

Board 1
 North Deals
 None Vul

♠ 9	♠ A Q 6	♠ K 5 3
♥ J 10 4 2	♥ 6 3	♥ A Q 9 7 5
♦ J 8 6 5 2	♦ A Q 9 4	♦ 7
♣ K 7 3	♣ 10 9 5 2	♣ A J 6 4

12	♠ J 10 8 7 4 2
5 14	♥ K 8
9	♦ K 10 3
	♣ Q 8

EW 4♥; NS 2♠; NS 1♦; EW 1♣; Par -300: NS 4♠×-2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♥	1♠
2♥	2♠	3♥	3♠
All pass			
Lead: ♥ J			

North opens 1♦, and East has a nice hand for a 1♥ overcall. South bids 1♠ here. This promises 5+ spades - with only 4, he'd have made a negative double. West can add a couple of shortness points given the singleton spade and 9+ card heart fit, so he competes to the 2-level. North can support spades at the 2-level - 12-14 HCP with a known spade fit. This is the ADVANTAGE of the negative doubles - North knows we have a fit. East has a nice hand with side shortness of his own, so he should compete to the 3-level. The side shortness outweighs the Law of Total Tricks indication.

South can now use the Law of Total Tricks to compete to the 3-level, but that should end the bidding.

N/S have to lose 1♠, 1♥, 2♣, and have to be careful in the diamond suit to not lose a diamond. Even going down 1 should be a fine board, as E/W can make around 3 hearts. They'd have to guess well in clubs to make more than 9 tricks.

Board 2
 East Deals
 N-S Vul

♠ J 7 6 2	♠ 9	♠ A K 10 3
♥ K 2	♥ J 8 6 4	♥ A 10 9 7
♦ Q 10 3	♦ 7 6	♦ A K 9 5 4
♣ K 10 4 2	♣ A 9 8 7 6 3	♣ —

5	♠ Q 8 5 4
9 18	♥ Q 5 3
8	♦ J 8 2
	♣ Q J 5

EW 6♠; EW 6♦; EW 4N; EW 4♥; EW 1♣; Par -980

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	Pass
1 ♠	Pass	4 ♣	Pass
4 ♠	All pass		

Lead: ♥ 4

East has a hugely powerful hand, but it is still usually good to open at the 1-level (not 2 ♣) on unbalanced hands like this. So, East opens 1 ♦, and West bids 1 ♠.

If E/W are familiar with SPLINTER BIDS, East can splinter in clubs - a DOUBLE JUMP tells partner we have a game-forcing hand with a fit in partner's suit, and shortness (0-1 card) in the suit bid. If East does this, West will sign off in 4 ♠. His ♣ K is wasted, and he only has 6 working HCP. East would respect this signoff, confident that he's shown his hand. If E/W don't use splinters, East should rebid 4 ♠. Either way, we'll end up in the same contract.

North has a tough hand to lead from - a heart or a diamond is reasonable. In a 4-4 trump fit, declarer wants to pick one of the hands (declarer or dummy) to "set up." Usually it's better to choose the stronger one, or the one with a better/longer side suit. That points to the East hand. The East hand is all good except for possibly the trump Q, and some little hearts. But, we can ruff hearts in the West hand to not lose them. So, win the opening lead, and play a ♥ to the K, then ♥ to the Ace, then ruff a heart. The Q pops up, but not the Jack. Now we can get to dummy in trumps, and ruff another heart. South might ruff in with the ♠ Q, but that's OK - he was always getting it anyway! Now we are good to go to pull trumps, and the diamonds are all good. Turns out we can make 6 if we ruff hearts, because it is a somewhat friendly hand.

