

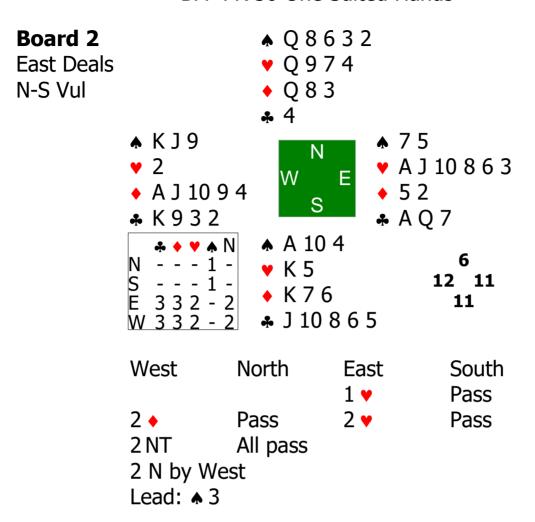
South's 1NT shows 6-9 HCPs and denies four spades. North's $3 \blacktriangle$ rebid shows 17-18 HCPs and a 6-card spade suit. The $3 \blacktriangle$ bid is not forcing, but very encouraging. South's 2-card spade suit and 8 HCPs is worth a raise to $4 \blacktriangle$.

Top of a sequence ◆ Q is the opening lead.

Declarer uses ◆ A to win the first trick. ♣ 9 to ♣ K to dummy. Try the spade finesse by leading ♠ J. East's ♠ Q takes the trick.

Hopefully West can signal for a heart.

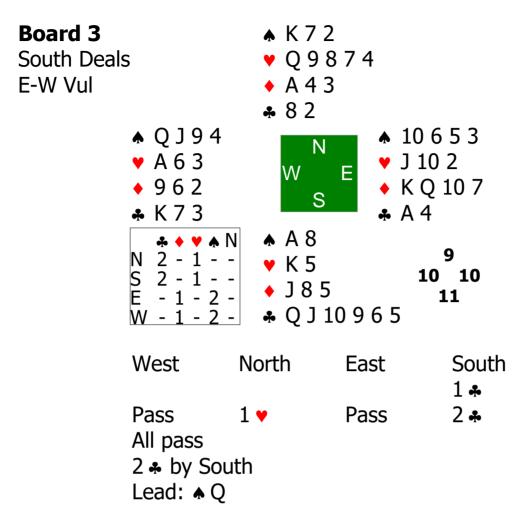
If East leads hearts declarer will be held to 10 tricks, otherwise declarer can make 11 tricks discarding a heart loser on dummy's ◆ 10.



East's 1 ♥ is a "rule of 20" opening. West's 2 ♦ response shows 10+ HCPs and four or more diamonds. East rebids 2 ♥ showing 11-14 HCPs and five hearts.

West rebids 2 NT showing 11-12 HCPs. East's hearts are not good enough to bid again, so passing is best option.

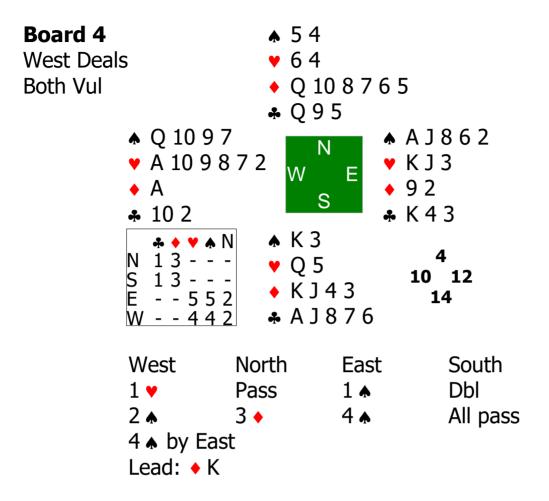
With only a singleton declarer does best to avoid hearts, but can make the contract by using dummy's A and A Q as entries to try a diamond finesse twice, winning the second attempt to make 8 tricks: 3 in A, A, A K.



The top trumps are missing but don't delay clearing trumps. The defence may win more tricks by trumping side suits.

When trumps are cleared, drive out the A♥.

Declarer should just make the contract by winning four tricks in clubs, one in diamonds, one in hearts, and two in spades.



West has a "rule of 20" 1 ♥ opening bid.

South's double shows an opening quality hand able to support the two unbid minors.

West single raise of spades shows four or more in the suit and a minimum opening hand.

