

**Board 1**  
 North Deals  
 None Vul

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

NS 3♥; NS 2N; NS 2♠; NS 3♦; NS 3♣; Par +140

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass <sup>1</sup>	1♣	1♥
Pass	2♦ <sup>2</sup>	Pass	2♥ <sup>3</sup>
Pass	Pass	Pass	

1. If North opens 2♦ on a bad suit, she will succeed in preempting her partner instead of the opponents. It is best to pass.
2. Having passed first, North can show 8-10 points by bidding 2♦.
3. It is perfectly fine to re-bid hearts since the suit is so good. South is also pleased that partner has values in the diamond suit and probably has something in the blacks but not 4 or 5 spades.

Declarer should be able to lose ♣ A, ♠ AK and ♥ K to make 3♥ for a score of +140. If North were to play a diamond contract, she would have had to make 11 tricks to beat 3♥.

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

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	Pass <sup>1</sup>
1 ♥	Pass	1 ♠	Pass
3 ♦ <sup>2</sup>	Pass	3 ♥ <sup>3</sup>	Pass
4 ♥ <sup>4</sup>	Pass	Pass	Pass

1. South does not have the values for a vulnerable 2♣ overcall. If it turns out that the opponents don't have the necessary values for bidding game, North may come alive to compete in clubs and then you might go down two for -200.
2. Just enough values for a Limit Raise of diamonds. The alternative will be a jump to 2NT but that is not as good as 3♦.
3. East has enough strength to suggest a heart contract on a 4-3 or 5-3 fit. Her 3♥ bid promises a singleton or a void in clubs.
4. One less tricks in this game contract versus 5♦.


North should lead the unbid suit, clubs, but some may lead a trump (not a bad choice either). After winning ♣ A, South should switch to a spade but a trump also makes sense in an attempt to cut down ruffs. That defense will hold the declarer to ten tricks and three losers, spade, trump and ♣ A.

If the defense slips and continues clubs, declarer can ruff and then play ♥ A and another trump towards ♥ QJx since there is no point in finessing when missing the ♥ 10. Also, diamonds may provide five tricks as soon as trumps are drawn. Defense is in a pickle after winning the ♥ K.

It doesn't matter if South shifts to a spade now; declarer wins ♠ A and already has 11 tricks (5 diamonds, three trumps, one ruff, ♣ K and ♠ A). If EW score +450, it should be a top board.

Some pairs will be in 5♦ down one or 3NT, which can be defeated on a club lead so if EW play a heart contract, even a part score, they will do well.

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

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

N 6N; NS 6♦; N 5♠; S 4N; S 4♠; NS 4♥; NS 5♣; Par +990

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 N
Pass	2 ♣ <sup>1</sup>	Pass	2 ♥
Pass	3 ♦ <sup>2</sup>	Pass	3 N <sup>3</sup>
Pass	4 ♣ <sup>4</sup>	Pass	4 N <sup>5</sup>
Pass	6 ♦ <sup>6</sup>	Pass	Pass
Pass			

1. If a 4-4 spade fit can be found, North hand will improve considerably so she starts with Stayman 2 ♣ to see if partner has four spades.
2. 3 ♦ is the correct bid here to find out if South has both 4-card majors. A jump to 3N achieves the same result but 3 ♦ promises slam interest and 5+ diamonds.
3. Nope, South does not have four spades but she shows support for diamonds (and probably with a doubleton spade).
4. Gerber asking for number of aces.
5. 4 NT shows three.
6. 6 ♦ should be an excellent contract.

One needs to have useful bidding gadgets in order to get to 6 ♦ but one likely sequence is shown.

North can focus on ruffing two spades in dummy (with the ♦ 8 and the ♦ 10) before trying to draw trumps. She can then lose a trick to the ♦ K, draw trumps, cash clubs and ♥ A to make 6 ♦.

However, I suspect most North players will jump to 3 NT and South will pass denying four spades. 3 NT will make anywhere between 10 to 12 tricks depending on the lead and the defense. Normal lead from West is a club or a spade, which does not cause any problems for the declarer. It takes an initial heart lead to hold the declarer to ten tricks but since South bid 2 ♥, it is impossible for anyone to find that lead from ♥ J543.

**Board 4**

West Deals

Both Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass <sup>1</sup>	1♥ <sup>2</sup>	1♠
Pass <sup>3</sup>	2N <sup>4</sup>	Pass	Pass <sup>5</sup>
Pass			

1. It is wrong to open all 12 point hands if they don't meet the Hi-Le-QT rule of 22.
2. In 3rd seat, however, you can lower the requirements for Hi-Le-QT rule by 2 or 3 points depending on your major suit holdings.
3. If West decides to bid 1 NT over 1♠, she will regret it. North has an automatic double. 1 NT doubled should go -500, and if East runs to 2♥, the result is likely to be -300.
4. Overall strength is correct opposite 1-level overcall to invite 3 NT despite a tenuous heart stopper.
5. Nothing more to say.

