

**Board 1**  
 North Deals  
 None Vul

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

♠ K Q 9 8 2
♥ 6 2
♦ 7 3
♣ A Q 4 3

NS 4♠; NS 2N; NS 3♣; NS 2♦; EW 1♥; Par +420

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

Lead: ♥ K

After the first three bids, the South hand is INVITATIONAL. You could bid 3♠ here to INVITE partner to game. However, you can also make a HELP SUIT GAME TRY, which is still invitational, but also gives partner more information on the way. It says I have a "broken" club suit (usually AQ, AJT, KJ, etc.) and I am inviting you to game. If you are on the border, look at how good your clubs are.

Here, North has shown about 12-14 HCP and is right in the middle. However, with such nice fitting clubs, North should accept the invitation to game.

Faced with two "top of a sequence" leads, it is generally better to lead the one that heads the longer suit. So here, I'd lead a high ♥ from the west hand. N/S have to lose 1♥ and 1♦, and should lead spades TOWARDS the KQ to only lose one trick there.

**Board 2**  
 East Deals  
 N-S Vul

♠ A 10 8 7 4	♠ K Q J	♠ 9 6 3									
♥ 7 6 5	♥ 10 4	♥ A K 8 3									
♦ 3	♦ 10 6 5	♦ A K J 7									
♣ A K 4 2	♣ Q J 7 6 5	♣ 9 3									
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>				N		W		E		S	
	N										
W		E									
	S										
♠ 5 2											
♥ Q J 9 2											
♦ Q 9 8 4 2											
♣ 10 8											

EW 5♠; EW 3♥; EW 2N; EW 2♦; EW 2♣; Par -450


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

After East opens 1 NT, the West hand is definitely game-forcing. So, with an unbalanced hand like this, transfer to your major, and then bid your minor. This is natural and game-forcing. East's first obligation is to show whether she had 3+ card support for the major or not. So here, she bids 3 ♠ to show a spade fit. Now West can bid game in spades.

Remember, when declaring in a 5-3 fit, the hand with the long trumps is the dominant hand. So, IF we need to ruff losers from that hand in the hand with the short trumps, we have to do it BEFORE pulling trumps (otherwise the short trump hand will have no more trumps with which to ruff).

So here, we win the ♥ lead, and we can immediately cash two top diamonds, pitching the heart loser from dummy. Now, we can pull 1 round of trumps, but then we have to ruff clubs in hand before our hand's trumps are gone. So, play the ♣ AK and ruff a club. Ruff a diamond back to dummy, and ruff the other club. The defense will take their two big spades at some point, and you will collect an overtrick.

**Board 3**  
 South Deals  
 E-W Vul

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

W 5♠; E 4♠; W 3N; W 3♥; E 2N; E 2♥; EW 2♣; EW 1♦; Par -650

West	North	East	South
			Pass
1 ♣	Pass	1 ♠	Pass
1 N	Pass	2 ♦	Pass
2 ♠	Pass	4 ♠	All pass
Lead: ♣ Q			

Once West opens 1 ♣ and rebids 1 NT, he is showing 12-14 HCP and a balanced hand. We know he's got 2-3 spades (can't have 4 because he would've rebid 2 ♠ instead of 1 NT, and can't have only 1 because he has a balanced hand).

East has at least 10 HCP (invitational+) and wants to know about West's ♠ holding. West has So, he bids NEW MINOR FORCING to ask about opener's majors.

West shows 3-card ♠ support, and now East can bid 4 ♠. We cannot have a slam on this hand given that both hands are balanced and we have about 27-29 HCP combined.

E/W will lose 2 ♣ and 1 ♥ to make +420.

**Board 4**

West Deals  
Both Vul

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

EW 3♠; NS 3♥; NS 2N; E 2♦; W 1♦; EW 1♣; Par -140

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

Lead: ♣ 5

After West opens 1♦, North doesn't have the perfect shape for a takeout double, but enough HCP, so he can do it here. East should introduce the spade suit. South should bid 2♥, knowing he's got a heart fit with partner. West will now support spades. North and west will pass, and now South should compete, knowing he's got at least 9 hearts with partner.

We are now in a competitive auction where the Law of Total Tricks comes into play. We certainly want to be careful vulnerable, but having a singleton in the opponent's suit is a very good reason to break the Law of Total Tricks, so I think west should compete here. Even if he doesn't, East can use the LTT to compete, with 9 total spades.

E/W only have to lose 1♠, 1♥, and 1-2♣ to make their contract.

