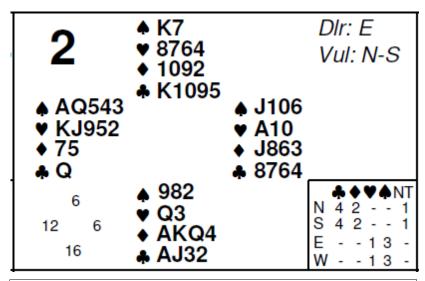


Bidding: South's 2H bid is natural, to play in 2H. West is short 1 point to bid 2NT.

Opening lead: Leading an Ace or underleading an Ace are not recommended. Lead 3S or 3C, both bottom of something.

Play: Possible losers: 2S, 1H, 2D, 1C = 6, one too many. Try the heart finesse. This is the only reasonable chance for an extra trick. This succeeds. You make 2H.

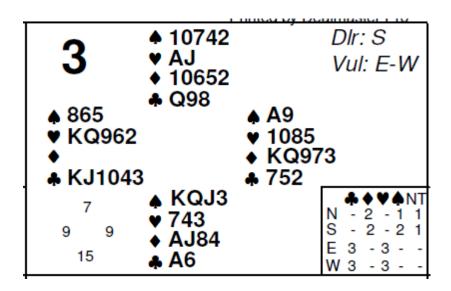


$$\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ & & P & 1NT \\ X^* & P & 2C^* & P \\ 2D^* & P & 2S & and 3 passes \\ (* = bids with a special meaning) \end{array}$$

Bidding: Double by West shows a 2-suited hand. East bids 2C so bidding will not die out. The 2D bid shows both majors. East prefers spades.

Opening lead: AD, top of touching honours, is an excellent lead.

Play: Count losers from West hand: 1S, 1H, 2D, 1C = 5. The QH falls when you play AH & KH. So you lose only 4 tricks, making 3S.

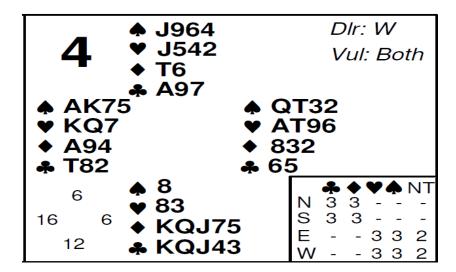


(* = bids with a special meaning)

Bidding: West doubles to show a 2-suited hand. East bids 2C to keep the bidding alive. 2H shows hearts & a minor. East is happy with hearts.

Opening lead: Don't lead "into" West's possible minor. Lead a spade, either 2S or TS.

Play: Potential losers: 2S, 1-2H, 0D, 2-3C = 5-7 total. (1) Ruff a spade before pulling trump. So lose only 1 spade. (2) Pull trump. (3) Set up the long clubs. As the card lie, you lose at most 2 clubs, then the others are good.



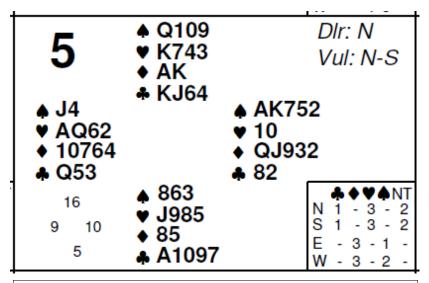
 $\frac{W}{1NT} \frac{N}{P} \frac{E}{P} \frac{S}{2NT*}$ P 3C and 3 passes
(* = bids with a special meaning)

Bidding: 2NT by south shows both minors. North prefers clubs, so bids 3C.

Opening lead: Don't lead the opponents' suits. Best lead is probably the 2S.

Play: You always make 5 club & 4 diamond tricks, making 3C. Opponents can only take AS, AH, KH & AD.