A sensible auction will see NS declare 2 NT, make an overtrick for a very good score of +150.

It may seem like South has ten tricks; two hearts, four spades and four diamonds but she lacks entries to establish four spade tricks and get back to her hand to cash them. In reality, only two hearts, three spades and four diamond tricks can be reasonably expected.

Besides, with four losers (♥ AK, ♣ A and ♠ A), there will only be nine winners.

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

		♠ 5 4 2										
		♥ Q 8 7										
		♦ 4 3										
		♣ K Q 8 6 2										
♠ Q J 10 6 ♥ A 3 ♦ K Q 8 6 2 ♣ A 4	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ A K 9 3 ♥ K J 10 5 2 ♦ A J ♣ J 5	
	N											
W		E										
	S											
		♠ 8 7										
		♥ 9 6 4										
		♦ 10 9 7 5										
		♣ 10 9 7 3										

EW 7N; EW 7♠; EW 7♥; EW 7♦; W 3♣; E 2♣; Par -1520

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1 ♥ <sup>1</sup>	Pass
1 ♠	Pass	3 ♠ <sup>2</sup>	Pass
4 N	Pass	5 ♦ <sup>3</sup>	Pass
5 N <sup>4</sup>	Pass	6 ♥ <sup>5</sup>	Pass
7 ♠ <sup>6</sup>	Pass	Pass <sup>7</sup>	Pass

1. East should not open 15-17 1 NT when 5/4 in two suits. Better to show extras on the second round of bidding.
2. Once a 4-4 or longer fit in spades is found, East can jump to 3s, now promising 15-17 point hand that is 4-5-2-2. Please note that if East had shortness in a minor, a Splinter bid of 4 ♣ or 4 ♦ would be the correct continuation.
3. 4 NT is 1430 RKC for the known fit, spades; 5 ♦ shows 0 or 3 key cards (must be 3).
4. 5 NT guarantees the possession of all the key cards (4 aces and ♠ K) and asks for specific kings.
5. East shows the king of hearts and denies any lower king.
6. West can practically count 13 tricks. Based on East's bidding, she should have the cards to win 4 trump tricks, 4 or 5 diamonds, 2 or 3 hearts, one club and at least one ruff (heart ruff is best). Therefore, Grand slam chances must be excellent.
7. So it proves because East has ♦ AJ.

Any pair that bids the grand slam, should get a very good match point score.

North will lead ♣ K, which immediately creates a loser but it should not scare declarer too much. Trumps are 3-3; after ♠ AKQ, both declarer and dummy will retain one trump. ♣ J is discarded on the diamond winners and ♣ 4 loser is finally ruffed in the East hand. 7 ♠ bid and made!

**Board 6**  
East Deals  
E-W Vul

♠ A Q 8 2	♠ 9 5	♠ K J 10 7 6 4 3
♥ A 8 6 4 3	♥ J 9 5	♥ Q 7
♦ 10 5	♦ 7 4 3	♦ A J 6 2
♣ 4 2	♣ A 9 8 7 6	♣ —
	<div style="display: inline-block; border: 1px solid black; background-color: #006400; color: white; padding: 5px; text-align: center; margin: 5px;">             N W     E S           </div>	
	♠ —	
	♥ K 10 2	
	♦ K Q 9 8	
	♣ K Q J 10 5 3	

EW 5♠; NS 5♣; EW 2♥; EW 1N; NS 1♦; Par -100; NS 6♣×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♠	2 ♣ <sup>1</sup>
3 ♣ <sup>2</sup>	4 ♣ <sup>3</sup>	4 ♦ <sup>4</sup>	5 ♣ <sup>5</sup>
Pass <sup>6</sup>	Pass	5 ♠ <sup>7</sup>	Pass
Pass	Pass		

1. South must not double (should have four hearts) or jump to 2 NT (should be 5-5 or 6/5 minors) so the only sound action is an overcall of 2 ♣.
2. West shows a limit raise of spades.
3. North does not have too many points but with 5-card trump support and favorable vulnerability, bids 4 ♣. Please note a double of 3 ♣ would show hearts and diamonds.
4. Players make the mistake here of re-bidding spades because they have seven. It is best to show a side suit, ostensibly promising 10 cards in those two suits. Showing longer spades can wait.
5. With a void in opponent's suit, how bad can it be to bid 5 ♣?
6. Having shown a LR in spades, West must not bid the same values again (bad bidding). Pass is the correct call. Partner, after all, has a bid coming.
7. East has five losers opposite 8, so (24-13) equals 11 tricks should be there.

