

<b>1</b> ♠ A974 ♥ 1086 ♦ K742 ♣ KQ ♠ 53 ♥ K72 ♦ QJ105 ♣ A975 ♠ KJ108 ♥ AJ95 ♦ A63 ♣ 62 ♠ Q62 ♥ Q43 ♦ 98 ♣ J10843 12 10 13 5	Dir: N Vul: None	<b>2</b> ♠ AQ10 ♥ AKJ ♦ Q954 ♣ 1043 ♠ K95 ♥ 7653 ♦ 832 ♣ A72 ♠ 763 ♥ 92 ♦ AKJ1076 ♣ J5 ♠ J842 ♥ Q1084 ♦ 9 ♣ KQ986 15 7 9 8	Dir: E Vul: N-S	<b>3</b> ♠ K9643 ♥ K10 ♦ A7 ♣ 9543 ♠ J752 ♥ 95 ♦ 92 ♣ K10862 ♠ Q8 ♥ AQJ76 ♦ 10864 ♣ Q7 ♠ A10 ♥ 8432 ♦ KQJ53 ♣ AJ ♠ 10 ♥ 21 ♦ 21 ♣ 11 10 4 15 11	Dir: S Vul: E-W
<b>4</b> ♠ 10863 ♥ AQ76 ♦ AJ10 ♣ A4 ♠ KQ92 ♥ 53 ♦ Q82 ♣ QJ105 ♠ J7 ♥ K82 ♦ 975 ♣ K9863 ♠ A54 ♥ J1094 ♦ K643 ♣ 72 15 10 7 8	Dir: W Vul: Both	<b>5</b> ♠ 1063 ♥ 52 ♦ KJ86 ♣ Q84 ♠ AQ9 ♥ 10643 ♦ 4 ♣ AJ1053 ♠ 854 ♥ KQ8 ♦ A1072 ♣ K76 ♠ K72 ♥ AJ97 ♦ Q953 ♣ 92 7 11 12 10	Dir: N Vul: N-S	<b>6</b> ♠ QJ83 ♥ Q7 ♦ QJ7 ♣ 7642 ♠ 9762 ♥ AJ52 ♦ A32 ♣ AJ ♠ 105 ♥ K1094 ♦ 108 ♣ Q9853 ♠ AK4 ♥ 863 ♦ K9654 ♣ K10 8 14 5 13	Dir: E Vul: E-W
<b>7</b> ♠ KQ8632 ♥ AKJ73 ♦ KJ ♣ ♠ A104 ♥ 986 ♦ AQ10975 ♣ 10 ♠ 542 ♥ 8642 ♣ K86432 ♠ J975 ♥ Q10 ♦ 3 ♣ AQJ975 17 10 3 10	Dir: S Vul: Both	<b>8</b> ♠ 983 ♥ KJ4 ♦ AQJ1085 ♣ 9 ♠ A7 ♥ AQ10753 ♦ 6 ♣ KJ104 ♠ QJ194 ♥ 96 ♦ 3 ♣ AQ8532 ♠ K652 ♥ 82 ♦ K9742 ♣ 76 11 14 9 6	Dir: W Vul: None	<b>9</b> ♠ AJ7 ♥ 1098 ♦ 1065 ♣ KJ105 ♠ 3 ♥ AK532 ♦ AK87 ♣ 982 ♠ KQ652 ♥ 7 ♦ QJ92 ♣ A63 ♠ 10984 ♥ QJ64 ♦ 43 ♣ Q74 9 14 12 5	Dir: N Vul: E-W

- After North opens 1♣, East might double despite having only two clubs. South would pass and West could bid 1NT (conservative) or 2NT (10-12 points). The sequence in diamonds makes 2NT attractive. With a minimum East would pass, but double dummy, nine tricks can be made in no-trumps. With West advertising a stopper in diamonds, North might lead ♠4, jack, queen. South might switch to a low club. West ducks and North wins. If North continues clubs, West ducks again. Now North could revert to spades with ♠7. Declarer should make eight or nine tricks.
- At this vulnerability many Easts will open 3♣. This will be passed to North, who will bid 3NT. It is hard for South to remove this contract, but 3NT can be beaten. East can lead ♦J, which North needs to take to avoid going several down. If North ducks, East can switch to a club. West wins and the diamond return takes 3NT three down. If North wins the first diamond, North can play four hearts ending dummy, followed by ♠J and two more spade tricks, but when North plays a club, West wins and the diamond return takes 3NT one down. N-S can make 4♥ or 4♠ or 5♠ easily.
