

TT=Top Tricks: L=Losers PRO=Promotions

Board 1

North Deals
None Vul

♠ A 3 2	♠ 8 5	♠ 7 4
♥ J 8 7 6 4	♥ A K 5	♥ Q 10 9 3
♦ 7	♦ K Q 4 3	♦ A 9 8 6
♣ K Q 10 8	♣ 7 6 4 3	♣ 9 5 2
	NT ♠ ♥ ♦ ♣ Par	
	N/S 8 10 4 9 7 +300	
	E/W 5 3 9 4 6	
West	North	East
Pass	1 NT	Pass
Pass	Pass	Pass

1. S has 6 ♠s so knows there's an 8 card major suit fit and with distribution enough for game, BIDS IT.

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 2

East Deals
N-S Vul

♠ 9 4	♠ 10 6 2	♠ 8 7 5 3
♥ K Q J 9 8	♥ 10 7	♥ 6 5 4
♦ Q J 8	♦ K 6 5	♦ A 7 3
♣ 8 7 6	♣ A Q J 10 2	♣ 5 4 3
	NT ♠ ♥ ♦ ♣ Par	
	N/S 10 10 7 9 10 +630	
	E/W 3 3 6 3 2	
West	North	East
Pass	2 ♣ ¹	Pass
Pass	Pass	Pass

1. 10 points and VERY good 5 card suit

Lead: ♥ K

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

DANGERS - entries in N + used only stop in ♥s.

W/S = CLUBS - must play in correct order = honour in short hand first.

Board 3

South Deals
E-W Vul

♠ 8 7	♠ A K 5	♠ Q J 10 9 6
♥ K J 8 6	♥ 10 4 3	♥ Q 9 7
♦ K J 9	♦ 4 3 2	♦ Q 10 8
♣ 6 4 3 2	♣ K Q 10 9	♣ A 8
	NT ♠ ♥ ♦ ♣ Par	
	N/S 7 5 5 7 7 -100	
	E/W 6 8 8 5 6	
West	North	East
Pass	1 NT	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

Board 4

West Deals
Both Vul

♠ A 3 2	♠ 5 4	♠ K Q J 10
♥ Q 8 4	♥ K 7 3 2	♥ A J 10
♦ 5 4	♦ K J 9 8 7	♦ A 3 2
♣ 8 7 6 5 2	♣ J 10	♣ A 9 4
	NT ♠ ♥ ♦ ♣ Par	
	N/S 4 3 4 6 2 -620	
	E/W 9 10 8 7 10	
West	North	East
Pass	Pass	1 ♠
1 NT	Pass	3 NT
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.

Board 5North Deals
N-S Vul

♠ K 9 8 6 5 2

♥ A K

♦ K Q J 5

♣ 9

♠ J 4

♥ Q 10 9 7

♦ A 7 3 2

♣ J 7 6

N	E
W	S

♠ —

♥ J 6 4 3 2

♦ 10 9 6 4

♣ A 8 5 2

♠ A Q 10 7 3

♥ 8 5

♦ 8

♣ K Q 10 4 3

 16
8 5
11

	NT	♠	♥	♦	♣	Par
N/S	11	11	6	7	9	+660
E/W	2	2	7	4	4	

West	North	East	South
	1 ♠	Pass	4 ♠
Pass	4 NT	Pass	5 ♦
Pass	5 ♠	Pass	Pass
Pass			

Lead: ♦ 10

Bidding. Even with what could have been a weak jump to game, with ♠ 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.

Board 6East Deals
E-W Vul

♠ 9 8

♥ A 10 8

♦ K Q J 10

♣ 9 5 4 2

♠ K 7 6 5 4 3

♥ Q J 2

♦ A 3 2

♣ A

N	E
W	S

♠ A 2

♥ K 9 7 6

♦ 8 7 6 5

♣ K Q 3

♠ Q J 10

♥ 5 4 3

♦ 9 4

♣ J 10 8 7 6

 10
14 12
4

	NT	♠	♥	♦	♣	Par
N/S	3	2	1	4	5	-650
E/W	9	11	11	9	6	

West	North	East	South
		1 NT	Pass
4 ♠	Pass	Pass	Pass

Lead: ♦ K

TT: 2-0-1-3 = 6. L: 1-1-2-0 = 4.

DANGER = ♣ suit blockage so look for other entries to E. 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.