I have stopped the bidding at 5 ♠ by East but based on favorable vulnerability and at least ten trumps, NS really should bid 6 ♣. Any NS pair that gives up a small minus in a club contract, even if it is doubled, should score very well.

There is nothing to the play in 5 ♠. Trumps are drawn and a trick is lost in both red suits. That still leaves two trumps in the West hand for ruffing both diamond losers, the ♦ J and the ♦ 6.

**Board 7**  
 South Deals  
 Both Vul

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

♠ K 10 9 5 3
♥ Q 10
♦ A K 8 3
♣ Q 10

NS 4♠; NS 3N; EW 2♥; NS 3♦; NS 2♣; Par +620

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	1 N <sup>1</sup>	Pass	2 ♦
Pass	3 ♠ <sup>2</sup>	Pass	4 ♠ <sup>3</sup>
Pass	Pass	Pass	

1. Playing 2-over-1, North starts with 1 NT Forcing intending to jump to 3 ♠ to show a 3-card Limit Raise in spades. A direct LR would have promised 4+ trumps. This is the way to distinguish between 3 and 4 trumps. In STANDARD bidding, North would have to respond 2 ♣ on a raggedy suit and then support spades.
2. After 1 NT Forcing, 3 ♠ shows 10-12 points with 3-card support.
3. North's bidding shows Limit Raise, which is a 8-loser hand. South on the other hand adjusts her losers to six by counting 2 spade losers, one diamond, but only three for the two Q10 doubletons. Those doubletons should not be worth nothing. Therefore, the Losing Trick Count method gives her (24 minus 6+8) = 10 tricks making game very likely.

Regardless of the lead, South has three unavoidable losers, ♠ A, ♣ AK. Even if West leads ♣ A, which will smother partner's king, the defense should score a club ruff instead. For the declarer on the lie of the cards, results in only three losers, 4 ♠ bid and made.

**Board 8**

West Deals  
None Vul

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

NS 5♥; NS 3N; NS 3♠; NS 4♣; NS 2♦; Par +450

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 N	Pass	3 ♣ <sup>1</sup>
Pass	3 ♥ <sup>2</sup>	Pass	4 ♥ <sup>3</sup>
Pass	Pass	Pass	

1. Stayman inquiry
2. Always bid hearts before spades even if you have both 4-card majors.
3. South signs off in game, denies any slam interest.

Bidding should be straightforward at all the tables; play is the key.

North players who make 11 tricks should score above average. To make that extra trick, dummy reversal (a fancy term but don't let that scare you!) is necessary. What declarer has to do is to treat her hand as the dummy, and the exposed hand as the master hand. This is the very definition of a "Dummy Reversal". It occurs quite frequently, which makes it worth learning.

Since the play involves ruffing, declarer must resist drawing three rounds of trump. Not only that, she has to notice that East plays the ♥ J10 on the first two rounds making dummy's ♥ 9 the highest remaining trump, which can be used to draw the remaining trump, not now but later.

It also means that the ♥ Q has been freed up for taking one of the spade ruffs.

Any declarer who manages reverse the dummy will emerge with 11 tricks for an excellent match point score (four trump tricks, two ruffs, ♠ AK, ♦ AK and ♣ A).




**Board 9**

North Deals  
E-W Vul

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

♠ 9 8 7 6  
♥ A 4  
♦ J 8  
♣ A Q J 6 5



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

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

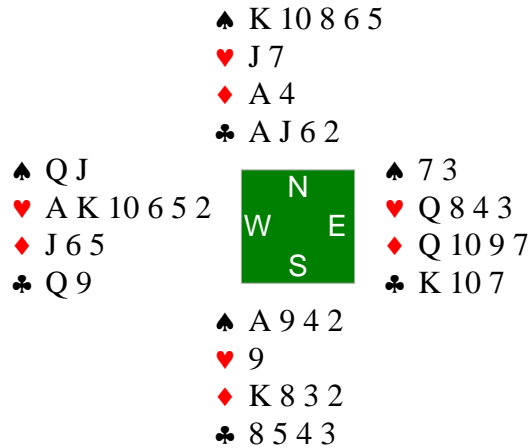
1. If partner opens 1-of-a-minor, never hide a 4-card major, no matter how weak the suit is. If there is any future in a trump contract, it will be in that major, not in diamonds or clubs.
2. South has a 7-loser hand and could simply jump to 4♠ but there is no downside in making a game try (3♣). North opened the bidding, that's 7 losers. 24 minus 7+7 equals 10 tricks.
3. North appreciates the value of ♣ K10 opposite 3♣ game try and shows encouragement by bidding 3♥ promising something in that suit. North would have signed off in 3♠ if she wanted to reject the game try.
4. Whatever doubts South may have had earlier, no longer exist and therefore, a jump to 4♠ is called for.