- At the vulnerability some will open 1♥ as South despite the two doubleton queens. North will respond 1♠. East might choose to overcall 2♦. South will pass and North has the choice of 2NT or doubling for takeout. Doubling is more attractive. Although 2♦ can be defeated, South's trumps are too weak to play for penalties. South's best move is 2♥. That is the best place for North-South and North should pass 2♥. East is not worth another bid. On ♣9 lead against 4♥ declarer can take ♦A and play ♦7. South can collect five hearts, a diamond, a diamond ruff and a spade.
- With East-West silent, North opens 1NT (15-17) and South has just enough for 2♣. Playing simple Stayman, North bids 2♥. South invites with 3♥ and North passes. If North is playing hearts, ♠J lead works well. A low heart lead is a reasonable choice and so is a diamond, but that eliminates declarer's diamond guess. If declarer avoids a diamond loser, declarer can always make nine tricks and sometimes ten tricks. Suppose East leads a heart. ♥J wins and so does a diamond to the jack. Declarer can then play ♥A, ♦A, ♦K and ditch a loser on the thirteenth club.
- North passes and East has just enough for a 1♦ opening. South has no reason to bid and West responds 1♥. East rebids 1NT and West should invite game, perhaps via 2NT or via some check-back method. East should pass 2NT. The best lead for the defence is a low diamond, but that is not likely to be found, given East's 1♦ opening. A spade lead gives nothing away, but a heart or a club help declarer. After a club lead declarer can make nine tricks easily enough. Double dummy there are always nine tricks, but that requires playing North for ♠Q.
- If South opens 1♦, West should risk a takeout double, despite holding three diamonds and only two clubs. Partner will reply in a major if possible. If partner bids 2♣, so be it. North responds 1♠ and East will bid 2♥. Playing responsive doubles, South can double to show three spades. West should pass. North will then sign off either in 2♠ or 3♦. Over 2♠ East might compete with 3♣ and West will convert to 3♥. If North bids 3♦ East should pass, but West can compete to 3♥. Thanks to the very lucky position in clubs, declarer can make eleven tricks if no trump trick is lost.
- South and West have borderline openings. Both measure 21½ on the Rule of 22 for opening in first or second seat (HCP + cards in the two longest suits + quick tricks). If South opens 1♣ West might bid 2♦ and North will bid 2♠. South will support spades and North might ask for key cards. It is important for N-S to avoid 6♠. That will be defeated on a diamond lead, but makes otherwise. If South passes and West opens 1♦, North can bid 2♦, Michaels showing at least 5-5 in the majors. Similarly, if West opens 3♦, North can bid 4♦, both majors. A sacrifice in 5♦ doubled can cost 800.
- West will open 1♥ and North can overcall 2♦. If East doubles (negative), South should jump to 4♦, pre-emptive. West could bid 4♥ over 4♦, risky but successful here. West might also double 4♦ if that is a takeout double. East could then bid 4♥, only doubleton support if playing 5-card majors and West would pass. Alternatively East might reply to the double with 5♣. Both 4♥ and 5♣ make, but obviously you would rather be in 4♥. If West passes South's 4♦, North should pass and East doubles, still for takeout. West should then bid 4♥. A sacrifice in 5♦ doubled can cost 500, too much.
- East-West have 26 HCP and it will be tough to avoid 3NT. North-South have nothing to say and East-West might bid 1♠ : 2♥, 2NT : 3NT, all pass or 1♠ : 2♥, 2♠ : 3♦, 3NT, all pass. Even if a club is not led against 3NT, declarer has only eight easy tricks and the defence can switch to clubs later. If the bidding starts 1♠ : 2♥, 2♠ : 3♦, East should really support the diamonds with 4♦. West's hand could be very strong and might be looking for a small slam or a grand slam. Now East-West would have to apply the brakes and stop in 5♦. A club lead, the unbid suit, will always beat 6♠.