Board 7South Deals
Both Vul

♠ K 10 9 8 5

♥ 8 6

♦ 8 6

♣ 8 5 3 2

♠ A Q 3 2

♥ 9 7 5

♦ A K 7

♣ K 6 4

N	E
W	S

♠ 6 4

♥ K J 10 4 3 2

♦ 5 4

♣ A 9 7

♠ J 7

♥ A Q

♦ Q J 10 9 3 2

♣ Q J 10

 3
16 8
13

	NT	♠	♥	♦	♣	Par
N/S	4	7	4	8	7	-140
E/W	7	6	9	5	6	

West	North	East	South
			1 ♦
1 NT ¹	Pass	4 ♥ ²	All pass

- 1 NT O/C == Bal 15-17 points + STOP in opponents suit.
- With 8 card fit in ♥s and 8 points in distributional hand E jumps to game.

Lead: ♦ Q

Declarer needs finesses in ♥s and ♠s but they both fail so contract goes 1 down. If at least 1 had been correct it would make.

Board 8West Deals
None Vul

♠ K J 10 8 4

♥ 8 6 5

♦ 9 8 4

♣ 8 2

♠ A Q 9 7 6 5

♥ 4 2

♦ 3 2

♣ 7 6 3

N	E
W	S

♠ 2

♥ A J 10

♦ A K Q J 7 6

♣ K Q J

♠ 3

♥ K Q 9 7 3

♦ 10 5

♣ A 10 9 5 4

 4
6 21
9

	NT	♠	♥	♦	♣	Par
N/S	2	4	7	2	5	-460
E/W	11/10	9	6	11	8	

West	North	East	South
2 ♠ ¹	Pass	3 NT ²	Pass
Pass	Pass		

- Non vulnerable weak 2 opening (6 cards 5-9)
- E doesn't have enough ♠ to support W or to raise to 3 NT expecting to use the ♠ trick BUT has enough tricks in own hand to make 3 NT without West's ♠s

Lead: ♣ 5

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

TT=Top Tricks: L=Losers PRO=Promotions

Board 9

North Deals
E-W Vul

♠ A K 2		♠ J 8
♥ Q 3 2		♥ A K J 9 4
♦ Q J 10 7 6 2		♦ 9 5 4
♣ 9		♣ A K 3
♠ Q 10 7		♠ 9 6 5 4 3
♥ 10 7		♥ 8 6 5
♦ A K 8		♦ 3
♣ Q 10 8 7 2		♣ J 6 5 4
12		
11 16		
1		

	NT	♠	♥	♦	♣	Par
N/S	0	4	0	5	0	-660
E/W	11	7	11	7	11	
West	North	East	South			
	1 ♦	1 ♥ ¹	Pass			
1 NT ²	Pass	3 NT ³	All pass			

1. top of range 5 cards and 8-16
2. showing 9-12 & STOP in opponents suit.
3. With Max for range E raises to game.

Lead: ♦ 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

East Deals
Both Vul

♠ 9 6 5		♠ A K Q 4 3 2
♥ K Q 7 3 2		♥ 10 4
♦ A 4		♦ Q J 9
♣ 7 5 3		♣ 9 4
♠ 10 8 7		♠ J
♥ 8 6		♥ A J 9 5
♦ 10 7 6 5		♦ K 8 3 2
♣ A 10 8 6		♣ K Q J 2
9		
4 12		
15		

	NT	♠	♥	♦	♣	Par
N/S	6	5	11	7	9	+650
E/W	6	7	2	5	4	
West	North	East	South			
		1 ♠	Dbl ¹			
Pass	3 ♥ ²	Pass	4 ♥			
Pass	Pass	Pass				

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

Lead: ♠ 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 ♠s in S hand.

Board 11

South Deals
None Vul

♠ Q 3 2		♠ J 10 9 8 6
♥ 3		♥ Q 10 2
♦ A 7 6 3 2		♦ K J 9
♣ J 10 7 6		♣ A 9
♠ 5 4		♠ A K 7
♥ A K 5 4		♥ J 9 8 7 6
♦ Q 10 8		♦ 5 4
♣ 8 5 3 2		♣ K Q 4
7		
9 11		
13		

	NT	♠	♥	♦	♣	Par
N/S	7	6	6	8	7	+90
E/W	6	7	6	4	5	
West	North	East	South			
			1 NT			
Pass	2 ♦ ¹	All pass				

1. With a 5 card suit and a weak hand, N can use 2 ♦ as a weak takeout, and S must Pass. NB If using transfers N must just Pass.

Lead: ♠ J

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.

Board 12

West Deals
N-S Vul

♠ J 9 8 4		♠ 10
♥ 7		♥ K 9 6 5 3 2
♦ A K Q 9		♦ 10 7 2
♣ Q 10 5 3		♣ K 7 6
♠ 7 6 5 2		♠ A K Q 3
♥ A Q J 10 4		♥ 8
♦ J 6		♦ 8 5 4 3
♣ A 9		♣ J 8 4 2
12		
12 6		
10		

	NT	♠	♥	♦	♣	Par
N/S	5	9	3	9	9	-200
E/W	5	4	10	3	4	
West	North	East	South			
1 ♥	Dbl	3 ♥ ¹	3 ♠ ²			
Pass ³	4 ♠ ⁴	Pass	Pass			
Pass						

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 level.
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.

