

**Board 1**

North Deals  
None Vul

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

8  
16 8  
8

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

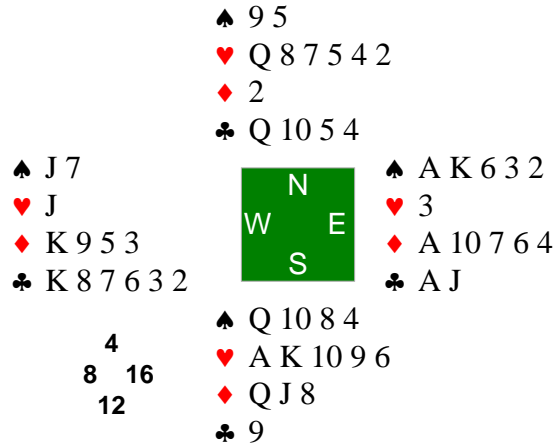
West	North	East	South
	Pass	Pass	Pass
1 N	Pass	2 ♣	Pass
2 ♥	Pass	3 ♥	Pass
4 ♥	All pass		
Lead: ♦ J			

East has a flat hand, but two aces are worth bidding Stayman and then inviting once we find a 4-4 heart fit with partner. Opener is in the middle of his range at 16. With a concentrated KQT and QJ in his long suits, I'd consider this a good 16 and go to game. It is a borderline decision, so go with your gut in cases like this.

North has a nice top of a sequence lead in diamonds. Remember to select one of the hands in a 4-4 trump fit as the 'dominant' hand, and only look for losers in that hand. Here, I think it's easier to look for losers in the East hand as we're not sure if that last spade in declarer's hand will be good or not (depends on the split).

We can see we have no spade losers, a possible heart loser that we'll need to finesse, only 1 diamond loser assuming the lead was the ♦ J (We can RUFF the other diamond in the West hand), and probably 2 clubs. So, we are really hinging on the heart finesse. So assuming the defense plays two rounds of diamonds, we win the second one, play a ♠ to the Ace and ruff a diamond. Now we've done all of the ruffing we need, and are ready to pull trumps. We lead the ♥ Q, finessing the K. North will likely cover. We win the Ace. Now we play a ♥ to the Jack (play honors from the SHORTER sides first). South shows out. So now we play the last heart from West, cover whatever North plays cheaply in dummy, cash our spades and clubs, and make 10 tricks.

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



EW 5♦; EW 3♠; NS 3♥; EW 4♣; N 1N; Par -400

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	2 ♥
Pass	4 ♥	Dbl	All pass

East has a great hand, and starts with 1 ♠. South has just enough to overcall 2 ♥. West has to pass here - introducing a new suit at the THREE level is GAME-FORCING after partner opens, so West would need 13+ points. North should make a preemptive jump to 4 ♥. If he had a good hand, he'd cue bid the opponent's spade suit. East should double this, for fear of being stolen from.

Doubles of game-level contracts are typically penalty, so West should not pull the double to bid one of this suits. He has promised 0 HCP on the auction and actually has 8 to contribute to the defensive party. Because the N/S hands are sort of crazy, they should go down only 1.

If E/W do get to 5 ♦ somehow, they may make it if played, again, VERY carefully. Declarer would have to try to ruff East's spade losers with West's diamonds, which is tricky with diamonds going 3-1 in the N/S hands. Better to take the guaranteed plus score of beating the opponents by taking 2 ♠, 1 ♦, and 1 ♣.

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

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

5	♠ K 10 9 7 4
18 10	♥ A 10 5 3
7	♦ 2
	♣ 10 9 3

EW 4N; EW 5♦; EW 3♣; W 1♠; NS 1♥; Par -630

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	Pass	1 ♠	Pass
3 ♣	Pass	3 N	All pass
Lead: ♠ 10			

West has a very powerful hand, and starts with 1♦. After partner responds 1♠, he needs to set up a game-forcing auction. Rebidding 3♦ is NON FORCING and shows around 15-17 with long diamonds. He is sort of in a pinch, and should actually make a GAME FORCING JUMP SHIFT to 3♣, even with only three of them. When we jump shift into a minor, sometimes it can be a 3-card suit. East has a great heart stopper, and should bid 3NT. He doesn't have hope for slam unless partner has 21 or 22+, in which case West will probably bid again.

I wouldn't let East's 1♠ bid deter me (as South) from leading a spade I'd lead the ♠T (top of an interior sequence). Declarer has 1♠, 6♦, and 2♣ off the top, and can build a heart trick very easily.

**Board 4**

West Deals  
Both Vul

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

17  
9 6  
8

♠ 10 9 8 5	♠ 10 9 8 5
♥ 7 2	♥ 7 2
♦ A 10 9 6 2	♦ A 10 9 6 2
♣ A 10	♣ A 10

W N  
S E

NS 4♠; NS 2N; NS 2♥; NS 3♦; Par +620

West	North	East	South
Pass	1 N	Pass	2 ♣
Pass	2 ♥	Pass	2 N
Pass	4 ♠	All pass	

Lead: ♥ J


After North opens 1 NT, South wants to find a spade fit if possible and invite partner to game. He bids Stayman, and North starts with the lower of his two suits. South should now bid 2 NT to invite. Yes - it's true we could still have a spade fit, but your partner will figure out you have spades when you bid 2 NT. Why? Because you bid Stayman - this promises 1+ four card majors, and partner now knows your major wasn't hearts, so it was spades. Now North can bid 4 ♠, knowing he has a maximum and we have a spade fit.