<b>10</b> ♠ 97 ♥ Q763 ♦ AKJ104 ♣ 82  ♠ J642 ♥ 85 ♦ 976 ♣ Q963  ♠ AQ3 ♥ AK10942 ♦ Q3 ♣ AK  ♠ K1085 ♥ J ♦ 852 ♣ J10754  10 3 22 5	Dir: E Vul: Both	<b>11</b> ♠ A10765 ♥ 83 ♦ 852 ♣ A105  ♠ 2 ♥ A10976 ♦ 943 ♣ 6432  ♠ KQJ8 ♥ KQ2 ♦ KQ ♣ KJ87  ♠ 943 ♥ J54 ♦ AJ1076 ♣ Q9  8 4 20 6	Dir: S Vul: None	<b>12</b> ♠ J753 ♥ J102 ♦ AQ10762  ♠ QJ832 ♥ Q104 ♦ Q94 ♣ K3  ♠ 7654 ♥ 986 ♦ K653 ♣ 84  ♠ AK109 ♥ AK2 ♦ A87 ♣ J95  8 10 3 19	Dir: W Vul: N-S
<b>13</b> ♠ 973 ♥ K8 ♦ 972 ♣ K8432  ♠ KJ86 ♥ Q1096 ♦ QJ10 ♣ 96  ♠ Q2 ♥ J543 ♦ AK843 ♣ J10  ♠ A1054 ♥ A72 ♦ 65 ♣ AQ75  5 9 11 14	Dir: N Vul: Both	<b>14</b> ♠ 874 ♥ QJ742 ♦ QJ873  ♠ QJ653 ♥ 95 ♦ AK9 ♣ 1065  ♠ A4 ♥ AKQ632 ♦ 86 ♣ K42  ♠ K109872 ♥ J10 ♦ 1053 ♣ A9  6 10 15 6	Dir: E Vul: None	<b>15</b> ♠ 104 ♥ 10832 ♦ AQ109432  ♠ Q52 ♥ AKJ6 ♦ J ♣ A10963  ♠ AKJ763 ♥ Q54 ♦ 7 ♣ 542  ♠ 98 ♥ 97 ♦ K865 ♣ KQJ87  6 15 10 9	Dir: S Vul: N-S
<b>16</b> ♠ K43 ♥ J9 ♦ KJ3 ♣ K9732  ♠ J2 ♥ KQ1075 ♦ 10875 ♣ J8  ♠ Q98765 ♥ 32 ♦ A96 ♣ 65  ♠ A10 ♥ A864 ♦ Q42 ♣ AQ104  11 7 6 15	Dir: W Vul: E-W	<b>17</b> ♠ AQ ♥ AK2 ♦ AK987 ♣ A102  ♠ J10932 ♥ 1086 ♦ 5 ♣ Q953  ♠ K754 ♥ 743 ♦ 10632 ♣ 84  ♠ 86 ♥ QJ95 ♦ QJ4 ♣ KJ76  24 3 3 10	Dir: N Vul: None	<b>18</b> ♠ KQ ♥ AJ7 ♦ AK953 ♣ 1083  ♠ A7654 ♥ KQ8642 ♦ AQ  ♠ 10932 ♥ 105 ♦ Q64 ♣ K974  ♠ J8 ♥ 93 ♦ J10872 ♣ J652  17 15 5 3	Dir: E Vul: N-S

- With 22 HCP and a strong 6-card suit, East will normally open 2♣. West bids 2♦, negative or waiting. If North passes, East rebids 2♥, West 2NT (no 5-card suit), East 3♥ (six hearts) and West 4♥. If North doubles 2♦ to ask for a diamond lead East will still bid 2♥, but West has a tricky problem with no diamond for a 2NT bid. West might raise hearts (bid 4♥ to deny an ace or king anywhere) or bid 3♣. Over that, East will bid 3♥ and West 4♥. The defence is easy after a diamond lead, but even without that declarer is destined to lose a spade, a heart and two diamonds.
- After three passes, East opens 2NT. West bids 3♦ (transfer) and East bids 3♥. West rebids 3NT, choice of contract, and with the K-Q tight in diamonds, East should revert to 4♥. It becomes trickier if North opens 2♠ in third seat. East doubles and E-W might now end in 3NT by East or 4♥ by West. A spade lead to the ace allows East to make 3NT, but a diamond lead can defeat 3NT. 4♥ by West can be beaten, but only by a low club lead from North and that is not likely. If South leads a spade against 4♥ and North switches to a low club, East must rise with ♠K to make.
