

OPENER'S REBID

- | | | | | | |
|----|---------|--------------------|-----|--------|------------------|
| 1. | A62 | You open 1 club | 9. | AKQJ2 | You open 1 Spade |
| | KQ10 | Partner responds | | AKJ4 | Partner responds |
| | AJ8 | 1 Spade | | J32 | 1 NT |
| | 10954 | _____ | | 7 | _____ |
| 2. | Q876 | You open 1 Diamond | 10. | J107 | You open 1 Club |
| | AK2 | Partner responds | | 3 | Partner responds |
| | K10974 | 1 NT | | AQJ7 | 1 Heart |
| | 6 | _____ | | AKQ102 | _____ |
| 3. | AJ5 | You open 1 Club | 11. | AK1054 | You open 1 Heart |
| | KQ7 | Partner responds | | KQ9862 | Partner responds |
| | K43 | 1 NT | | A4 | 1 NT |
| | AQ96 | _____ | | Void | _____ |
| 4. | K6 | You open 1 Heart | 12. | K9 | You open 1 Club |
| | AKJ864 | Partner responds | | AQ72 | Partner responds |
| | J108 | 1 NT | | AQ | 1 Spade |
| | A2 | _____ | | KJ754 | _____ |
| 5. | AQJ2 | You open 1 Diamond | | | |
| | KQ94 | Partner responds | | | |
| | AK3 | 1 Heart | | | |
| | 74 | _____ | | | |
| 6. | KJ | You open 1 Diamond | | | |
| | K872 | Partner responds | | | |
| | AJ10965 | 1 Spade | | | |
| | 2 | _____ | | | |
| 7. | KJ | You open 1 Diamond | | | |
| | K872 | Partner responds | | | |
| | AJ1096 | 1 Spade | | | |
| | J2 | _____ | | | |
| 8. | KQJ9754 | You open 1 Spade | | | |
| | AK2 | Partner responds | | | |
| | K2 | 1 NT | | | |
| | 3 | _____ | | | |

BID ASKS – WHAT – PLAY

KJ5 DEALER – 1 Club
AJ96 3 NT
A9
J1096

1073
754 Pass
Q753 Pass
K75

AQ9864
832 2 Spades
862 Pass
3

2
KQ10 3 Spades
KJ104 Pass
AQ842

South has points for game, can't make a negative double, can't bid 3NT, 3 Spades says bid # NT with spade stoppers, and has a club fit with North.
East leads the 9 of spades and you win the J. Count your tricks, make a plan.

KQ109 DEALER – 1 Spade
A1043 3 Spades
5 Pass
A875

76 Pass
QJ865 Pass
KJ74
94

543 Pass
K72 Pass
Q103 Pass
KQJ2

AJ82
9 1 Spade
A9862 4 Spades
1063

The singleton diamond makes North's hand worth a jump to 3 spades. The singleton heart makes South's hand worth going to game. Q of hearts lead, win the Ace. Don't draw trump, cross ruff. Cash the Ace of clubs early before doing all your cross ruffing, make 5.