Board 3

South Deals
E-W Vul

♠ 9 8 6 2	♠ K 7	♠ J 3
♥ J 9 5	♥ K 10	♥ 8 6 4 2
♦ K Q 9	♦ 8 7 6 2	♦ A J 10 4
♣ Q 10 4	♣ J 8 6 5 2	♣ 9 7 3
7	♠ A Q 10 5 4	♠ A Q 10 5 4
8 6	♥ A Q 7 3	♥ A Q 7 3
19	♦ 5 3	♦ 5 3
	♣ A K	♣ A K

NS 5♠; NS 4♥; NS 3N; NS 3♦; NS 3♣; Par +450

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	1 N	Pass	3 ♥
Pass	3 ♠	Pass	4 ♠
All pass			
Lead: ♦ K			

Whether or not N/S are playing 2/1, North will bid 1N over 1 ♠. In 2/1, this is the Forcing 1 NT (6-12 points). Not playing 2/1, this is 6-9 points and non-forcing.

South should now make a GAME FORCING JUMP SHIFT to 3 ♥. This puts North in a bit of a pickle. He can't bid NT with no stoppers in the minors. In auctions like this, we often have to "show a preference" for partner's first suit with only 2 of them. We have some protection here because of an inference partner will make - we (North) did not support partner's spades straight away over 1 ♠. Thus, we likely do not have 3 of them. So, if we show spades later, we probably only have 2 (ideally an honor).

South has a good spade suit, and no indication of a diamond stopper, so he should go to game in SPADES.

Again, as declaring, the hand with the longer trumps is the "dominant" hand - the South hand has a little heart loser than we could get rid of by RUFFING it in dummy. West should be leading the ♦ K (top of a sequence). The opponents will take their two diamond tricks. They play a third diamond, or switch to a club. Either way, we win in hand, and play a ♥ to the K, ♥ to the Ace. Now we are set to ruff one in dummy, so we do that, using the small spade in dummy. Our hand is looking better and better, so we can get to work pulling trump. We cash the ♠ K. Note both opponents play a trump - remember we only need to count THEIR trump - they started with 6, so they have 4 more total.

Play a ♣ to hand and pull the rest of the trumps - the ♠ J falls, so we are good to go. Our ♥ is good so we end up with 11 tricks.

Board 4

West Deals
Both Vul

♠ K 9 6 4 2	♠ Q J 8 3	♠ 10 5
♥ A 3	♥ K 8 4 2	♥ J 10 9 6
♦ 10	♦ Q 9 8 2	♦ A K 5
♣ K Q 8 3 2	♣ 9	♣ A J 10 6

♠ A 7	♠ A 7	♠ A 7
♥ Q 7 5	♥ Q 7 5	♥ Q 7 5
♦ J 7 6 4 3	♦ J 7 6 4 3	♦ J 7 6 4 3
♣ 7 5 4	♣ 7 5 4	♣ 7 5 4

8	N	E
12 13	W	S
7		

EW 6♣; EW 4♠; EW 3N; EW 2♥; NS 2♦; Par -1100; NS 6♦×-4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 ♣	Pass
3 ♣	Pass	3 N	All pass

Lead: ♦ 4

West opens 1 ♠, and East bid 2 ♣. Under 2/1, this is game-forcing. I am not an authority on Standard American, so I'm not sure what East bids not playing 2/1. Possible a jump to 3 NT.

Either way, East should NOT be bidding 2 ♥ (that requires 5+ hearts), and E/W should land in 3 NT.

South should lead a 4th best diamond. E/W now have 5 ♣, 2 ♦, 1 ♥, and will have to take a shot that the ♠ A is onside for Trick number 9.