- A normal start would be three passes to South, who opens 1♣. West overcalls 1♠ and North doubles (4+ hearts). The normal spot for North-South will be 3NT, whether East supports spades or not. Because of the vulnerability some Wests might open 1♠ or a weak 2♠, but neither of these is recommended. Even if it starts 1♠: Pass: 3♠ (pre-emptive), South should simply bid 3NT. It is true that North-South can make 6NT or 6♣, and even 6♥, but all of these require not only ♠K to be onside, but also a friendly layout in hearts (or in diamonds for 6NT or 6♣, if a diamond is led).
- If East passes and South opens 1♣, West should pass and North raises to 2♣ or shows a 6-9 point club raise. North-South can make 3♣. If it starts Pass: 1♣: Pass: 2♣, Pass: Pass, West should double for takeout. East might bid 2♦ or 2♥ and South should compete to 3♣. If E-W compete to 3♦ or 3♥, they will do well if they are only one off, but poorly if they go two off. The defence to collect two down is not easy. Against 3♥, a diamond lead is needed and another diamond after taking ♥A at once and a diamond ruff. Against 3♦ the defence has to find a heart ruff to collect 200.
- After East opens 1♥, if South bids 1♠, West might bid 2NT and East 4♥. A spade lead can take that two down: North ruffs and switches to ♠Q, king, ace. After another spade ruff, North plays ♠J and gives South a club ruff. The same result can ensue if East ducks ♠Q. If South makes a weak jump-overcall of 2♠ over 1♥, West might aim for penalties and pass. After North also passes, East should double for takeout, despite the six hearts, and West passes for penalties. West starts with a top diamond and gives East a diamond ruff. East plays ♥A, K and South ends up three or four off.
- South passes and West opens 1♣. North might bid 1♦ or 3♦. North has good shape, but this vulnerability North should not pre-empt higher than 3♣. After 1♦, East will bid 1♠. South is worth 3♦. West doubles, for takeout, and East should jump to 4♠. If it starts 1♣: 3♦, East should bid 3♠. South might Pass, bid 4♣ (lead-directing with diamond support) or bid 4♦. If South passes or bids 4♣, West can bid 4♦ (good raise to 4♠), but East will not do more than 4♠. A N-S sacrifice in 5♦, unwise, would cost 500. 4♣ can be beaten on ♠K lead, ace, ruffed then a low diamond to ♦K and ♠Q, ♣J.
- After West passes, North might open 1♣. East should pass (vulnerable against not and opposite a passed hand). South bids 1♥ and North 1NT. If West and North pass, so should East. South opens 1NT and North raises to 3NT. If West opens with a multi 2♥ (5 hearts and a 4+ minor), North and East pass. South bids 2NT if the range is right and North raises to 3NT. If the range is wrong, South doubles, North could bid 3♥ (stopper ask) and South 3NT. Whether North or South is declarer, you can duck two rounds of hearts, run the clubs and knock out the ♦A for ten tricks.
- The standard way to bid the North hand is 2♣: 2♦, 2NT to show a balanced or semi-balanced hand with 23-24 points. It might start 2♣: 2NT (8+ balanced). North should then rebid 3NT, 23-24 balanced, no 4+ major, and South bids 6NT. If North is in 6NT, a heart lead by East is safest. North should run the diamonds and the hearts and East's length in the red suits should persuade North to play West for ♠Q. If South is declarer, West has an easy ♠J lead. South should take ♠A (West will not have K-J in spades), run the red suits and play West for ♠Q for the overtrick.
- West should open 1♥ after two passes. With this shape and minimum points, it can be sensible to open 1♠ and treat the hand as a 5-5, but here West is strong enough to bid the suits in normal order. North overcalls 1NT, Pass: Pass back to West, who should now bid 2♠. This figures to be a 5-6 pattern in the majors and so East should raise to 3♠. West can hardly refuse the invitation. With the spades 2-2, declarer makes 11 tricks. North might double, but that would be costly. E-W have only 20 HCP, including two wasted minor queens, but game is unstoppable. Points, schmoints!