The lead will be different depending on who is declaring, but the plan should be the same - set up the North hand. North has one heart and one club loser that we could get rid of by ruffing them in the South hand. So, let's take care of that ASAP.

We win whatever the opening lead was, and play ♣ to the A, ♣ to the K, and ruff a club. We ruff a club before a heart because we have fewer total clubs than hearts.

Now we play a ♥ to North, cash another heart, and ruff a heart in dummy. We can ruff with the ♠ 8 as we have all of the touching ones (including the ♠ 7 in the North hand). West can overruff this, but now he is reduced to only two spades, so the ♠ Q and ♠ K will crash together and we'll lose two total spades and one diamond. This is a "loser on loser" play. We combine our heart and spade losers on the same play by ruffing one in the South hand.

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

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

13  
 5 15  
 7

NS 2♠; NS 2♦; EW 1♥; N 1♣; Par +110  

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	1 N	All pass

 Lead: ♠ 4

North opens 1 ♣ and East should overcall 1 NT, showing 15-18 HCP balanced and a club stopper. No one else really has anything to say after that.

As south, I don't go out of my way to lead the suit partner opened IF it is a minor. East showed a stopper, so I favor leading my long suit here - spades.

Declarer's project suit should be hearts - he has a sequence (QJT9 between both hands) so he should play on hearts, playing the honors from the short side first. He'll play the ♥ Q out of his hand. Depending on how the defense goes, Declarer should take 2 ♠, 1-2 ♥, 1 ♦, 1-2 ♣. It is very tough to both declarer and defend, concerning the heart and club suits.

**Board 6**

East Deals

E-W Vul

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

8  
8 10  
14

EW 1N; EW 1♠; NS 1♥; NS 1♦; EW 1♣; Par -90

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

The auction will differ depending on if N/S play 2/1. If N/S do NOT play 2/1, South should open 1 ♥, North should bid 1 NT, and everyone else will PASS. If N/S DO use 2/1, the 1 NT by North is Forcing for 1 round, so South bids 2 ♣ (ideally this is a 4-c suit, but it's not a perfect world), and North goes back to hearts, knowing they have a 7 card fit there. South would pass this, knowing partner has 6-9 HCP with only 2 hearts (he would have raised to 2 ♥ directly over 1 ♥ with 3 of them).

With an incredibly unfriendly position of the cards for N/S, they will be restricted to -1 or -2 in whichever contract, depending on how they guess in the spade suit (finessing for the ♠ Q).

**Board 7**  
 South Deals  
 Both Vul

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

4	♠ Q 5	
17 4	♥ A K Q J 5 4 2	
15	♦ J 9 5	
	♣ Q	

EW 3♠; NS 3♥; EW 3♦; EW 3♣; Par -140

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

Tough auction all around. South starts with 1 ♥, and that puts W in a tough spot. Can't bid 1 NT with no heart stopper, so West should double. East bids 2 ♦, and South should compete to 2 ♥. No need to jump in hearts when partner could easily have nothing over there.

West is again in a bind. We still can't bid NT, we're not sure we have a diamond fit, but we need to convey the strength of our hand. So, we double again. East isn't impressed, and should again bid the diamonds, knowing we have a fit there. But, ultimately South should compete to 3 ♥ with such a great suit and a little something everywhere.

On the ♠ A lead, N/S have to lose 2 spades, a club, and a diamond. South has to either ruff the little diamond from his hand in dummy, or set up a good spade in dummy and get there to pitch the diamond loser away.

**Board 8**

West Deals

None Vul

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

15  
10 3  
12

N 5♥; S 4♥; NS 5♦; N 5♣; EW 3♠; S 4♣; NS 1N; Par +300:  
EW 5♠×-2

<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: ♠ 2

Tough auction for N/S. North opens 1 ♣, and East has an interesting hand, but probably not enough to come in. South has a strong enough hand to force to game, so he starts with his longer suit - diamonds. North rebids his clubs to show 6 of them. South now introduces his hearts - no need to jump here, new suits by responder are generally forcing, so partner will not pass.

Now North has to do some thinking - partner bid diamonds first, THEN hearts. So, his diamonds are longer than hearts. Thus, he has at least 5 ♦ and 4 ♥. So, we have a diamond fit. North shows the diamond fit. South rebids the hearts AGAIN to show an additional heart - now he is 5-6 in the red suits. Now North knows we have a heart fit, and we can play in hearts.

West will lead either a spade or diamond. Declarer will probably lose 1 ♣ and 1 ♦.