**Board 5**  
 North Deals  
 N-S Vul

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

NS 4N; NS 4♠; NS 5♦; NS 3♥; NS 2♣; Par +630

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♣	1 N
Pass	2 N	Pass	3 N
All pass			
Lead: ♣ 8			

After East opens 1 ♣, South bids 1 NT showing 15-18. North has enough to invite opposite partner's 15-18, but doesn't have any major suit to inquire about, so he bids 2 NT. South has a maximum, so he goes to 3 NT.

Barring anything better, West can lead the ♣ 8 (top of a sequence), or the ♥ 2 (4th best). It is basically a wash.

Declarer is looking at 26 total HCP between his hand and dummy. Because East opened the bidding, we know he's got around 12-14 of the remaining 14 points in the deck. So, East DEFINITELY has the ♦ K. So, we should make sure to retain the ♥ K as an entry to dummy, and then cash the ♦ A from hand. Once no honors fall, play a small diamond towards dummy, and insert the Ten to FINESSE the jack. We know East has the ♦ K, so there is no point putting up the ♦ Q knowing it is going to lose. On this line of play, we can then take a ♠ finesse and collect 10-11 tricks.

**Board 6**

East Deals

E-W Vul

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

EW 2♠; W 1♥; EW 1♣; Par -110

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

Playing 2/1, after partner opens 1 Major --> all hands with less than a game-force bid 1N. The exception is if partner has 3-card support for the major, and makes a simple raise to 2M. Here, the West hand has just enough to bid.

On this hand, responder does not have ♠ support, nor a game-force, so he starts with 1N. Now it is opener's responsibility to show a second suit. Opener rebids 2♦ showing 3+♦. South does not have enough to INVITE (10-12 HCP), so he takes the contract back to 2♠, where he knows we have a 7 card fit. East should reason that West doesn't have 3-card spade support (as he bid 1 NT the first time around) nor does he have 10+ HCP, and settle here.

I'd lead the ♣ K from South (promising the Q as well).

The East hand has ♦ losers that we could ruff away in dummy. But, we have to take care of those BEFORE pulling trumps, otherwise dummy will have no more trumps to use to ruff those pesky diamonds. But there is no reason to give up on the diamond finesse. So, we have to get to dummy. So, play a ♥ to dummy, and lead a ♦ towards hand, and stick in the Q. Today, it wins. Our plan is still to ruff diamonds in dummy. So, play the ♦ A, and ruff a diamond with the small trump. We know North won't overruff because they have the ♦ K. Unfortunately now there is no good way to get back to hand to ruff another diamond, so we may as well start pulling trumps. Run the ♠ J around - don't crash it together with the ♠ A or ♠ T. The opponents will get 1-2 ♠, 1 ♥, 1 ♦, and 1 ♣ for 8-9 tricks E/W.

**Board 7**  
 South Deals  
 Both Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 ♠	Dbl	Pass
4 ♣	Pass	5 ♣	All pass
Lead: ♠ A			

North has a prototypical 2 ♠ opener. East does not have the right "Takeout" shape, but has 18+ HCP, so he can double here. If partner bids hearts, we'll have to figure out what to do.

West is a passed hand, but actually has close to an opening hand. Thus, when partner doubles at the 2-level here (showing around 14+ points), West should JUMP in clubs to show a good hand. If west just bids 3 ♣, he could still have as few as 0 HCP, as East forced him to bid. Because West has 10, we have to show the good hand. Remember to think about what your hand looks like IN CONTEXT of what you've already shown.

After West comes alive, East can easily bid game in clubs. E/W can make a slam if they find the ♦ Q, but it is a pure guess.

**Board 8**

West Deals  
None Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 N	Pass	3 N
All pass			
Lead: ♠ Q			

North opens 2N showing 20-21 balanced. South has a nice looking club suit, but not enough HCP to investigate for slam. So, South simply raises to 3N. We always want to play NT instead of a minor suit game because it pays so many more points. Plus, it takes only 9 tricks instead of 11 to make a game.

East will lead top of a sequence in spades. North will win, and now has to plan the play.

Unfortunately, the North hand has only 2 clubs, and if we take the ♣ AK, the defense will have a club stopper and we will be cut off from dummy. Is there a way to preserve an entry to dummy?

Declarer has to DUCK a club here - play a small club from hand, and no matter what they play from East, play SMALL from dummy. Now, you can use your other club to get to the ♣ AK in dummy, and run the whole club suit. Give the opponents the club trick they're entitled to EARLY instead of LATE, when we won't have an entry any more.