<b>19</b> ♠6 ♥KQ83 ♦AK93 ♣J652  ♠A98 ♥92 ♦Q10 ♣AQ10943  ♠Q10742 ♥54 ♦J7542 ♣8  ♠KJ53 ♥AJ1076 ♦86 ♣K7  13 12 3 12  ♠♠♥♥NT N 1 1 4 - 2 S 1 1 4 - 3 E - - - 1 - W - - - 1 -	<b>20</b> ♠Q10843 ♥94 ♦J10954 ♣7  ♠K6 ♥KQ8753 ♦A7 ♣KJ9  ♠A92 ♥AJ6 ♦86 ♣65432  ♠J75 ♥102 ♦KQ32 ♣AQ108  3 15 9 12  ♠♠♥♥NT N - 1 - 1 - S - 1 - 1 - E 4 - 5 - 3 W 4 - 5 - 3	<b>21</b> ♠J8532 ♥J3 ♦643 ♣542  ♠AQ ♥10864 ♦A97 ♣AQ83  ♠6 ♥KQ75 ♦J108 ♣KJ1076  ♠K10974 ♥A92 ♦KQ52 ♣9  2 15 10 12  ♠♠♥♥NT N - - - 1 - S - - - 1 - E 5 2 5 - 5 W 5 2 5 - 5
<b>22</b> ♠J764 ♥8 ♦A96 ♣AQ863  ♠K105 ♥9543 ♦10854 ♣42  ♠A92 ♥AKJ72 ♦KQ3 ♣105  ♠Q83 ♥Q106 ♦J72 ♣KJ97  11 3 17 9  ♠♠♥♥NT N 2 - - 1 1 S 2 - - 1 1 E - 1 2 - - W - 1 2 - -	<b>23</b> ♠KQ107 ♥AJ3 ♦AJ876 ♣2  ♠98 ♥KQ854 ♦Q932 ♣K3  ♠AJ32 ♥10762 ♦54 ♣Q76  ♠654 ♥9 ♦K10 ♣AJ109854  15 10 7 8  ♠♠♥♥NT N 2 3 - 3 2 S 4 3 - 3 2 E - - - - - W - - - - -	<b>24</b> ♠AJ6 ♥QJ64 ♦J62 ♣AQ7  ♠K108 ♥732 ♦Q104 ♣J954  ♠742 ♥K95 ♦A8 ♣K10862  ♠Q953 ♥A108 ♦K9753 ♣3  15 6 10 9  ♠♠♥♥NT N 2 4 4 4 S 1 4 3 4 2 E - - - - - W - - - - -
<b>25</b> ♠QJ84 ♥KJ ♦AKJ4 ♣J98  ♠K52 ♥105 ♦8765 ♣7654  ♠6 ♥87632 ♦Q92 ♣AQ102  ♠A10973 ♥AQ94 ♦103 ♣K3  15 3 8 13  ♠♠♥♥NT N 2 3 3 5 3 S 2 3 3 5 3 E - - - - - W - - - - -	<b>26</b> ♠73 ♥AQ54 ♦J8 ♣98542  ♠K1085 ♥62 ♦KQ965 ♣J10  ♠AQJ964 ♥8 ♦32 ♣AK76  ♠2 ♥KJ10973 ♦A1074 ♣Q3  7 9 14 10  ♠♠♥♥NT N - - 3 - - S - - 3 - - E - 3 - 5 - W - 3 - 5 -	<b>27</b> ♠AQ8752 ♥94 ♦J632 ♣2  ♠J9 ♥1075 ♦K87 ♣AKJ64  ♠3 ♥AKJ3 ♦AQ1054 ♣Q109  ♠K1064 ♥Q862 ♦9 ♣8753  7 12 16 5  ♠♠♥♥NT N - - - 3 - S - - - 3 - E 5 6 4 - 1 W 5 6 4 - 1

19. South opens 1♥ and West overcalls 2♣. North can bid 3♣ to show a strong heart raise, game-invitational or better. With a minimum opening South bids 3♥, to play if North has no more than a game invitation. With 13 HCP and a singleton spade, North has enough for game and raises 3♥ to 4♥, all pass. Another sequence could be 1♥ : (2♣) : 3♣, a splinter bid (4+ hearts, game-force, 0-1 spade). South signs off in 4♥. West has no attractive lead. A trump looks safest. Dummy wins and declarer plays a spade: two – jack – ace. South can draw trumps, ruff two spades and lose two clubs.
20. West opens 1♥, North passes (too weak for a Michaels 2♥), East raises to 2♥ and West bids 4♥. West has five losers. A 6-9 point raise usually has two tricks. This reduces the losers to three and entitles West to bid 4♥. North's best lead is ♣7. South takes the ♣A and returns the ♣8 or ♣10. West needs to finesse ♣J. North ruffs and switches to ♦J. West wins and plays ♥A, ♥K, ♣K, spade to dummy, club ruff, heart to dummy and play the last club, discarding a diamond. If ♣J were to lose and South ruffs the third club, West is safe. If West plays ♣K at trick 2, 4♥ fails.
