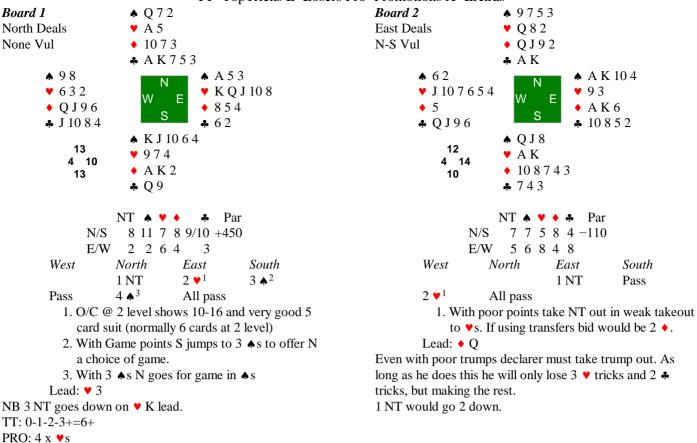
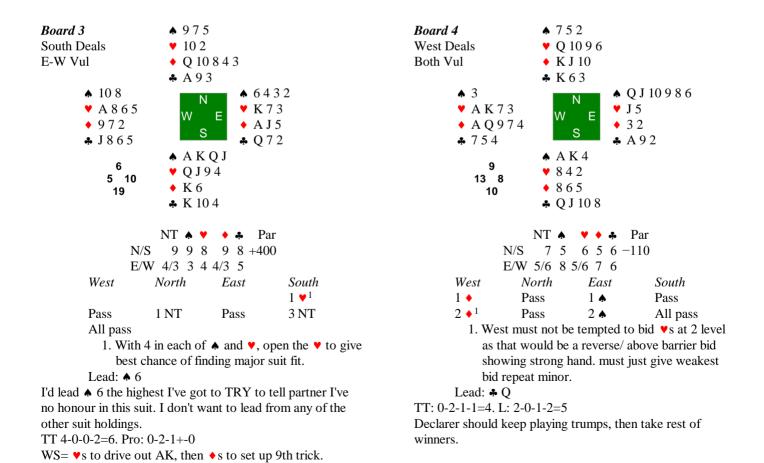
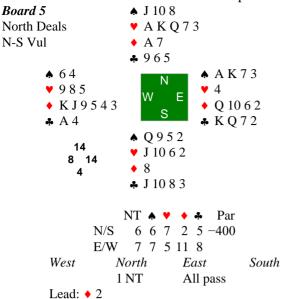
TT=TopTricks L=Losers Pro=Promotions X=EXtras

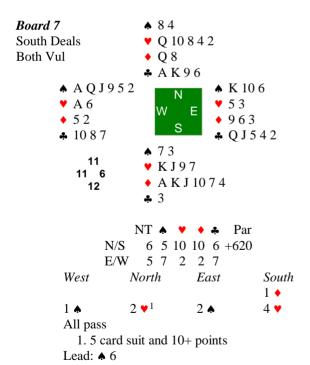








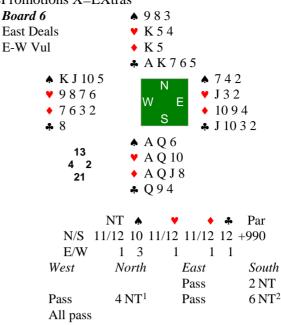
THE VALUE OF 1 NT OPENERS. If North opens 1 ♥ instead of 1 NT, E will Double for takeout. With 4 card support for partner's opening suit South raises 1 level higher than normal. (2 ♥). With 8 points + 6 card West would jump raise to 4 ♦ and E would raise to 5 ♦. An easily makeable game contract.so North-South going 1 down in NT is a good bid and stops opponents finding their contract.



Lead shows honour in the suit.

Should make easily.

Note if E-W mistakenly bid on to 4 ♠s N-S must DOUBLE FOR PENALTIES.



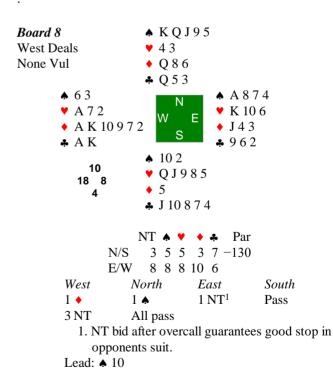
- 1. Quantitative bid asking partner to bid either pass or bid 6 NT if max
- 2. S evaluates his hand as Max because of 10s and 9s.

Lead: ♥ 9

No easy lead with 3 x 4 card suits. \checkmark 9 is safest TT: 1-3-4-3+=11

DANGER - Bad split in \$\\$s would reduce winners.

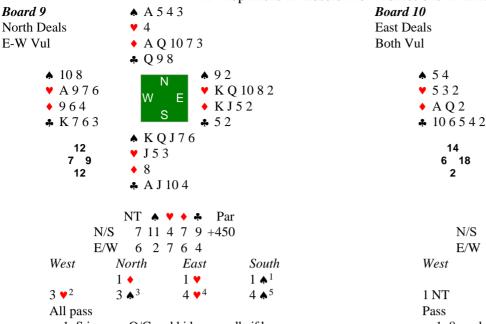
WS is \$\\$s. cash Q and A, and when West shows out - give trick to E, so that the rest are good. E should lead back \$\\$s (up to dummy's weakness). Do NOT finesse. Take the Ace and cash your 2 winning \$\\$s and the other winners.



Lead - must lead partner's bid suit. S hasn't got high cards to get back to hand in his long suits after they are set up.

