

TT: = 4-1-0-5 = 10

short hand first.

DANGERS - entries in N + used only stop in \forall s.

W/S = CLUBS - must play in correct order = honour in

Lead: ♦ 7

TT: 0-2-0-1=3. L: 1-0-2 (2nd round ruff)-1 = 4 W ruffs 2nd round ◆s, so now need to reduce Losers.

KEY: Can't avoid losing ♠ A so must discard ♣ loser BEFORE drawing trump.

Win ♣ A (3rd trick) Lead small to A ♥then play ♥ K and discard & J on it. NOW draw trump.

Board 3 **▲** A K 5 Board 4 **♦** 54 West Deals South Deals **v** 10 4 3 ▼ K 7 3 2 E-W Vul 432 Both Vul ♦ KJ987 ♣ KQ109 ♣ J 10 **★** 87 **♦** OJ1096 **A** A 3 2 **▲** KQJ10 ▼ KJ86 **V** 097 ♥ Q84 ♥ AJ10 W W Ε F ♦ KJ9 ♦ Q 108 **♦** 54 ♦ A32 S S **4** 6432 ♣ A 8 ***** 87652 ♠ 432 ♠ 9876 12 8 ♥ A 5 2 **9** 9 6 5 8 11 6 19 A 7 6 5 Q 10 6 9 7 ♣ J75 ♣ K Q 3 NT **♦ ♥ ♦ ♣** NT **♦ ♥ ♦**

7 5 5 7 7 -100 N/S E/W 6 8 8 5 6 West North East South Pass 1NT Pass Pass Pass Pass

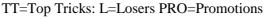
Lead: ♠ Q

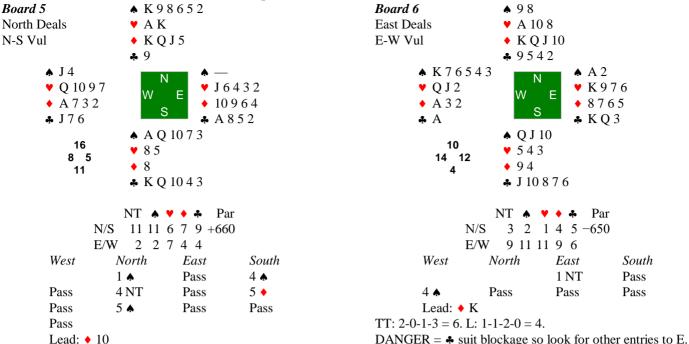
TT: = 2-1-1-0 = 4. PRO::= 0-0-0-3. DANGER- only 1 stop left in each suit.

WS = CLUBS must play first to set up PRO winners in ♣s

♣ A 9 4 4 3 4 6 2 -620 N/S E/W 9 10 8 7 10 West North East South Pass Pass 1 Pass 1 NT 3 NT Pass Pass Pass Pass Lead: ♦ 8

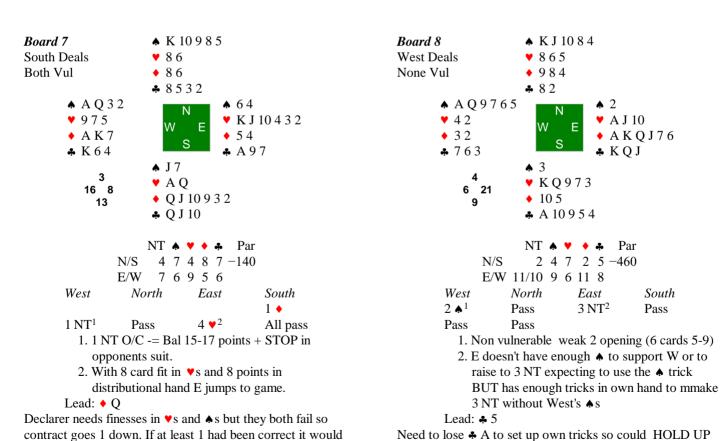
TT: 4-1-1-1 = 7. PRO::0-1-0-0 = 1.only makes 8. need 9. Must hope to make all 3 ♥s. So decide ♥ K must be where you need it to be = in N hand. Lead ♥ Q and if not covered let it run, then lead to ♥ AJ.





Bidding. Even with what could have been a weak jump to game, with \(\blacktriangle \) support N only needs 2 out of 3 Aces to make Slam so uses Blackwood to check. With only 1, N passes. Blackwood's real use - to prevent Bidding Bad Slams. Play. Straightforward. 2 losers can't be helped.

make.



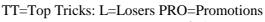
Need to lose ♣ A to set up own tricks so could HOLD UP for 1st round then win 2nd A trick - immediately lead A to force out . A. Win all future tricks.

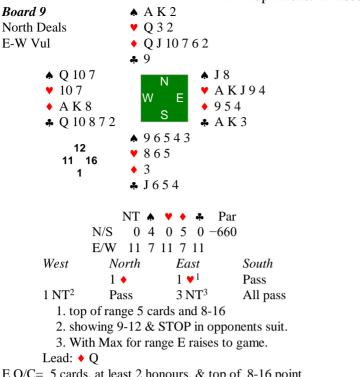
South

Pass

only 1 is ♠ A. KEY: Cash ♣ A then ♠ K and lead cross to

♠ A to enter E hand. Discard 2 ♦ losers on ♣ K and ♣ Q.