21. After two passes, South opens 1♠ and West overcalls 1NT. At other vulnerabilities, North might jump to 3♠ (pre-emptive), but here 2♠ is enough. East doubles, for takeout, and West bids 3♥. East raises to 4♥, all pass. The cards are friendly for East-West and declarer can make 11 tricks, in clubs, hearts or no-trumps. On, say, a spade lead, West wins and plays a heart to the king and ace. On regaining the lead, West plays another heart, jack, queen, and a heart to the ten. West cannot avoid losing a diamond, as long as South plays an honour if a diamond is led from dummy.
22. If East opens 1♥, South passes and West might jump to 3♥ (pre-emptive), all pass. Declarer should lose a spade, a heart, a diamond and two clubs, one off. If it starts 1♥ : Pass : 2♥, East will invite game and stop in 3♥, one off, or jump to 4♥, two off. Many prefer to open 1NT with a 5-3-3-2 pattern, even if it contains a 5-card major. Then it might go 1NT : Pass : Pass : Pass. If South leads ♦2 and North takes ♦A, 1NT will make. It also makes on a heart lead, but can be beaten on a black suit lead. If it starts 1NT : Pass : Pass : 2♠, East bids 2♥ and E-W should go no higher.
23. South opens 3♣ and West passes. North does best to pass (3♣ makes 9 or 10 tricks), but quite a few Norths will take a shot at 3NT, all pass. With two suits of equal length, prefer to lead the suit without the ace against no-trumps and so East leads ♥2. West plays ♥Q and North wins. The best hope for North in 3NT is to bring in the clubs. That will work if East has ♣K-Q, ♣K-Q-x, ♣K-x or ♣Q-x. A low club to the jack loses to the king. West reverts to hearts. When North wins the ♥J, crosses to ♦K and plays ♣A, the bad news is revealed. North should be one or two off.
24. West passes and North opens 1NT. East passes and South bids 2♣ Stayman. North bids 2♥ and South rebids 3NT, promising four spades, all pass. East's normal lead is a low club and the ♣J loses to the ♣Q. North's natural line of play is ♥Q and let it run if East plays low. Then comes a low heart to the ten and a spade to the jack. That wins and a heart to the ace draws the missing hearts. North can return to the ♠A and cash the winning heart. Next comes a diamond and 3NT succeeds. The same line produces nine tricks if East covers the ♥Q at trick 2.
25. North opens 1NT and South bids 2♥, transfer to spades. North should 'super-accept'. Some would bid 3♠, others 3♥ to show the doubleton, others 2NT. Another approach is to bid 3♣, your weak suit, where you need help. After any super-accept it is common for responder to re-transfer if possible. If that is partner of your methods, what would it mean if responder simply bids the suit shown (here 3♠). Recommended is to use that to set the trump suit and start slam bidding. If it starts 1NT : 2♥, 3♠, bidding 3♠ protects ♣K from the opening lead. N-S should not bid beyond 5♠.
26. After East 1♠, South 2♥. West could bid 4♠, but the hand is too strong for that. Better is 3♥ (limit raise or stronger for spades). North bids 4♥ to show the support and East has an easy 4♠ bid ('6-4, bid more'). South saves in 5♥ ('6-4, bid more'). If E-W bid 5♠, that makes, but West might double 5♥ (minimum hand, doubleton heart) to dissuade East from 5♠. After ♠5 lead against 5♥ doubled, East wins and South ruffs the next spade. After ♥K, ♥A, South plays a club. East wins and must shift to diamonds at once. If East cashes a second club, dummy's clubs are high and 5♥ is only one off.
27. West opens 1♠ and North bids 2♠ (weak) or just 1♠. East bids 2♦ (bid strong hands naturally) and South should jump to 4♠ if North bid 2♠ or jump to 3♠ (pre-emptive) if North bid 1♠. Even 4♠ is reasonable after North's 1♠. If South bids 3♠, West should pass and North will bid 4♠ ('6-4 bid more'). If East doubles for penalties, West will pass. North can go just one down in 4♠ doubled by setting up ♥Q. If East's double is for takeout (sensible once they have bid and raised to game), West should bid 4NT, pick a minor. E-W can make 6♣ or 6♦ and the N-S save in 6♠ doubled costs 500.