Board 5

North Deals
N-S Vul

♠ 3	♠ A K 9 7 6	♠ Q 10 5 4
♥ 9 5 3	♥ K Q 10 8 6	♥ A 2
♦ K 6 4 3	♦ 2	♦ A 10 9 8 5
♣ A 10 8 7 5	♣ K 4	♣ J 2
15	♠ J 8 2	
7 11	♥ J 7 4	
7	♦ Q J 7	
	♣ Q 9 6 3	

NS 2♠; NS 2♥; EW 3♦; NS 1N; EW 1♣; Par -110

West	North	East	South
	1♠	2♦	2♠
3♦	3♥	Pass	3♠
All pass			
Lead: ♦ A			

North opens 1♠, East should overcall 2♦ with a nice suit and shape. South has just enough to raise partner's spades, and East should compete to 3♦. North now has game interest (not quite enough to go right to game though). Whenever we have found a fit (regardless of if the opponents have bid), and we need to decide whether to go to game, we can make a HELP SUIT GAME TRY. North wants partner to have "Help" in hearts - so, he should bid 3♥ to INVITE partner to game. If partner is on the fence, he looks to his heart suit to see if he has help there to decide whether to go to game.

If North makes this game try, South should REJECT the invitation, with crummy hearts and a very quacky, balanced hand. Because the spade suit is unfriendly, N/S may have trouble in 3♠. Missing the Q and T like this, you don't want to waste the ♠ J - so, you'll want to play a ♠ TOWARDS the jack. Now we only lose the ♠ Q, and one trick in each of the other suits.

If E/W are allowed to play in 3♦, they'll only lose 1 trick in each suit to make 110, so even if N/S goes down 1 in 3♠ for 100, it should be an OK board.

Board 6
 East Deals
 E-W Vul

♠ J 4	♠ 8 7 5 2	♠ K Q 6 3
♥ Q J 10	♥ 9 4 3	♥ 8 7 6 2
♦ K 8 6	♦ 9 7 5 4	♦ Q 3
♣ Q 9 7 4 3	♣ A 10	♣ K J 5
	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center; border: 1px solid black;"> N W E S </div>	
	♠ A 10 9	
	♥ A K 5	
	♦ A J 10 2	
	♣ 8 6 2	

4
 9 11
 16

NS 2♦; EW 2♣; NS 1♠; EW 1♥; Par +90

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1 N
Pass	2 ♣	Pass	2 ♦
All pass			
Lead: ♠ K			

South has a nice 1 NT opener. North has a crummy hand, but he has 0-2 clubs and 3+ cards in all the other suits, so he can use GARBAGE STAYMAN - this functions the exact same as regular Stayman, but you can do it with 0+ HCP when you have short clubs. Sometimes we end up in a 4-3 fit, but when responder is very weak (0-4 HCP), playing a 4-3 fit often plays much better than 1 NT. And, sometimes we find an 8- or 9-card fit.

North should bid 2 ♣ Stayman. South responds 2 ♦ (no 4-card major). North now PASSES. Once South has no 4-card major, he has to have some diamonds, and we end up in at least a 4-3 diamond fit. Today, we have found a 4-4 diamond fit. This allows us to ruff things back and forth, whereas in 1 NT, E/W should lead clubs and ultimately beat the contract.

Board 7
 South Deals
 Both Vul

♠ K 6	♠ Q J 9 7 4 3 2	♠ A
♥ K 6	♥ Q 10	♥ A J 9 8 4 2
♦ 5	♦ A 8 3	♦ K J 6 2
♣ A Q 10 7 6 4 3 2	♣ 9	♣ K 8

♠ 10 8 5	♠ 10 8 5
♥ 7 5 3	♥ 7 5 3
♦ Q 10 9 7 4	♦ Q 10 9 7 4
♣ J 5	♣ J 5

9	12	16
3		

EW 6N; EW 6♥; EW 6♣; EW 2♦; NS 1♠; Par -1440

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♣	Pass	1 ♥	Pass
2 ♣	Pass	2 ♦	Pass
3 ♣	Pass	3 ♥	Pass
4 ♥	All pass		

