

Board 1
North Deals
None Vul

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

NS 7♥; NS 4N; NS 5♦; NS 5♣; NS 3♠; Par +1510

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦ ¹	Pass	1 ♠ ²
Pass	2 ♣ ³	Pass	2 ♥ ⁴
Pass	3 ♥ ⁵	Pass	4 N ⁶
Pass	5 ♥ ⁷	Pass	6 ♥ ⁸
Pass	Pass	Pass	

1. With most of the normal opening hands with four diamonds and five clubs, you should open 1♦. The only exception could be if diamonds are very weak and clubs are twice biddable.
2. Always respond 5-card major before 4-card major.
3. Following through; showing 4/5 in minors. NEVER bid 1 NT with void or singleton in partner's first bid suit.
4. 2♥ is Fourth Suit Forcing to game; says nothing about hearts.
5. Bidding out shape (always a good idea). Do not bid 2 NT over FSF 2♥ if you can make a pattern bid.
6. Partner promised shortness in spades, so forget NT; South's hearts are good enough to play opposite three small. Partner should have at least ♦ AQ and ♣ AQ for her bidding. South can practically count 12 tricks in hearts. Four hearts, two ruffs and at least six tricks in the minors.
7. Two key cards without ♥ Q. By partnership agreement, North could have shown spade void in response to RKCB. My preferred method is to bid 6♦ to show 2 w/o the ♥ Q AND also a working void, which must be in spades in this example because North promised shortness.
8. 6 NT is very risky with two losing spades unless partner also has stiff ♠ K. The problem is that South has no way to find out if partner has ♠ K at the 6-level.

Although 7♥ can be made (three spade ruffs), you cannot bid it with a degree of confidence.

Board 2
 East Deals
 N-S Vul

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

♠ 10 6 5	♠ 10 6 5
♥ A 3 2	♥ A 3 2
♦ A Q 9 7 2	♦ A Q 9 7 2
♣ 9 7	♣ 9 7

EW 4N; EW 4♠; EW 4♥; EW 3♣; EW 1♦; Par -430

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

1. Despite holding 18 points opposite at least 6, West does NOT have a game going values whether she counts points (24 with a 4-4 fit in hearts but a 4-3-3-3 shape) or Losing Trick Count (6 losers opposite a promise of 9 losers).
2. East has a little extra (8 points and a singleton) or 8 losers instead of 9 that she promised, opposite partner's 6-loser hand (24 minus (6+8) = 10).

It makes sense for South to lead her doubleton club because she has trump control but with ten points in her hand partner can't have anything outside if she has ♣ K or ♣ A. In other words, hoping for a ruff may not be the best idea but what else is there?

Declarer fears the looming defensive ruff but still she should not hop up with her ♣ A. That will preserve ♣ K as an entry to North for a later ruff and will lead to down one. She must hope that North does not have a quick entry and that South lead a doubleton, and play low however risky it might be. North wins ♣ K and returns a club expecting South to ruff but not today.

Declarer knocks off ♥ A and since North is now broke, no defensive ruff materializes. 4 ♥ makes four for a score of +420. Some astute students may notice that 3 NT also makes four with a better score, +430 instead of +420, but only because ♦ KJ4 happens to produce two stoppers. EW can never be sure of that being the case during the bidding. Chances of making 4 ♥ are significantly higher than 3 NT making four.

Board 3
 South Deals
 E-W Vul

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

S 2N; S 2♦; NS 1♠; EW 1♥; Par +120

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♥	Pass	Pass	Dbl ¹
2 ♦ ²	Dbl ³	2 ♥ ⁴	Pass
Pass	Dbl ⁵	Pass	Pass
Pass			

1. West opens 1 ♥ but it goes pass, pass to South who has barely enough to make a take-out double because she has four spades. Alternatively, she may venture into 1 NT but I do not recommend it on 11 points. Over a major suit opening (a known 5-card suit), the balancing 1 NT should be 13+ points with a stopper.
2. West shows her second suit but East takes a preference to hearts.
3. North should double 2 ♦ because she has four defensive tricks opposite partner's take-out double. And, North should double anything else EW may try for the same reasons.
4. East runs to partner's known 5-card suit, hearts.
5. Against 2 ♥ Doubled, North has four trumps as well as three defensive tricks; hence the double. Trying for +120 by bidding 2 NT is not an option for North holding four small hearts.