**Board 9**

North Deals  
E-W Vul

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

NS 5♠; NS 2N; EW 2♦; NS 2♣; NS 1♥; Par +450

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	2♦	3♦
Dbl	4♠	All pass	
Lead: ♣ K			

After the 1♠ opening, East has enough to come in with a 2♦ bid here.

South has great spade support and a side singleton - it is 9 HCP, but looks more like 10-11 with the shape and 4-card support, so I'd treat it as INVITATIONAL.

With an 10+ HCP and support for partner's suit in a competitive auction, you always want to start with a CUE-BID of the opponent's suit. Remember, it says nothing about that suit, just 10+ points and support.

West may make a "stolen bid double" saying he wanted to bid 3♦, but it is not necessary. North has a decent 14 count, and should accept partner's invite to game.

If the vulnerability were different, E/W may consider taking a sacrifice in 5♦, but at unfavorable vulnerability, it is too risky. If E/W bid 5♦ and get doubled, they go down -500 when vul, versus N/S making +450 in spades as they are non-vul.

**Board 10**  
 East Deals  
 Both Vul

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

W	N	E
	S	

♠ A K 9 7 3
♥ A J 10
♦ K 6 4
♣ A 6


S 5♠; S 4N; N 4♠; S 4♣; N 2N; N 2♣; NS 1♥; NS 1♦; Par +650

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

After West's 2♦ bid, North should JUMP to 3s to show a weak hand with a lot of spades. Given that we are vulnerable, I'd just jump to 3, not 4 here, even though we do have a 10-card trump fit. The hand is just too balanced. This jump to 3♠ is NOT invitational, it is WEAK. That is because with an invitational+ hand, we'd start by bidding the opponent's suit (cue bidding).

Either way, South will bid game in spades with such a huge hand and known spade fit. N/S only have to lose a couple of diamonds and a heart.

**Board 11**  
 South Deals  
 None Vul

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

NS 2N; NS 2♥; EW 2♦; NS 1♠; EW 1♣; Par +100; EW 3♦×-1

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

When North bids 2 ♦ to transfer to hearts, East should make a LEAD-DIRECTING double, saying he has a decent diamond suit. South has a heart fit, so he can accept the transfer to show 3+ hearts.

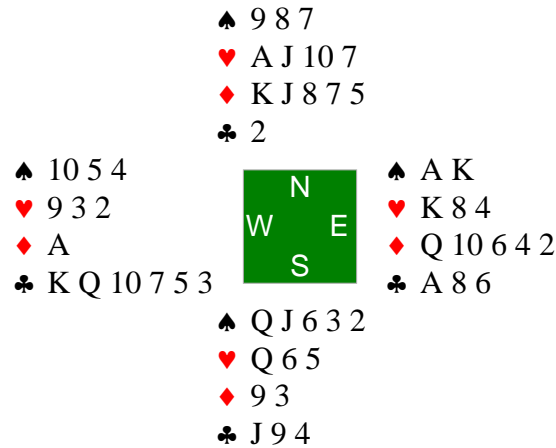
West has 4-card diamonds and a pretty good hand, and given that E/W are non-vulnerable, I'd compete to 3 ♦ with the West hand. Neither N/S has much reason to compete after that - there is a good saying that "The 3 and 5 levels belong to the opponents" - if your opponents compete to the 3 or 5 level, usually we should let them have it, unless we have some singleton or void or something crazy that we haven't yet shown on the auction.

E/W have to lose 1 ♠, 2 ♥, 1 ♦, and will take a club finesse that happens to lose, and will go down 1 in 3 ♦.

**Board 12**

West Deals

N-S Vul



EW 4N; EW 5♣; EW 2♥; EW 1♠; EW 1♦; Par -430

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3 ♣	Pass	3 N	All pass
Lead: ♠ Q			

West has a perfect 3 ♣ vulnerable opening - you can open 3 ♣ with only a 6-card suit (because 2 ♣ isn't a weak 2 opening). North has the right takeout shape, but not enough points to bid, so he'll pass. East should now note that West has to have a decent hand (8-11 HCP) AND a decent club suit to open at the 3 level vulnerable here. So, with the fitting ♣ A, we know we have 6 ♣ tricks and 2 ♠ tricks off the top, giving partner only 5 HCP (the ♣ KQ). So, he should assume we can build a 9th trick somewhere (West could have the ♦ K, ♥ Q, ♠ Q, ♦ A and all will give us a 9th trick), and bid 3 NT.