**Board 9**  
 North Deals  
 E-W Vul

♠ 9 7 6 3	♠ Q 10 8	♠ A 5
♥ K Q 4	♥ J 5	♥ A 9 7 2
♦ 10 8 5 2	♦ A J 9 7	♦ K 6 4
♣ 3 2	♣ A K 8 6	♣ J 10 9 4
15	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center; margin: 0 5px;">       N W     E S     </div>	♠ K J 4 2
5   12	♥ 10 8 6 3	♥ 10 8 6 3
8	♦ Q 3	♦ Q 3
	♣ Q 7 5	♣ Q 7 5

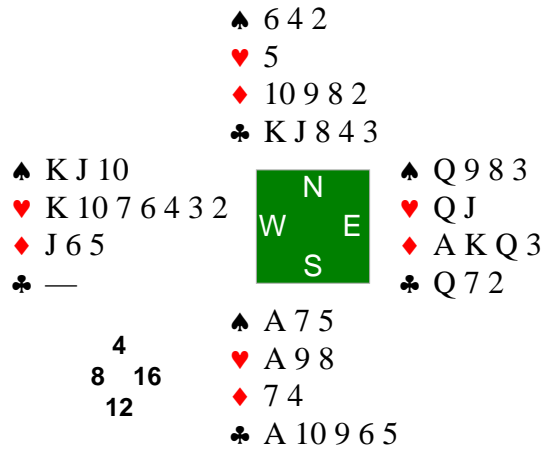
NS 2N; NS 2♠; NS 1♥; NS 1♦; NS 1♣; Par +120

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

North opens 1 NT showing 15-17 balanced, South bids Stayman then invites to game in NT once he doesn't find a major suit fit with partner. North is at the low end of his range, so he rejects the invitation.

East should lead top of his 3-card sequence in clubs. Declarer will take 3 ♣ tricks, 2 diamonds, and 3 ♠ to make his contract.

**Board 10**  
 East Deals  
 Both Vul



EW 5♥; EW 2♠; EW 3♦; NS 3♣; NS 1N; Par -650

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4♦	Pass	1N	Pass
Lead: ♦7		4♥	All pass

After the 1 NT opener by East, West should force to game, even with only 8 HCP, because of the 7-card suit. He knows we have at least a 9 card heart fit.

If you use TEXAS TRANSFERS, do that here (as above). Otherwise, transfer to hearts at the 2-level, then go to game in hearts.

South has another tricky lead problem. I don't see any reason to lead one of my aces, and I don't lead away from them either, so I'd lead a diamond. Declarer has to lose the ♠ A and ♥ A only.

**Board 11**  
 South Deals  
 None Vul

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

2  
 18 11  
 9

EW 5N; EW 5♠; EW 5♥; E 5♦; W 4♦; E 2♣; W 1♣; Par -460

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♥	Pass	1 ♠	Pass
3 ♦	Pass	3 ♠	Pass
4 ♠	All pass		
Lead: ♦ 9			

West has a huge hand with the red suits - he'll start with 1 ♥. East bids 1 ♠, and now West should JUMP to 3 ♦. This is a GAME FORCING JUMP SHIFT by opener. He is showing 5+ hearts and 4+ diamonds.

East doesn't have a red suit fit, but he has a 6th spade, and a pretty good suit, so he bids the spades again. Now West knows we have a spade fit, and goes to game in spades.

East does have an 11 count, which opposite partner's 18 is in slam territory, however we know partner has 5+ hearts, 4+ diamonds, and 2+ spades. This doesn't leave many clubs, so we know the ♣ KQ are wasted cards. We want to have few HCP as possible opposite partner's short suits. So, probably no slam here. If we decide to ask for keycards, we'll find out we're missing two of them and stop short of slam (Assuming we play RKC).

South has a tough lead - probably the ♦ 9 is the least of all evils. Declarer should take a finesse in the spade suit, which loses today, and will lose the ♣ A.

**Board 12**  
 West Deals  
 N-S Vul

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

17	♠ J 4 3 2	
1 12	♥ K 10 9 6	
10	♦ Q 2	
	♣ A 3 2	

NS 6♥; NS 5♠; NS 4N; NS 3♦; Par +1430

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

Lead: ♣ K

North opens 1♦, and East has just enough to come in with a 2♣ bid. Now, South can make a NEGATIVE DOUBLE showing at least 4-4 in the majors (unbid suits). He needs at least 10 points to come in here at the 2-level

North has a fit in both, and definitely enough to go to game opposite partner's 10+ points, so he jumps to game in the stronger one - here, hearts wins out marginally. It's also fine to bid 4♠.

East has two identical honor sequences - in this case, it is always better to lead the longer one. So, we lead the ♣ K. Declarer can score an extra trick if he decides to "set up" the dummy, and ruffs BOTH of the club losers in his hand before pulling all of the trumps. So, win the ♣ and ruff a club. Play a ♦ to the Q and ruff a club. Now, we can get to work pulling trumps. Play the ♥ A, then ♥ J. We see the Queen pop up from East which is nice, and now we end up taking 1♠, 4♥ from the south hand, 2♥ (ruffs) from the North hand, 4♦, and 1♣ for 12 total tricks.

Slam makes today because we are able to find the trump Queen, but I wouldn't bid it with only 27 HCP, around 30 points counting length, and missing the trump Queen.