<b>28</b> ♠ 984 ♥ 93 ♦ AJ765 ♣ K93 ♠ KJ653 ♥ AKQ4 ♦ K3 ♣ J6 ♠ Q2 ♥ 762 ♦ 1098 ♣ 87542 8 17 2 13 Dir: W Vul: N-S	<b>29</b> ♠ A1093 ♥ A54 ♦ K853 ♣ K4 ♠ QJ652 ♥ KQ ♦ 97 ♣ 9853 ♠ 8 ♥ 10963 ♦ J1062 ♣ AQ106 14 6 7 11 Dir: N Vul: Both	<b>30</b> ♠ Q10942 ♥ 96 ♦ 9 ♣ Q10765 ♠ A85 ♥ AQJ103 ♦ 852 ♣ 82 ♠ J63 ♥ K42 ♦ AKJ4 ♣ A94 ♠ K7 ♥ 875 ♦ Q10763 ♣ KJ3 4 11 15 9 Dir: E Vul: None
<b>31</b> ♠ 97 ♥ 9863 ♦ K8543 ♣ 64 ♠ AKQ83 ♥ J4 ♦ 102 ♣ J1092 ♠ J1064 ♥ KQ2 ♦ 97 ♣ AQ75 52 3 11 12 14 Dir: S Vul: N-S	<b>32</b> ♠ 10987 ♥ K ♦ KJ52 ♣ AJ62 ♠ 4 ♥ 9752 ♦ AQ8 ♣ K9853 ♠ AQJ52 ♥ J1084 ♦ 974 ♣ 4 ♠ K63 ♥ AQ63 ♦ 1063 ♣ Q107 12 9 8 11 Dir: W Vul: E-W	<b>33</b> ♠ A95 ♥ J52 ♦ 9752 ♣ AQ4 ♠ QJ10763 ♥ KQ3 ♦ 10 ♣ K105 ♠ 10 ♥ AKQJ6 ♦ J987632 ♠ K842 ♥ A98764 ♦ 843 ♣ 8 11 11 7 Dir: N Vul: None
<b>34</b> ♠ KQJ1098 ♥ Q ♦ 84 ♣ KQ32 ♠ A42 ♥ A1074 ♦ AJ109 ♣ 84 ♠ 76 ♥ K865 ♦ KQ3 ♣ J1065 53 13 13 5 5 Dir: E Vul: N-S	<b>35</b> ♠ K3 ♥ 65 ♦ A65 ♣ KQJ964 ♠ A84 ♥ AJ102 ♦ 843 ♣ A52 ♠ 10972 ♥ KQ9 ♦ Q72 ♣ 1073 ♠ QJ65 ♥ 8743 ♦ KJ109 ♣ 8 13 13 7 7 Dir: S Vul: E-W	<b>36</b> ♠ A1098 ♥ K432 ♦ J87 ♣ 72 ♠ Q2 ♥ Q7 ♦ Q103 ♣ Q108654 ♠ K54 ♥ J10985 ♦ AK2 ♣ A9 ♠ J763 ♥ A6 ♦ 9654 ♣ KJ3 8 8 15 9 Dir: W Vul: Both

28. West opens 1♠ and it goes Pass : Pass to South. If you play a re-opening 1NT as 10-13 or 11-14 (a sensible approach rather than 15-18), South would bid 1NT. If West passes, so will North and East. West starts with a top heart, but East will discourage hearts. With reverse signals, plays ♥7, then ♥6, highest cards to suggest a switch to spades. When South takes ♠A, a low diamond to the jack, followed by ♦A will give South nine tricks. If it starts 1♠ : Pass : Pass : 1NT and West bids 2♥, East might revert to 2♠, which is only one off. North could compete further with 2NT or 3♦.
29. Neither East nor West has the values to bid. N-S might bid 1♦ : 1♥ 1♠ : 2NT, 3NT : Pass or 1♦ : 1♥, 1NT : 2♣ (puppet to 2♦), 2NT (inviting game) : 3NT, Pass. If South is declarer and North has bid spades, West should lead a club (♣8, perhaps, as MUD), low, queen. East will probably continue with ♣A and a third club, won by South. There are ways to defeat 3NT by South and there are ways for South to make 3NT after this start, but there are many variations. If North plays 3NT, East has no attractive lead on the bidding. A low heart, diamond or club or even ♠8 can lead to beating 3NT.