Lead: ♦ 10

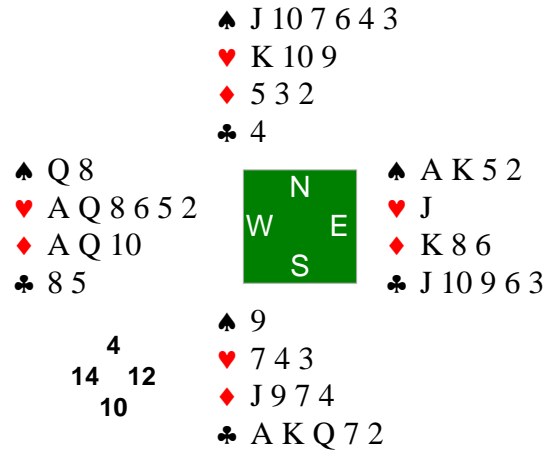
East has ton of clubs, but he is TOO STRONG to preempt. He should open at the 1-level. Opening 5 ♣ with a strong hand like this makes it impossible to find 3 NT, a slam, or other good contracts.

So, West opens 1 ♣, and East starts with 1 ♥. West bids 2 ♣ - not good enough to jump. East introduces his diamond suit - this is a new suit by responder, so it is forcing. West repeats his clubs, and East repeats his hearts. Once responder bids Suit X, Suit Y, and Suit X again, he is at least 6-4 in those suits. Now we know we have a heart fit, so West can bid 4 ♥.

South should lead a diamond (either 4th best, or top of an INTERIOR sequence - the Ten) North wins that, and probably returns a diamond or a spade. Because the heart suit is friendly, Declarer can easily pull trump and take 12 tricks, with the help of the clubs. This is not a slam we wan to bid, as we are missing an ace AND the queen of trumps. It just happens to be friendly today.

Board 8

West Deals
None Vul



W 4N; E 3N; EW 2♠; EW 2♥; EW 2♦; EW 2♣; Par -430


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	Pass	1 ♠	2 ♣
2 ♥	Pass	2 N	Pass
3 N	All pass		

Lead: ♣ A

West opens 1 ♥, and East starts with 1 ♠. South has a great club suit, and should introduce it here. West rebids his hearts at the 2-level to show the 6th one, and a general minimum (12-14).

East now has a club stopper and is in the 10-12 INVITATIONAL range. He should bid 2 NT to invite to game. West is at the upper end of his 12-14 range, so he should accept the invite to game. South should lead his top clubs, but even if he doesn't, declarer can give up the ♥ K to North and take 3 ♠, 2 ♥, 3 ♦, and hell build a club trick eventually.

Board 9
 North Deals
 E-W Vul

♠ K J 6	♠ A Q 4	♠ 8 7 5
♥ 10 8 2	♥ A Q 5	♥ K 7 3
♦ K Q 7 2	♦ A 9 5	♦ 8 6 4 3
♣ J 9 2	♣ 10 7 6 4	♣ 8 5 3
16 10 3 11		♠ 10 9 3 2
		♥ J 9 6 4
		♦ J 10
		♣ A K Q

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 N	Pass	2 ♣
Pass	2 ♦	Pass	3 N
All pass			
Lead: ♦ 3			

North opens 1 NT, and South bids Stayman to check back about a major suit fit. He doesn't find one, so he goes right to 3 NT with 11 HCP.

East doesn't have much of a hand to lead from, but a 4th best diamond is OK. Some people play BOSTON leads (bottom of something, top of nothing) against NT, which is fine. North has some finessing to do. So, he should use his entries carefully. Play a ♣ to the A, then finesse in one of the majors. If it loses, we'll finesse in the other. Try to remember what has been played - both major suits split 3-3, as do clubs, so we can take 4 ♣ tricks, 3 ♥, 2 ♦, and 2 ♠ as well because that finesse works. Remember to plan ahead! Don't cash those clubs without using the entries for the finesses!