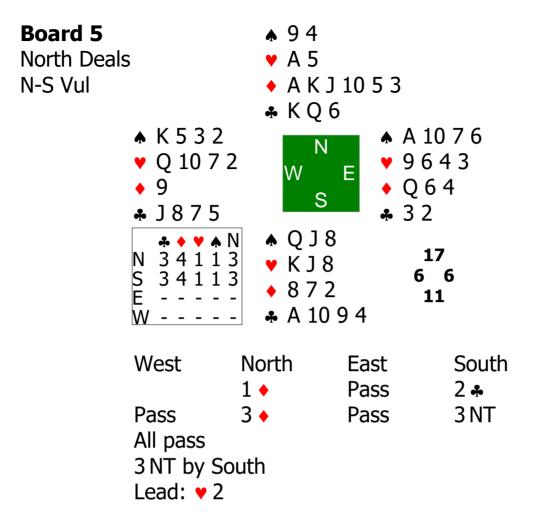
North has few HCPs but a six-card diamond suit, worth a free response to partner's double. This helps partner with a choice of lead.

With a double fit in hearts and spades, East should bid the 4 ♠ game.

Two tricks must be lost to ♠ K and ♣ A, but declarer should make 11 tricks when ♥ Q drops on the second round of hearts.

South must cash ♣ A immediately after winning ♠ K to prevent declarer making 12 tricks.

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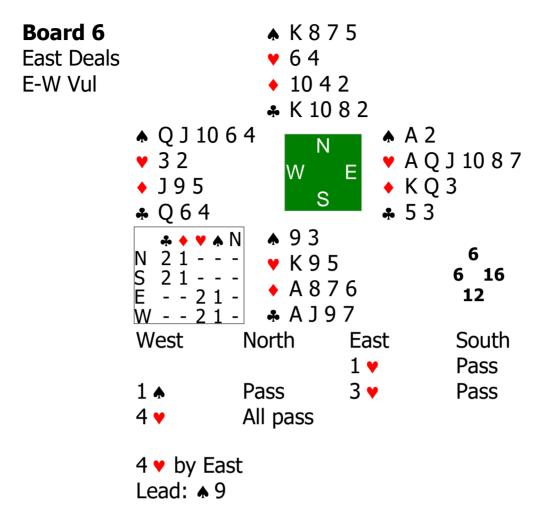


North opens the long suit in the 17HCP hand.

With 11HCPs, South can change suit at the two level, showing the clubs, and forcing a re-bid from partner.

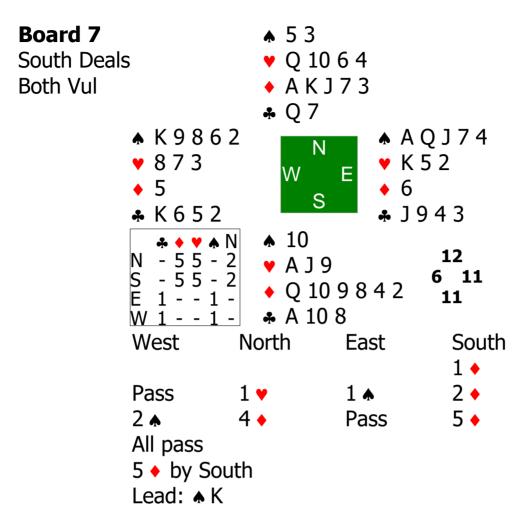
North jump raises his original, suggesting a six-card holding and 16+HCPs.

With enough HCPs for game, and stops in hearts and spades, South bids 3 NT.



West's hand is really minimum for a raise to $4 \checkmark$ and passing is quite reasonable.

North/South have two Aces and the \checkmark K is in the wrong hand for declarer. The defence also have the K* and the chance to "trap" the Q*. Everything is wrong for declarer.



South opens 1 ◆ on Rule of 20. North change of suit shows 6+ HCPs and 4+ hearts and is forcing.

East makes a well justified spade overcall.

Giving value to the singleton spade, South repeats the diamonds at the two level to show minimum opening hand.

West has just enough to advance spades.

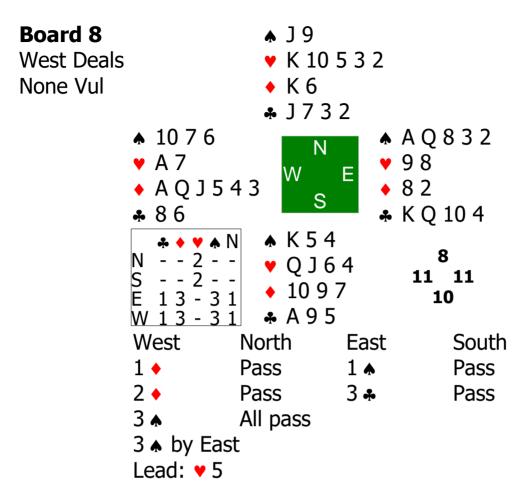
North raises 4 ◆ on seven losers, or just to compete.

South values the singleton spade and strength in dummy's hearts 5 ◆.

West leads $K \triangleq A$ as the defenders suit. This gives one trick and later they will win $K \triangleq A$.

Contract making.

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With 11 HCPs, East can bid twice showing five spades and four clubs. With three spades West prefers them.

A heart lead sets up the $Q \bullet$ for later. The defence also has the $K \spadesuit$, $A \spadesuit$ and a diamond, leaving nine for declarer.