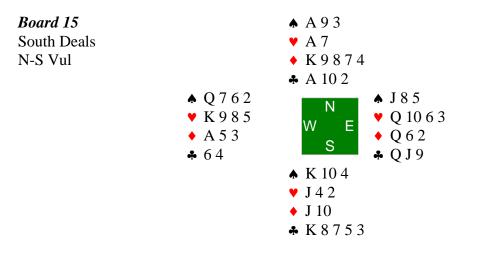
EW 3♥; NS 1N; EW 1♠; W 1♦; EW 1♣; Par −140: EW 2♥+1

If N opens a strong NT East will bid 2S showing Spades or some play this as Spades and a minor. That will be the final contract. If N opens 1D East will either bid 1S or if he is playing Ghestem ,(which is a bid used to show two specific suits), he would bid 2D showing Spades and Clubs. West will not get excited and bid 2S. East will definitely bid 3S as he has a very good hand, and at the same time hoping partner has three spades. You should make 9 tricks if a D is led but a spade would beat that contract.



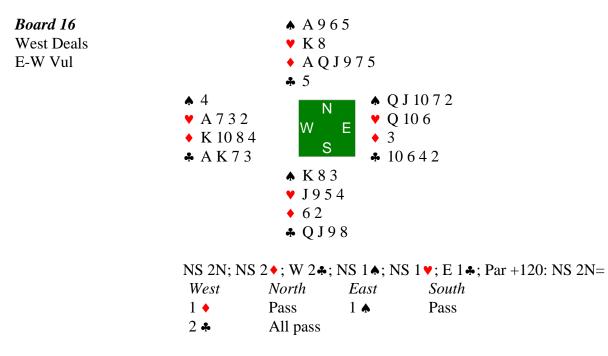
NS 3♠; NS 2N; NS 2♥; EW 2♣; Par +140: NS 3♠=

N/S should make 9 tricks in a S contract. I do see one E/W played in clubs. Neither E nor W has any reason to be overcalling on these cards. It breaks every rule regarding what you should have to make an overcall.



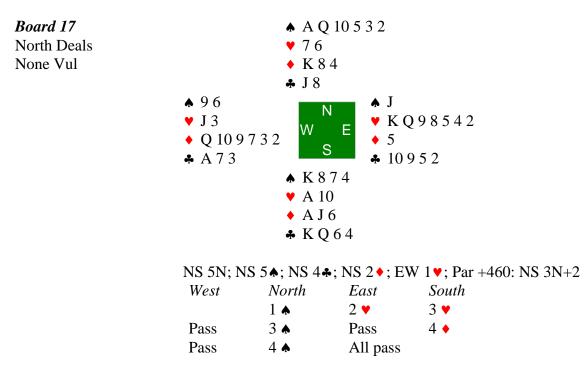
NS 4♣; NS 2N; NS 2♠; NS 3♦; NS 1♥; Par +130: NS 1♣+3

Should be played in 1 NT by N/S. By S if playing a weak NT and by N if playing a strong NT. If N opens a strong NT S might raise to 2 NT with a 5 card suit but generally it is better to pass with 8hcp. N will refuse the invitation holding a minimum hand of 15. Just play on diamonds giving up two. You will lose 3 heart tricks and two diamond tricks. Do not come back to your hand to lead the DJ.



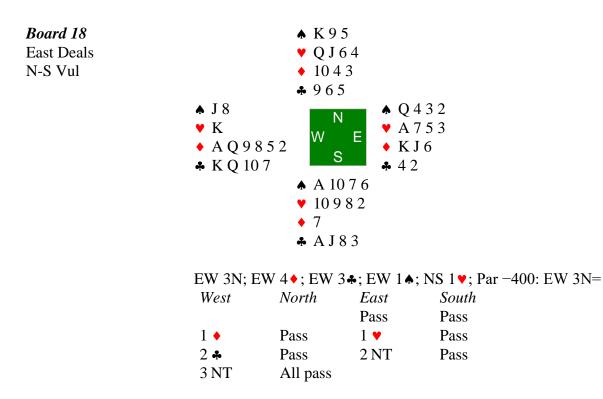
Not a pretty hand for E/W. Most E/W will lose at least 200 on this board so if N/S decide to play this board they will be doing E/W a big favour.

If West opens 1C, N should overcall 1D and not double. If perchance West opens 1D North should not double but should pass as he has 6 diamonds. Now E/W could end up playing in NT which should do very badly at 100 per trick going down.



No doubt some will land in 6S especially if North opens 1S but sadly there does not seem to be any route to 12 tricks.

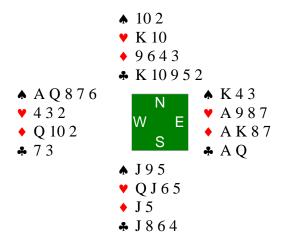
Those Norths who open 2S will have done enough to keep South from investigating slam.



3 NT makes. Not straightforward to bid but Gay suggests would suggest 1D (W) - 1H (E) – 2C(W) - 3D (E three good diamonds and a 10 count. You need to show you don't have a 6 count with only two diamonds) – 3 NT (W)

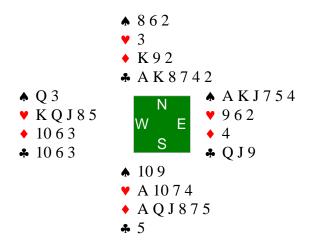
West is not worth a 3C rebid and East should not rebid spades as to do so would imply a 5-card heart suit.

*Board 19* South Deals E-W Vul

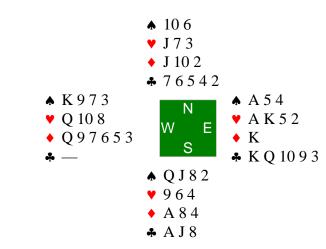


EW 6N; EW 6♠; EW 6♦; EW 4♥; EW 1♣; Par -1440: EW 6N=





NS 5♦; NS 3♣; NS 1N; EW 1♥; Par +600: NS 5♦=



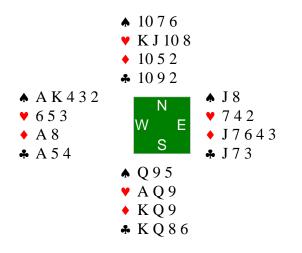
Board 21

N-S Vul

North Deals

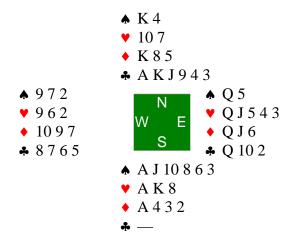
EW 5♥; EW 4♠; EW 3N; EW 5♦; EW 3♣; Par -450: EW 4♥+1





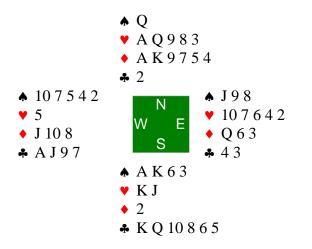
NS 2♥; NS 1N; NS 1♠; NS 1♠; NS 1♣; Par +110: NS 1♥+1

*Board 23* South Deals Both Vul



NS 7♠; NS 6N; NS 6♦; NS 6♣; NS 3♥; Par +2210: NS 7♣=





S 5N; NS 5♥; N 4N; NS 5♦; NS 3♠; NS 4♣; Par +460: S 3N+2