Blooman Over Opponent 1NT - Ed L'Heureux (10Sep2024)



$$\frac{W}{1} \frac{N}{N} \frac{E}{X^*} \frac{S}{P}$$

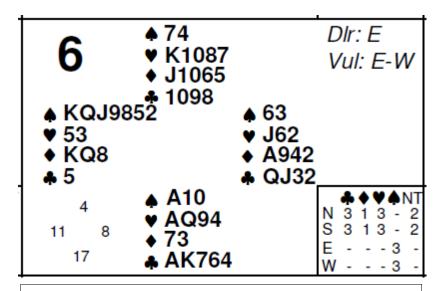
$$2C^* P 2S^* P$$

$$2NT^* P 3D \text{ and 3 passes}$$
(* = bids with a special meaning)

Bidding: East doubles to show a 2-suited hand. West bids 2C to keep the bidding alive. 2S shows spades & a minor. With no support for spades but support for both minors, West bids 2NT so that East will bid the minor.

Opening lead: Try unbid major, 5H.

Play: Losers: 1-2S, 0H, 2D, 2C = 5-6. Cannot avoid D or C losers. Play AS, KS & ruff a spade. If they split 3-3, the last 2 spades are good & you make 3D. If not, you are down 1.

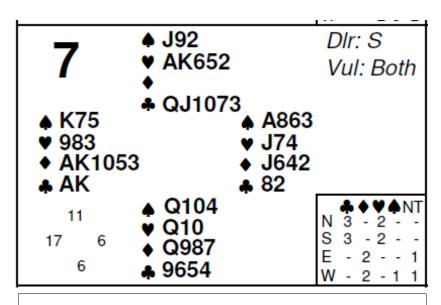


Bidding: West bids 3S as a preempt. The suit is a decent one with high card points in the suit. Maybe it makes, maybe not. Depends what partner has.

Opening lead: AC, top of touching honors.

Play: Partner has some nice cards. Make 6 spade tricks & 3 diamond tricks.

Blooman Over Opponent 1NT - Ed L'Heureux (10Sep2024)



$$\frac{W}{W} \quad \frac{N}{E} \quad \frac{S}{P}$$

$$1NT \quad X^* \quad P \quad 2C^*$$

$$P \quad 2H^* \quad P \quad 2NT^*$$

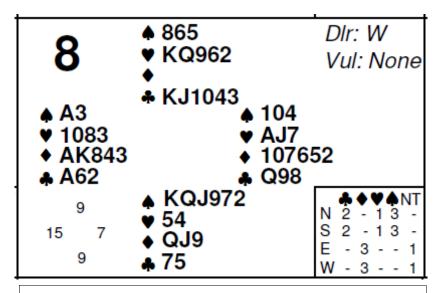
$$P \quad 3C \quad and \quad 3 \text{ passes}$$

$$(* = bids \text{ with a special meaning})$$

Bidding: North doubles to show a 2-suited hand. South bids 2C to keep the bidding alive. 2H shows hearts & a minor. With no support for hearts but support for both minors, South bids 2NT so that North will bid the minor.

Opening lead: AD, top of touching honors.

Play: Lose only 2 spades & 2 clubs, making 3C.



$$\begin{array}{ccccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ 1NT & X^* & P & 2S \\ P & P & P \end{array}$$

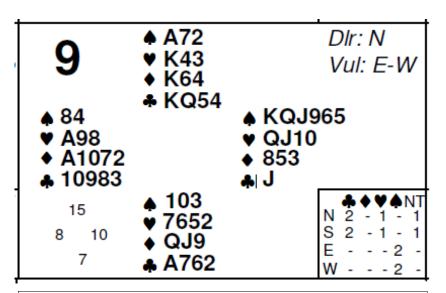
(* = bids with a special meaning)

Bidding: North doubles to show a 2-suited hand. South does not bid 2C, bids 2S instead to play in South's 6 card suit.

Opening lead: AD, top of touching honors, is a top notch lead.