Poor West had 16 high card points and two good suits but since partner was broke, she end up in a precarious 2 ♥X, probably down one for -200 provided defense does not slip up a trick. Moral of the story is that against good players, it pays to be cautious when vulnerable.

Trump lead is called for, and if not, North should switch to a trump after cashing ♠ A to see the dummy. Switching to a trump seem to finesse partner's ♥ K, it destroys a later entry to West hand. Declarer is stuck in dummy after taking one diamond ruff. Defense wins the next trick and proceeds to cash three spades, North lets South ruff ♦ J with her only remaining trump and play the 13th spade for a trump promotion of the ♥ 7 for down one. Any other defense lets declarer make 2 ♥ doubled for score +670 and a clear top.

Board 4

West Deals

Both Vul

♠ Q 4 3
♥ J 7 2
♦ 10 9 7 4 2
♣ J 4

♠ A 8 5
♥ K Q 6 5
♦ Q 8 3
♣ Q 9 2

♠ K 10 9 7
♥ A 10 4 3
♦ K J
♣ 8 6 3

♠ J 6 2
♥ 9 8
♦ A 6 5
♣ A K 10 7 5

W N
S E

EW 2N; EW 2♠; EW 2♥; EW 2♣; Par -120

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

1. South has no way to bid clubs now since West opened 1 ♣. An overcall of 2 ♣ in this position would show ♠/♦ two-suiter hand.
2. Those 11 points are not worth 11 points for two reasons. ♦ KJ cannot be counted for four points and three small clubs is not good either. East should not make a game try with those cards. Losing Trick Count is also 9, not 8 (2.5+2+1.5+3)

EW have safely landed in the only makeable contract. If East were to make a game try, West would reject it but then EW would already be too high since defense has five tricks: South has a natural lead of ♣ AK and another, North scores a ruff with ♦ A and a spade trick still to come.

2 ♥ making two turn out to be above average. Although the hand record says 2 NT can be made for a better match point score, there is no reasonable way to get there. It is a very lucky contract anyways with ♣ Q92 turning into a sure stopper because South happens to have both the ♣ AK.

Board 5
North Deals
N-S Vul

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

N
W E
S

♠ Q J 10 9 8
♥ A
♦ Q 10 6 5 2
♣ 5 3

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

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

1. After the 1♥ - 1♠ start, West cannot take any action despite holding 10-11 points because she is only 4-4 in the minors. A take-out double at this point requires a stronger hand in high card points and/or shape.
2. South doesn't have support for either of North's two suits so the best she can do is re-bid spades, not so crazy with such a good suit. Do not make the mistake of bidding 2♦ over 2♣, which is Fourth Suit Forcing to game!
3. North has every right to upgrade her 14-point hand, which has now turned into about 17 points in support of spades.
4. Nope, South does not have anything in reserve to accept the game try. Those who have taken my classes on In&Out Evaluation methods will realize that if the ♦ Q was ♣ Q, 4♠ will make! The same 8 points are worth more when the points are in "our" suits and not in the unbid fourth suit.

It is conceivable that the defense starts with the unbid suit, diamonds but that may allow the declarer to make ten tricks! Ruff the opening lead, return to the ♥ A, ruff second diamond, cash ♣ AK, ruff a club and ruff a third diamond with the ♠ K; defense has been defenseless so far!

Only then cash the ♥ K. Although West is able to ruff, EW can only score one more diamond and the ace of trump. Declarer has already scored seven tricks with three sure tricks coming from her four remaining trumps, ♠ QJ109. It takes a trump lead to hold the declarer to nine tricks. Since North announced shortness in diamonds; West should have found the ♠ A lead and play another spade to reduce dummy's ruffing power. The bidding screams for a trump lead.

