

140214LP#1

♠ K Q 10 3

♥ Q 9 8 5 2

♦ —

♣ A 8 5 4

♠ J 9 8 7

♥ 7

♦ K J 10 9 5

♣ K Q 10

♠ 6 4 2

♥ A 4 3

♦ A Q 6 4 2

♣ J 2

NS 2♠; NS 2♥; NS 1N; EW 1♦; NS 1♣;

Par +110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	2 ♦
Pass	2 ♥	All pass	

North has only 11 hcp but good shape so can open. It is worth noting that a 2 ♠ rebid by North would show 16HCP+. The ♣ King is a good lead - declarer should win in dummy then play another to set up club ruffs. Best defense is to play trumps to stop declarer taking ruffs.

140214LP#1

♠ Q 10 6 2

♥ K 9 3

♦ 10 2

♣ A 7 5 4

♠ A K 7

♥ 7 6 5

♦ Q 9 5

♣ Q 9 8 3

♠ J 9 8 3

♥ A Q 8 4 2

♦ K 6 4 3

♣ —

NS 3♠; EW 4♣; NS 2♥; EW 1N; EW 2♦;

Par -100: NS 4♠×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			All pass

North is too weak to open, even in 3rd seat and East should apply the rule of 15 and pass. If South does open one heart West may try two clubs and now 2 Hearts is best from North. Eight tricks are available but if you find your spade fit then nine tricks are possible losing just two spades and two diamond tricks.

140214LP#1

♠ 3

♥ A Q J 10 9 5 3

♦ 9 7 2

♣ Q 9

♠ A 8 7 5 2

♥ 6

♦ K 8

♣ A K J 8 4

♠ Q 6 4

♥ 8 7

♦ J 6 3

♣ 10 6 5 3 2

♠ K J 10 9

♥ K 4 2

♦ A Q 10 5 4

♣ 7

S 5♥; N 4♥; NS 4♦; EW 2♠; EW 3♣; NS 1N;

Par +500: EW 5♠×-3; EW 6♣×-3

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

With a good 7 card suit opposite an opening hand, 4 ♥ is a reasonable bid by North. East should lead a spade (partners suit) then West should switch to clubs. Declarer wins the 3rd round and draws trumps ending in hand. Then the ♦ 9 should be allowed to run (if East plays the J dummy's Q should cover it) and game is made.

Board 3

South Deals

E-W Vul

♠ 5 4

♥ J 10

♦ A J 8 7

♣ K J 10 6 2

N
W E
S

♠ A K 7

♥ 7 6 5

♦ Q 9 5

♣ Q 9 8 3

♠ J 9 8 3

♥ A Q 8 4 2

♦ K 6 4 3

♣ —

NS 3♠; EW 4♣; NS 2♥; EW 1N; EW 2♦;

Par -100: NS 4♠×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			All pass

North is too weak to open, even in 3rd seat and East should apply the rule of 15 and pass. If South does open one heart West may try two clubs and now 2 Hearts is best from North. Eight tricks are available but if you find your spade fit then nine tricks are possible losing just two spades and two diamond tricks.

Board 4

West Deals

Both Vul

♠ 4

♥ A J 10 8 3 2

♦ J 5 2

♣ K 8 5

140214LP#1

♠ Q J 9 6

♥ Q 5

♦ A K 8

♣ 10 4 3 2

♠ A 10 8 3 2

♥ 9 6 4

♦ 10 7 4

♣ Q 6

♠ K 7 5

♥ K 7

♦ Q 9 6 3

♣ A J 9 7

NS 2♠; EW 2♥; NS 3♦; NS 3♣; NS 1N;

Par +110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 NT	Pass	3 NT
			All pass

If E/W are playing 'Weak Two's' a 2 ♥ opening bid makes the NT game more difficult to find. On a spade lead declarer makes 3 spade tricks, one heart, 4 diamonds and a club. A heart lead takes the contract off, if a heart is returned (as all the hearts are winners) when the defence get in with ♣ K or ♠ Ace.

N-S Vul

E-W Vul

Both Vul

None Vul

This shows how disruptive a weak NT is. A second double by East would be for penalties and no other suit is long enough to bid. A bid of the opponents suit is clearly forcing and allows a 5 ♣ game to be found but this is largely a guess.

4441 hands are always difficult to bid. Those who open a heart will be rewarded - I prefer to open 1H if I have 4 hearts. If South opens 1D instead South should stretch to bid spades after the double. Here the rebid could be 2 clubs or 1 NT but both are strictly incorrect. The best contract is 2H.

Board 13
North Deals
Both Vul

140214LP#1

♠ Q 7 3 2
♥ K Q
♦ Q J 2
♣ 10 7 5 2

♠ A J 9 8
♥ 7 6 2
♦ K 7 3
♣ K Q 6



♠ K 6 5
♥ A J 8 4 3
♦ 9 8 5
♣ J 9

♠ 10 4
♥ 10 9 5
♦ A 10 6 4
♣ A 8 4 3

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

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

North has a difficult choice of lead. A low spade gives a trick away. The ♦ Q is best (South should let it run to West's King). The defence make 1 spade, 1 heart, 2 diamonds and a club

Board 14
East Deals
None Vul

140214LP#1

♠ A 8 5
♥ J 9
♦ 9 8 5
♣ K J 9 5 3

♠ Q J 10 7
♥ 7 5 3
♦ K 10 4 2
♣ A 6



♠ 9 6 4 3
♥ Q 2
♦ A J 7 6 3
♣ 8 7

♠ K 2
♥ A K 10 8 6 4
♦ Q
♣ Q 10 4 2

NS 5♥; NS 5♣; EW 2♠; NS 1N; EW 1♦;
Par +450

West	North	East	South
		Pass	1 ♥
Pass	1 NT	Pass	2 ♣
Pass	3 ♣	Pass	3 ♥
Pass	4 ♥	All pass	

The 3 ♥ rebid shows 6 hearts so North can support with just two of them. Declarer only loses 1 diamond and 1 club trick.

control 15
Board 15
South Deals
N-S Vul

140214LP#1

♠ J 10 6 3 2
♥ 7 6 2
♦ A J 4 3
♣ 9

♠ A K 5
♥ A Q J 3
♦ 7 6
♣ 10 8 7 5



♠ 9 8 4
♥ K 9 5 4
♦ Q 9 5
♣ A J 3

♠ Q 7
♥ 10 8
♦ K 10 8 2
♣ K Q 6 4 2

EW 2♥; EW 1N; NS 2♦; NS 1♠; EW 1♣;
Par -110

West	North	East	South
			Pass
1 NT	All pass		

Some Souths may want to bid but 2 ♣ is a disaster!. A low diamond lead is best but South should insert the 10 if dummy plays low. Declarer makes 2 spade tricks, 4 hearts and a club.

Board 16
West Deals
E-W Vul

140214LP#1

♠ 7 4 2
♥ 10 9 4 2
♦ K J 10 6
♣ Q J

♠ A K 6 3
♥ A 7 6
♦ Q 3
♣ A 8 5 4



♠ Q 10 9 8 5
♥ K
♦ 9 4
♣ K 10 7 6 3

♠ J
♥ Q J 8 5 3
♦ A 8 7 5 2
♣ 9 2

EW 5♠; EW 5♣; EW 2N; NS 2♥; NS 1♦;
Par -650

West	North	East	South
1 ♠	Pass	4 ♠	All pass

With 7 losers and 5 card support East can bid the spade game. The danger is that West may want to explore a slam which goes off on a diamond lead.