Board 10
 East Deals
 Both Vul

♠ A K J 9 8 3	♠ 7 4	♠ Q 6 2
♥ A 10	♥ 9 8 5 3	♥ K J 7 2
♦ 3	♦ K 8 5	♦ 7 4
♣ Q J 10 4	♣ A 7 3 2	♣ K 9 6 5

♠ 10 5	♠ 10 5
♥ Q 6 4	♥ Q 6 4
♦ A Q J 10 9 6 2	♦ A Q J 10 9 6 2
♣ 8	♣ 8

7	N
15 9	W E
9	S

EW 3♠; EW 4♣; EW 2♥; NS 2♦; Par -140

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3 ♠	4 ♦	4 ♠	3 ♦
Lead: ♦ 5		Pass	All pass

South should open 3 ♦ preemptive with a nice suit and hand. West has enough to come in at the 3-level with a 3 ♠ bid. This usually shows 6+ (or 5+ in a pinch) and about 15+ HCP, depending on shape. East has good spade support, and good honors elsewhere, so he should raise to 4.

North should lead a diamond. South will win this, and may figure out to switch to a club to get his ruff. It is tough to read, whether declarer has another diamond or not. If N/S don't get their ruff, declarer will make an extra trick. Otherwise, he'll be held to 10 tricks.

Board 11
 South Deals
 None Vul

<p>♠ 10 6 ♥ Q 5 2 ♦ 9 8 6 2 ♣ K Q 8 6</p>	<p>♠ A Q 7 5 2 ♥ 8 6 ♦ A J 10 3 ♣ 10 4</p>	<p>♠ 9 8 4 ♥ J 7 4 3 ♦ K Q 5 4 ♣ 9 5</p>	
<p>11 7 6 16</p>	<p>♠ K J 3 ♥ A K 10 9 ♦ 7 ♣ A J 7 3 2</p>		

NS 5♠; NS 4N; NS 4♥; NS 5♣; NS 2♦; Par +450

West	North	East	South
			1 ♣
Pass	1 ♠	Pass	2 ♥
Pass	3 ♦	Pass	3 ♠
Pass	4 ♠	All pass	
Lead: ♦ K			


This is one of my favorite type of auctions in bridge, because it involves totally natural bidding but gets us to the right spot using inferences.

South has a strong hand with ♣ and ♥. We open 1 ♣ and partner bids 1 ♠. Now, we have 16+ HCP so we can bid 2 ♥ which is a REVERSE. It is a reverse because we are introducing a HIGHER suit at the 2-level than we initially bid at the 1-level (hearts > clubs). We need extra HCP for this, because we are forcing partner to the 3-level if he simply wants to go back to our first bid suit.

North has a GF hand after partner reverses, so he can introduce his diamonds (new suit by responder is forcing). South can now bid 3 ♠ - this is the type of reasoning that will take you far in bridge - South did NOT support spades over 1 ♠, so he doesn't have 4 of them. So, bidding them later shows the next most - 3. Now North knows we have a spade fit, and we nearly know South's exact shape (!) so North goes to game in spades.

North should ruff some diamonds and hearts back and forth to get rid of some of the diamond losers in his (dominant) hand, and ultimately pull trumps to take around 10 tricks.

Board 12
West Deals
N-S Vul

<p>♠ 9 6 3 2 ♥ 10 7 3 ♦ A 9 3 ♣ 6 3 2</p>	<p>♠ A K J 4 ♥ K Q 5 4 ♦ K J ♣ K Q 9</p>	<p>♠ 10 8 7 5 ♥ J 8 ♦ Q 10 6 ♣ A 8 5 4</p>	
<p>22 4 7 7</p>	<p>♠ Q ♥ A 9 6 2 ♦ 8 7 5 4 2 ♣ J 10 7</p>		

NS 5♥; NS 4N; NS 4♠; NS 4♦; NS 4♣; Par +650

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♣	Pass	2♦
Pass	2N	Pass	3♣
Pass	3♥	Pass	4♥
All pass			
Lead: ♠ 5			

North is in the 22-24 balanced range, so he opens 2♣ and rebids 2NT. South should use STAYMAN now. He finds a heart fit with partner, and we play in 4♥. East should lead a 4th best spade, and we'll have to lose 2 aces, and possibly the ♦Q as well (depends on the defense, and how declarer guesses in the diamond suit).