Board 13North Deals
Both Vul

♠ A K 10 7 4 2		♠ Q
♥ 10 6		♥ K J 9 8 5 4 3 2
♦ —		♦ Q
♣ K 10 5 3 2		♣ J 7 4
♠ 9 3		♠ J 8 6 5
♥ Q 7		♥ A
♦ J 10 9 7 6 5 4 2		♦ A K 8 3
♣ Q		♣ A 9 8 6
10		
5 9		
16		

	NT	♠	♥	♦	♣	Par
N/S	13	13	6	7	13	+2220
E/W	0	0	7	6	0	

West	North	East	South
Pass	1 ♠	3 ♥ ¹	4 ♠ ²
Pass	Pass	Pass	

1. Weak JUMP overcall. Estimates 6 tricks = -3 so can't bid any higher
2. With support for opener must bid game.

Lead: ♦ Q

Looking for a ruff.

TTS: 6-1-2-2 = 11

L: 0-0-0-1 = 1.

Should make 11 or 12.

Without the jump overcall, NS may have got to slam?

Board 14East Deals
None Vul

♠ 6 5 4		♠ A Q J 9
♥ J 10 8		♥ Q 7 6 3
♦ A 6 5		♦ 7 2
♣ J 8 6 2		♣ K 9 5
♠ K 10 8 7		♠ 3 2
♥ A 5		♥ K 9 4 2
♦ 9 8 4 3		♦ K Q J 10
♣ A 4 3		♣ Q 10 7
6		
11 12		
11		

	NT	♠	♥	♦	♣	Par
N/S	6	4	6	6	6	-140
E/W	7	9	7	7/6	6	

West	North	East	South
2 ♣ ¹	Pass	1 NT	Pass
2 NT ³	Pass	2 ♥ ²	Pass
Pass ⁵	Pass	3 ♠ ⁴	Pass

1. Stayman asking for 4 card major.
2. I have 4 ♥s
3. we don't have a fit in ♥s
4. then you must have ♠s?
5. Yes but not enough for game.

Lead: ♦ K

Board 15South Deals
N-S Vul

♠ —		♠ A K 3
♥ K 10 8 6 4		♥ 9 7 5
♦ 9 8 7 6 2		♦ J 5 3
♣ 7 4 3		♣ K 10 8 5
♠ 10 8 7 6 5 2		♠ Q J 9 4
♥ Q 2		♥ A J 3
♦ 10 4		♦ A K Q
♣ 9 6 2		♣ A Q J
3		
2 11		
24		

	NT	♠	♥	♦	♣	Par
N/S	11	8	13	13	10	+2000
E/W	0	5/4	0	0	3	

West	North	East	South
Pass	2 ♦ ²	Pass	2 ♣ ¹
Pass	3 ♥ ⁴	Pass	2 NT ³
Pass	Pass	Pass	4 ♥ ⁵

1. Strong Opening, promising either Game in Hand, or a Balanced 23-24 points.
2. Waiting bid.
3. Bal hand with 23-24 points
4. OK we have enough for game but I have 5 ♥s . NT or ♥s?
5. I've got 3 ♥s so lets make it ♥s

Lead: ♠ A

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

Board 16West Deals
E-W Vul

♠ K J 10		♠ 8 7 6 4 3
♥ 9 8 4		♥ K J 10
♦ 10 8		♦ Q 6 3
♣ 8 6 5 4 2		♣ 7 3
♠ A 9 5 2		♠ Q
♥ Q 3		♥ A 7 6 5 2
♦ A K J 7 5		♦ 9 4 2
♣ A J		♣ K Q 10 9
4		
19 6		
11		

	NT	♠	♥	♦	♣	Par
N/S	4	3	6	3	7	-500
E/W	9	9	7	9	6	

West	North	East	South
1 ♦	Pass	1 ♠ ¹	Pass
4 ♠ ²	All pass		

1. E has poor ♠s but must bid them. Quantity before quantity.
2. When E bids ♠s W knows they have an 8 card fit and enough for game.

Lead: ♣ K

LEAD: If South wrongly cashes ♥ A declarer will succeed, discarding his ♣ loser on dummy's extra ♥. If South correctly leads ♣ K, top of a sequence, declarer has four losers when trumps break badly. (2-1-0-1=4)