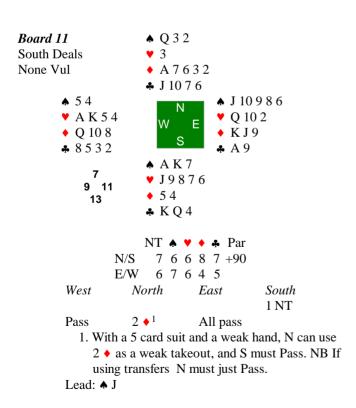
E O/C= 5 cards, at least 2 honours, & top of 8-16 point range. W (Advancer) bids 1 NT as response to O/C showing 9-12 pts and stop in opponents • suit. TT: 0-2-2-3+ Pro: 1-2-0-1. Try to finesse for ♥ Q first running the ♥ 10. Take ♣ AK and can then make marked finesse for & J.

Board 10 ♠ 965 East Deals KQ732 Both Vul ♦ A 4 ***** 753 **▲** 10 8 7 ♠ AKQ432 **9** 8 6 **v** 10 4 ۱۸ 10765 ♦ QJ9 S ♣ A 10 8 6 **♣** 94 ▲ T 9 A J 9 5 12 4 ♦ K832 15 ♣ K Q J 2 NT • • * Par N/S 6 5 11 7 9 +650 6 7 2 5 4 E/W West North East South 1 🛦 Dbl1 3 **v**² Pass 4 🔻 Pass Pass Pass Pass

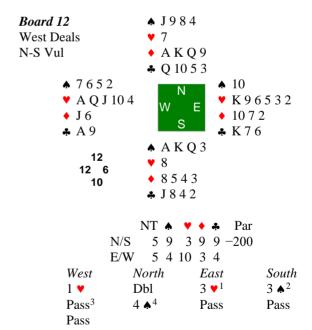
- 1. Takeout double: SOS: shortage, opening points, support for other suits.
- 2. Bids longest suit, and raises to show more thanj 8 points.

Lead: A A

TT: 0-5-2-0. Pro: 0-0-0-2. L: (N hand) 3-0-0-1=4. As soon as he gets in, declarer should take out trump finishing in N, ruff last 2 losing \blacktriangle s in S hand.



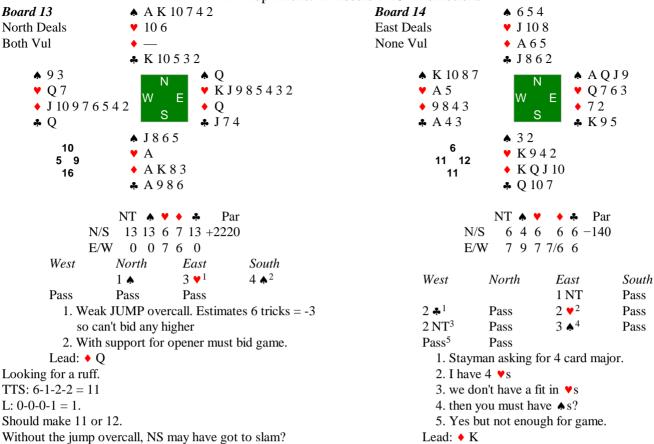
Declarer wins and immediately leads a trump, ducking the first trump trick, then when regaining lead takes A ♦ and gives away another ♦ trick. Then tackles ♣s. NS can make 9 tricks. Weak takeouts work! But watch out if you are using Transfers you cannot do a weak takeout into s as a bid of 2 * would be Stayman.

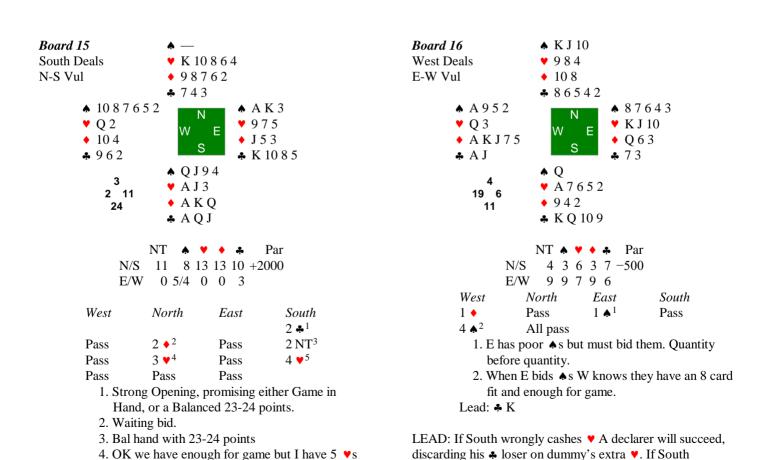


- 1. After intervening Double, Responder supports opener's suit 1 level higher than points allow
- 2. With excellent s and good S also bids at 3
- 3. W must remember E's bid is not invitational it's preemptive.
- 4. N can raise to game

Lead: ♥ A TT: 4-0-4-0. Pro: 0-0-0-2 Good sacrifice.

TT=Top Tricks: L=Losers PRO=Promotions





Using TRANSFERS N bids 3 ◆ and S responds 4 ♥.

5. I've got 3 ♥s so lets make it ♥s

. NT or ♥s?

Lead: ♠ A

correctly leads * K, top of a sequence, declarer has four

losers when trumps break badly. (2-1-0-1=4)