Board 6

East Deals

E-W Vul

♠ Q
♥ K Q J 10 8 6 5
♦ 5 3
♣ K 6 2

♠ 9 5 3 2
♥ A 7 3 2
♦ A 9
♣ A 7 3

♠ J 7 4
♥ 4
♦ K Q 10 8 6 4 2
♣ J 8

♠ A K 10 8 6
♥ 9
♦ J 7
♣ Q 10 9 5 4

W N E S

EW 3N; NS 3♥; EW 3♦; NS 3♣; NS 1♠; Par -100; NS 4♣×-1;
NS 4♥×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		3♦	Pass
3 NT ¹	4♥ ²	Pass	Pass
Dbl	Pass	Pass	Pass

1. After partner opens a vulnerable 3♦, West should bid 3 NT. It is not crazy at all. There should be nine top tricks outside of the spade suit and since she has four spades, chances are good that the opponents will not be able to cash more than four spade tricks.
2. At favorable vulnerability, North can think along these lines - If I bid 4♥ as a sacrifice, even doubled, how many tricks will I lose? I have six heart tricks and ♣ K. Even if partner is broke, 4♥ doubled should only go down three for a score of -500, which is better than -600 or -630 that the opponents seem to be headed towards. The good news is about 8-10 points are left in the deck for partner; her hand may produce one or two tricks for our side.

At teams, the unfavorable vulnerability actually makes it more attractive to risk a 3 NT call. There are 12-13 IMPs at stake. But 3 NT is still an excellent game, which should be bid regardless of the scoring method.

North does well not to sell out to a vulnerable game by EW. Since South produces two spade tricks in 4♥, the sacrifice only goes down one for a score of -100 versus -600 for 3 NT.

If EW compete to 4 NT (this competitive bid is not asking for number of aces or key cards for any suit), South can double for penalty. Even if NS were to take it out to 5♥, double down two still beats -600 or -630.

Board 7
 South Deals
 Both Vul

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

♠ 5 4
♥ J 8 7
♦ K 10 7 4 2
♣ K 5 3

NS 6♠; NS 6♦; NS 2N; NS 3♣; S 1♥; Par +1430

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

1. There are 10-point hands and there are other 10-point hands. This one is worth only 9 points so West should not make a vulnerable 2♥ overcall.
2. Playing 2-over-1, South starts with 1NT Forcing. Even by a passed hand, I recommend 1NT to be forcing especially if you play 2-way Drury.
3. North has more than enough for a Strong Jump Shift. She is after all, only slightly weaker than a Strong 2♣ opening.
4. Natural raise to 4♦ with such a great support.
5. North is not done bidding her strong playing hand, her 5♣ is what I call a slam try. It says, partner, game is always ON, and slam might be in the cards if you have a suitable hand.
6. Within the context of the bidding, South does have a great hand especially since North promised singleton or a void in hearts by bidding three suits in succession.
7. On the actual lie of cards, 6♠ also makes and North may consider converting 6♦ to 6♠ (she does have a great spade suit) but opposite a known doubleton or singleton spade, it carries considerable risk.

Again, a trump lead is called for but North brushes that off and proceeds to cash twelve tricks off the top. Since the spade suit runs, declarer has five tricks each in ♠/♦ and the ♣ AK for a total of twelve without scoring a heart ruff.

Board 8
 West Deals
 None Vul

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

NS 7N; NS 7♠; NS 7♦; NS 6♥; NS 2♣; Par +1520

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♦	Pass	1♥
Pass	2♦ ¹	Pass	6NT ²
Pass	Pass	Pass	

1. North should not raise 1♥ to 2♥ or bid 1NT. She has a natural and descriptive 2♦ bid. Over 1♥ response, it promises a 6-card suit. If the response had been 1♠, 2♦ does not promise six. There is no better bid if North had 1-4-5-3 shape.
2. It would not matter where North's values are since she promised six diamonds. Twelve tricks should be there in notrump, one way or the other. On the flip side, North did not jump to 3♦ so grand slam should not be in the cards.