West should lead ♦ K. South counts five club tricks and two red suit aces, which means she needs three spade tricks. Then the suit must break 3-2 but to maintain trump control, South should play a small spade from both hands at trick two.

Defense will then cash the ♦ Q and play another diamond, which South will ruff.

Declarer is not bothered by this defense, she will simply cash ♠ A and run five club tricks. The opponents can score their ♠ Q whenever they want but 4♠ makes four without too much trouble.

**Board 10**  
 East Deals  
 Both Vul



NS 4♠; NS 4♣; NS 1N; EW 1♥; Par +620

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
2♥ <sup>1</sup>	2♠ <sup>2</sup>	4♥ <sup>3</sup>	Dbl
Pass	Pass	Pass	

1. In 3rd or 4th seat, don't be afraid to preempt a hand that is a marginal opening bid (2-3 points shy)(requires Rule of only 18 with 2 QTs)
2. With a 4-5 hand, North barely meets the requirement for a 2♠ bid over the preempt.
3. The Law of Total Tricks has been proven to be accurate only 43% of the time so those East players who jump to 4♥ based on 10 trumps, should get doubled and go for -800. Since there is no guarantee that NS will bid 4♠, it will be a disaster for EW. Please note that 4♠ happens to make for NS but only because spades are 2-2.

Even 3♥ doubled that goes down two for -500 is a bad score for EW because I suspect most NS players will not bid game.

**Board 11**  
 South Deals  
 None Vul

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

♠ Q J 10 8
♥ 6
♦ A J 9 7 4
♣ J 10 4

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

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

1. It is usually a bad idea to bid 1 ♦ instead of 1 ♠ over partner's 1 ♣ unless diamonds are much stronger than spades, or you have at least an opening hand and intend to take over the bidding later. There is also the consideration of which hand should be the declarer if the 4-4 fit in spades exists.
2. Although a 6-loser hand, North cannot be sure that the void and ♥ K1053 are full value. Temporize with a simple raise to 2 ♠.
3. South applies the Losing Trick Count method, and decides to make a game try bid of 3 ♦. North takes the middle of the road action by bidding a 3rd suit. It promises short diamonds (the 4th suit)
4. If North has diamond shortness, South likes her hand and bids game.

Reaching 4 ♠ will be the winning action for NS because I suspect most of the field will be in a part score contract. West should lead a trump. The bidding suggests dummy has ruffing values, and who knows the same might be true for the declarer.

Declarer will finesse the trump lead, East wins and should play another trump. Declarer wins and takes the club finesse. It loses and a 3rd trump comes back. Both declarer and dummy will be down to one trump each but since ♥ A is onside, ♥ K wins. Declarer can then take one heart ruff to go along with three spades, four clubs and ♦ A. That adds up to ten tricks.

**Board 12**

West Deals  
N-S Vul

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

EW 2♥; EW 1♠; NS 1♦; EW 1♣; Par -110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♥	Pass	Pass	Pass <sup>1</sup>

1. A simple auction for a change! Although not recommended, some South players will re-open with a take-out double, which will make their partner hate them with no clear action over the double.

At favorable vulnerability, West is the dealer and has the hand to preempt in hearts, either 2♥ because of bad suit, or 3♥ because of the vulnerability and preemptive value.

Either preempt should keep the opponents quiet on this deal with West declaring a heart partial, 2♥ being the winning bid. There is a lot to be said about preempting based on the Rule of 2 (Vulnerable) and 3 (Non-vulnerable).

The number represents how many down would you go if your long suit was trumps (Down 2 if vulnerable and down 3 if not vulnerable). In this example, there is high probability of winning five tricks in a heart contract, not six. That points to a 2-level preempt, not three.

If NS do not let opponents to play 2♥, they will regret it on this hand. Their score should be much worse than -110 for 2♥ making two. East is strong enough to double anything North bids over 2♥ for a score of at least +300. The best outcome for EW is 2♥ doubled making two for a score of +470!

Although West finds a strong dummy (15 high card points that includes ♥Q), the defense can hold declarer to eight tricks. North may start with ♥AK but then must shift to a spade through dummy's AQ95. Otherwise, the spade loser goes away on the ♣K after a trick is lost to the ace and the declarer makes nine tricks for a top score.