30. East opens 1NT and West bids 2♦ (shows 5+ hearts). East bids 2♥ and West rebids 3NT, showing exactly five hearts and offering East the choice between 3NT and 4♥. A 4-3-3-3 opposite a 5-3-3-2 often makes the same number of tricks in no-trumps as in the 5-3 or 5-4 fit. However, West need not have a 5-3-3-2 pattern. With the weak spade holding, East would normally choose 4♥. As it happens, 3NT makes easily and East will have ten tricks if South leads a diamond, normal enough. +430 will be virtually top. Double dummy 4♥ can be made, but it is easy enough to go down.
31. South starts 1♦ and West overcalls 1♠. North ought to pass, but a pre-emptive raise in diamonds (3♦ to show 5+ diamonds 0-5 points) is attractive if available. If North passes (or doubles) East should bid 2♦ to show 3+ spades, 10+ points or 3♦ if that shows 4+ spades and 10+ points. Over 3♦, West should bid 3♠ (minimum overcall) and East should pass. West can make nine tricks, but not more if the defence is sane. If it starts 1♦ : 1♠ : 3♦, it is hard for East not to bid 4♠. A 3♠ bid does not do the hand justice, but 4♠ is too high and should go one down, the reward for North's enterprise.
32. West passes and North opens 1♦. With only 8 HCP and facing a passed partner, East should pass, but Australian style is to bid 1♠ and hang the consequences. If East passes, N-S might bid, 1♦ : 1♥, 1♠ : 2NT, Pass. If East bids, it might go Pass : 1♦ : 1♠ : Double (4+ hearts), Pass : 2♠ : Pass, 2NT, all pass. If East has not bid, West's natural club lead gives South four club tricks and ten tricks as the cards lie. With the favourable lie in the minors, South can always make nine tricks. If East bid 1♠, West might still lead a club. If West leads a spade, South can still make nine tricks.
33. North passes and East has to choose between 1♣ or 1♦. Opening 1♣ and bidding diamonds next entails a reverse. With only 11 HCP East might choose to open 1♦ and show the hand as a minimum 5-5. However, East has only 4 losers and that might encourage East to open 1♣. South should overcall 1♥ and West bids 1♠. North should cue-bid East's minor to show heart support. East now bids the other minor. It could go Pass : 1♣ : 1♥ : 1♠, 2♣ : 2♦ : 2♥ : 3NT, Pass : 4♦ : Pass : 5♠, all pass. South has to lead ♥A to beat 5♠, else East can discard West's hearts on the diamonds.
34. West opens 1♦ in third seat. At unfavourable vulnerability and opposite a passed hand, 1♠ is enough for North. It could go Pass : Pass : 1♦ : 1♠, Double : Pass : 2♥ : 2♠, 3♥, all pass. West can make ten tricks in hearts. North leads ♠K. West wins and plays ♥4, queen, king, followed by ♥5, three, seven. West now runs four rounds of diamonds, pitching dummy's spade, ruffs a spade and finesses the ♥10. If West opens a weak 1NT and everyone passes, West can make nine tricks by collecting four heart tricks. It could go 1NT (weak) : 2♠ : Double : Pass, 3♥, all pass.
35. South passes and West opens 1♣. What is North to do? North might pass and bid clubs naturally later: 1♣ : Pass : 1♠ : Pass, 1NT : 2♣ ... Some can bid (1♣) : 3♣ to show a minimum opening with 6+ good clubs. If that happened, 3♣ would buy the contract. It can be beaten if the defence starts with three rounds of hearts. When West captures a club honour, a fourth heart will promote East's ♠10. On other defences North can make nine tricks. If West starts with a weak 1NT, North might pass. If North doubles 1NT, West has only six tricks and +200 N-S will be a top score.
36. After two passes, East might open 1♥ or 1NT. After 1♥, West will respond 1NT and all should pass. If North leads ♠10, West will win with ♠Q and can play ♠A and ♠9 to make lots of tricks. If East opens 1NT, West is entitled to invite game. If West bids 2♣, East bids 2♥. If that shows a minimum hand and five hearts, West should pass. That is a good spot for E-W. Otherwise, West rebids 2NT and East should pass. A spade lead by South can beat 2NT. N-S can collect 3 spades, 2 hearts and a club, but will they? Another option is for West to transfer to 3♣. That can be made.