Play: Losers: 1S, 1H, 3D, 2C = 7 total. South can make the contract by trumping 3 diamonds or by setting up dumm'y clubs or a combination of the two. West has the strong hand. Lead low towards dummy's kings. Play West for the Aces.

Blooman Over Opponent 1NT - Ed L'Heureux (10Sep2024)

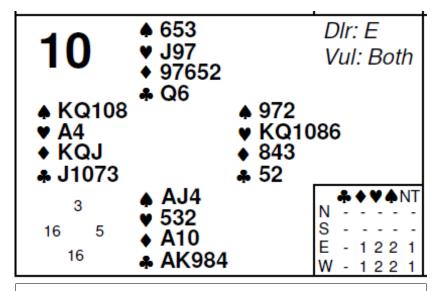


$$\begin{array}{c|cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ & 1NT & 2S & P \\ P & P & \end{array}$$

Bidding: East has a single suited hand, with points in the long suit. Bid the suit right away.

Opening lead: Don't lead an unsupported Ace (AC) or low from and Ace (2C). QD, top of touching honors, is a good lead.

Play: Losers: 1S, 1H, 2D, 1C = 5 total. Should make 2S without any worry. Can try leading QH towards AH to trap the KH & make an overtrick. But KH is on the wrong side, so no overtrick.

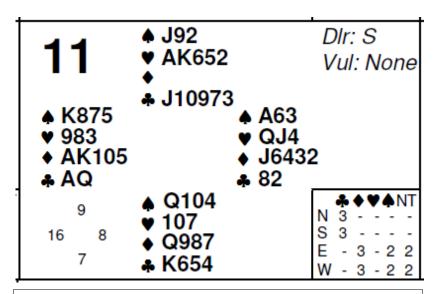


$$\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ & & P & 1NT \\ P & P & P \end{array}$$

Bidding: West also has 16 points. Playing Blooman, West can only pass. Double would show a 2-suited hand & force partner to bid 2C. If playing Cappelletti, West would double to show 15-17 points. East would transfer to hearts.

Opening lead: KD, top of 3 touching honors, is a highly recommended lead. Too bad West does not know about East's nice hearts.

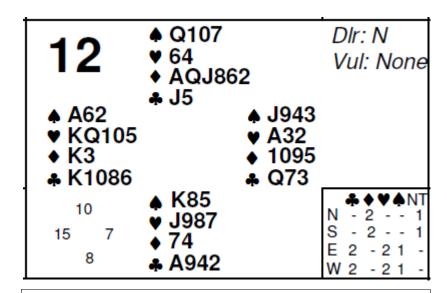
Play: South can only take 6 tricks: 1S, 0H, 1D, 4C. Down 1. South should attack the long club suit before playing any other suit. If not, South will not even make 6 tricks.



Bidding: North doubles to show a 2-suited hand (not both minors). East has 8 points, nice cards in S & H, bids 2NT. Because East bid, South can pass. West with 16 might pass or might bid 3NT.

Opening lead: Partner has either S or H or both. Partner is more likely to be long where you are short. Lead TH.

Play: Play diamonds first to ensure 4 diamond tricks to go with 2S, 1H & 1C. After leading TH, opponents cash 4 heart tricks if/when they get in.



$$\frac{\mathbf{W}}{1}$$
 $\frac{\mathbf{N}}{2}$ $\frac{\mathbf{E}}{2}$ and 3 passes

Bidding: After 1NT by West, North with about 10 points bids the 6 card diamond suit. East does not have quite enough to make a bid.

Opening lead: Unsupported Ace or low from Ace are not recommended, even if partner has many high cards. Lead 3S or 7C.

Play: Possible losers: 2S, 2H, 1D, 1C = 6, 1 too many. If opponents lead a spade, this gives you a bonus spade trick, losing only 1 spade. Try the diamond and club finesses (lead low towards AQ) for a 50% chance of avoiding those losers.