South has twelve tricks off the top (6♦, 3♠, 1♥ and 2♣). She can make 7NT if she guesses to take third round spade finesse for the ♠ 10, and not bother with hearts.

Board 9
 North Deals
 E-W Vul

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

EW 5♠; EW 4N; EW 5♣; EW 3♥; EW 4♦; Par -650

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

1. East starts with 1♦ but intends to jump to 3♣ to show the strength of her hand.
2. West can do no better than sign off in 3NT. Slam chances seem too remote to dwell on that possibility.

EW end up in a normal contract of 3NT; it should make four. After the ♠ A is gone, there are nine top tricks and regardless of the opening lead, declarer has the timing to go after ten tricks.

For example, if North leads a club, West can duck to win an extra club trick. If ♦ J is led, declarer gives up two diamonds and wins the 5th diamond as her 10th trick. If the lead is a spade or a heart, either the club or the diamond play described above yields that precious overtrick.

Board 10
 East Deals
 Both Vul

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

EW 7♦; EW 7♣; NS 3♠; Par -1100; NS 7♠×-4

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

1. Depending on your partnership agreement, West's 3♣ may promise 6-9 points or 10-12 and at least a 6-card suit.
2. Lacking conventions like Minorwood or Kickback, 4NT asks for key cards for clubs. Partner better not have zero key cards, and if she shows only one, you intend to bid 6♣. If two, you hope they are ♣ AK and bid 7♣. Partner promised a good suit after all.
3. 5♥ shows two key cards without the ♣ Q.
4. With clubs as trumps, there should be 13 tricks.

West can make 7♣ without scoring any spade ruffs because diamonds run for six tricks to go along with ♥ A and six trump tricks.

Board 11
 South Deals
 None Vul

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

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♦
Pass	1 ♠	Pass	2 ♦
Pass	Pass	Pass	

Here is one example where South has to re-bid diamonds on a 5-card suit because partner responds 1 ♠, not 1 ♥. South should never bid 1 NT with a worthless doubleton or singleton in a side suit. If a NT contract is in the cards, it should be played from the other side.

In this example, 1 NT goes down since EW have seven tricks off the top (five clubs and two aces). But in 2 ♦, most declarers will probably make nine tricks. The correct defense that holds the declarer to eight tricks is very difficult to find.

It takes repeated club leads and a trump promotion by using East's ♦ 9 for an uppercut to hold declarer to eight tricks. On the surface, a fourth round of club gives up a ruff and a sluff but it does no good for the declarer. For the defense however, it promotes West's ♦ 10 to a winner.

For this defense to work, West has to "visualize" the ♦ 9 in the East hand early in the play, not an easy task. Most NS pairs will win nine tricks in a diamond contract so whoever holds the declarer to eight tricks deserves to get a top.

Board 12
West Deals
N-S Vul

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

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

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

1. Despite holding 6-4 in ♦/♣, North does not have the values or suit quality for a vulnerable preempt.
2. East has a 6-loser hand so she makes the natural game try in hearts. Unless partner has more than a random 6 count with spade support, there will be no game.
3. West has enough strength in reserve to accept partner's game try especially with four trumps.

South has a tough lead: Leading ♠ K will likely give up a trick to the declarer, ♥ Q lead from ♥ QJx is bad without the ♥ 10 and leading a club away from ♣ J532 is usually dangerous. That brings the lead back to diamonds; South should lead ♦ A from ♦ AQ4. However, if South's diamonds were headed by the king instead of the ace, leading a small diamond away from the king would carry more risk. Then, a club lead may be better.

Leading ♦ A is not as crazy as it looks on the surface if you think about short diamonds on your right based on the bidding. Not only that, ♦ A allows you to hold the lead, look at dummy, observe partner's signal then decide what to do.