DEFENCE North lets ▲ 10 run, eventually setting up his suit (Declarer may hold up for one round using rule of 7) N cannot make 9 tricks without N getting in and N then cashes enough ▲s to defeat the contract.

TT=TopTricks L=Losers Pro=Promotions X=EXtras



- 1. S ignores O/C and bids normally if he can.
- 2. West (Advancer) jumps to level of fit.
- 3. Opener with 8 card fit in As invites game.
- 4. East Goes for sacrifice
- 5. N-S Opening points + opening Points = game.

Lead: ♥ A

After 1st trick, defense switch to 9 ♦ (through Dummy's strength), or to a trump to minimise ruffing.

TT: 5-0-1-1=7. 1: 0-1(+2 to ruff)-0-1=3.

DANGER: Take 1st ◆ trick. You need to ruff 2 ♥ losers before fully taking out trump. If defence get in they will take out trump.

Board 11 **▲** AK87642 **v** 2 South Deals None Vul 1054 ♣ A J ♠ Q J **▲** 10 3 **♥** K 10 9 ♥ J87654 W A 9 8 6 2 7 S **4** 10 5 2 ♣ KQ98 **♠** 95 12 A Q 3 10 6 ♦ KQJ3 12 **♣** 7643 NT ♠ ♥ ◆ * N/S 9 11 4 8 6/7 +450 E/W 1 1 9 4 6 West North East South 1 NT 4 **♠**¹ Pass Pass Pass Pass 1. Limit bid. 8+ card major fit and distribution.

Lead: ♦ 7

TT: 2-1-0-1 = 4. L: 1-0-2 (2nd round ruff)-1=4

KEY: If ♠'s break 2-2 all is well, no ♠ loser and don't need to try the finesse. so test that first by playing A and K. All drop so can now cross to D♦ and discard losing ♣ J

♦ 64 S **4** 10 6 5 4 2 **♣** O 3 **▲** J973 **y** 9 ◆ J 10 9 8 3 987 NT 🛦 Par N/S 4/3 8 3/2 7 5 - 5009 5 10 5/6 7/8 North East South 1 🔻 Pass **4** ♥ ¹ Pass Pass Pass 1. 8 card major fit with distribution enough for game. Lead: ♦ J

♠ K 10 8 6

v 10 6 4

♦ K75

A K J

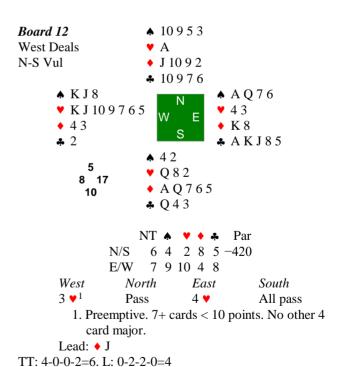
W

∧ A Q 2

AKQJ87

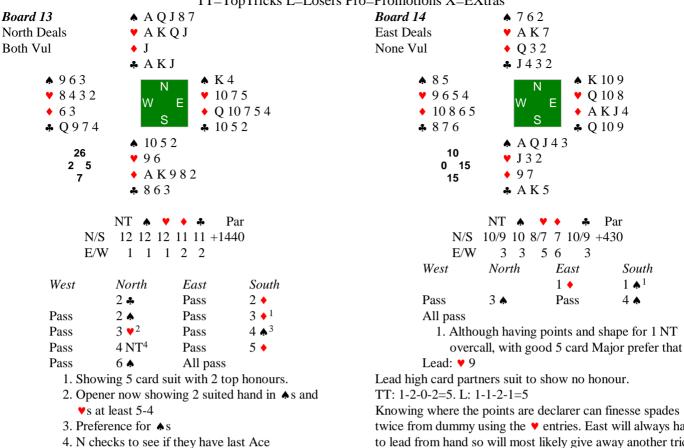
TT: 1-6-1-0=8. L: 2-0-1-2 = 5

KEY. Need to reduce South losers, can ruff 1 but need to finesse Q to make the other.



Lose 2 ◆s right away because of good lead. To try to reduce trump losers must hope A and Q are in different hands and finesse the first trick. Ace wins, declarer gets back in and finesses again.

TT=TopTricks L=Losers Pro=Promotions X=EXtras

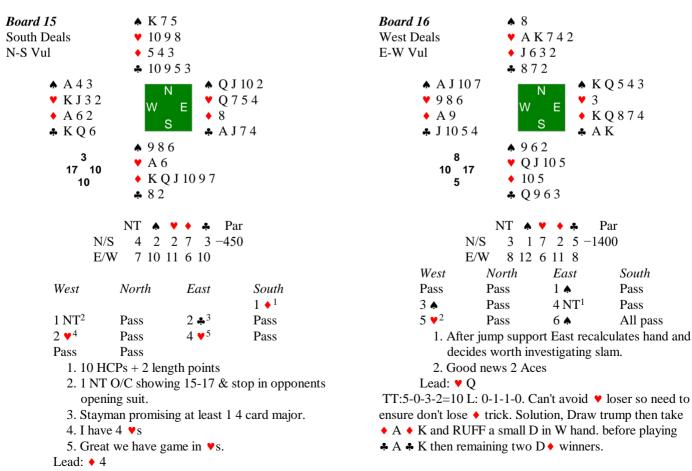


Knowing where the points are declarer can finesse spades twice from dummy using the ♥ entries. East will always have to lead from hand so will most likely give away another trick.

South

 $1 \wedge 1$

4



TT: 1-0-1-4=6 PRO: 3 x ♥s. L: 1-1-2-0=4

Lead: ♦ 5 Could also lead 4 2.

^{2 ♦} losers can be ruffed in dummy hand right away.