

§33b. Example hands 1 to 4.

Hand 1 Love all, dealer North

♠ A 10 7
 ♥ A 7 4
 ♦ Q J 9 3
 ♣ J 4 2

♠ Q J 5 2
 ♥ Q 10 8 5
 ♦ 10 6 4
 ♣ A 9

N		
W		E
	S	

♠ 9 8 3
 ♥ J 6 2
 ♦ A 8
 ♣ Q 10 7 6 3

♠ K 6 4
 ♥ K 9 3
 ♦ K 7 5 2
 ♣ K 8 5

West	North	East	South
Pass	1NT	Pass	2♠
Pass	2NT	Pass	Pass
Pass			
2NT by North		Opening lead: ♣6	

Hands 1 to 4 are all about the 2♠ response to 1NT and how it's used as a raise to 2NT. Here, North opens 1NT with an abject minimum for the action (just 12 points and a 4-3-3-3 pattern). In response, South has also just 12 points (four Kings) and an equally flat hand. 2♠ shows a raise to 2NT and asks North if he is interested in game. North's 2NT reply is an unequivocal "No!" and South, naturally, Passes. After a Club lead from East, ducked in the dummy and won by West's ♣A, North can see his way to eight tricks, provided Diamonds break reasonably. With the actual 3-2 split, North-South make two Spades, two Hearts, three Diamonds and a Club.

Hand 2 North-South game, dealer East

♠ A 8 3 2
 ♥ Q 6 4 3
 ♦ K 5 2
 ♣ 5 3

♠ Q 5
 ♥ K J 2
 ♦ J 9 7 6 3
 ♣ A 9 6

N		
W		E
	S	

♠ K J 10 6
 ♥ A 9 7
 ♦ Q 10 8
 ♣ K J 7

♠ 9 7 4
 ♥ 10 8 5
 ♦ A 4
 ♣ Q 10 8 4 2

West	North	East	South
2♠	Pass	1NT	Pass
3NT	Pass	3♣	Pass
		Pass	Pass
3NT by East		Opening lead: ♣4	

East opens 1NT and West has a raise to 2NT with a five-card minor. West's best action is to raise No-trumps and he does this by bidding 2♠. "Are you interested in game, partner?" East would deny such with a 2NT rebid; as it is, he bids 3♣ to show he is maximum and prepared to play in game. That's all West needs to know, so he bids 3NT. South's Club lead is inevitable but unfortunate as it gives East a cheap trick; now declarer has to set up slow tricks in Spades and Diamonds. With South having insufficient entries to get his Clubs going, declarer should be able to scramble nine tricks. Indeed, he may make an overtrick.

Hand 3 East-West game, dealer South

♠ Q J 10 8 4
 ♥ 9 7
 ♦ 4 2
 ♣ A 8 6 5

♠ K 9
 ♥ J 8 6 5 2
 ♦ A J 6
 ♣ K Q 4

N		
W		E
	S	

♠ A 6 3
 ♥ A 4
 ♦ Q 10 7 5
 ♣ J 10 7 2

♠ 7 5 2
 ♥ K Q 10 3
 ♦ K 9 8 3
 ♣ 9 3

West	North	East	South
1NT	Pass	2♠	Pass
3♥	Pass	3NT	All Pass
3NT by West		Opening lead: ♠Q	

West *might* open 1♥, but the prospect of having to rebid 2♥ is repulsive; better is to open 1NT. East, with 11 points, has enough to investigate game with a 2♠ response and now the ball is in West's court. With 14 points West has enough to advance to game; by bidding 3♥ he is showing a five-card suit, should East be interested in a possible 5-3 fit. Nope; with only a doubleton Heart, East hurriedly converts that to 3NT. After the ♠Q lead declarer knocks out the ♣A and sees the defence clear the Spades. Now it all hinges on the Diamond finesse. When South proves to have the ♦K, 3NT makes (with two Spades, one Heart, three Diamonds and three Clubs).

Hand 4 Game all, dealer West

♠ 10 8 3
 ♥ A 9 2
 ♦ K Q 8
 ♣ Q 10 5 3

♠ K J 4 2
 ♥ K J 7
 ♦ J 4 3
 ♣ 8 7 2

N		
W		E
	S	

♠ A 6 5
 ♥ 8 6 5 4 3
 ♦ 9 6 5 2
 ♣ A

♠ Q 9 7
 ♥ Q 10
 ♦ A 10 7
 ♣ K J 9 6 4

West	North	East	South
Pass	Pass	Pass	1NT
Pass	2♠	Pass	2NT
Pass	Pass	Pass	
2NT by South		Opening lead: ♠2	

South opens 1NT in fourth seat and North, with a flat 11 points, has just about enough to scrape up a raise in No-trumps. This he does by bidding 2♠, allowing South to judge what to do. South does have a useful five-card suit but still only has 12 points facing a Passed partner. Prudence dictates a sign-off in 2NT, a bid that North will naturally Pass. West leads his fourth-highest Spade and the defence cash the first four tricks, giving declarer awkward discards – best is a Club from dummy and a Diamond from hand. Now, if East held the ♥K a Heart switch would beat the hand; as it is, declarer can win the next trick and knock out the ♣A for his contract.

§33b. Example hands 5 to 8.

Hand 5 North-South game, dealer North

♠ 10 9 2 ♥ K Q 9 4 ♦ K 7 6 ♣ K Q 5	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 6 ♥ A J 6 3 ♦ A 9 4 ♣ J 10 9 7	
	N											
W		E										
	S											
♠ 5 3 ♥ 10 8 7 5 ♦ Q J 10 8 ♣ 8 6 3		♠ A K Q J 7 4 ♥ 2 ♦ 5 3 2 ♣ A 4 2										

West	North	East	South
Pass	1NT	Pass	2♥
Pass	2♠	Pass	4♠
Pass	Pass	Pass	
4♠ by North		Opening lead: ♣J	

This deal illustrates the idea of “right-siding” a hand. North opens 1NT and South has the values for a 4♠ bid. However, his hand lacks any sort of tenaces, so it may pay to have the opening lead come round to partner rather than through opener’s hand. To place the declaration in the North hand, South responds 2♥ and raises the forced 2♠ response to 4♠. Note the effect on this layout. 4♠ by South would be defeated on the obvious and automatic lead of the ♦Q from West. With North declarer, the ♦K is protected and the defenders cannot get at four tricks. Eventually, a Heart is established for a Diamond discard, declarer losing just two Diamonds and a Heart.

Hand 6 East-West game, dealer East

♠ None ♥ J 7 ♦ Q 10 7 6 5 4 2 ♣ K 5 4 2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 10 5 2 ♥ A 8 5 4 2 ♦ K 3 ♣ 10 9	♠ Q 9 7 6 3 ♥ K Q 9 ♦ J 8 ♣ A 8 6
	N											
W		E										
	S											
		♠ K J 8 4 ♥ 10 6 3 ♦ A 9 ♣ Q J 7 3										

West	North	East	South
2NT	Pass	1NT	Pass
3♦	Pass	3♣	Pass
3♦ by West	Pass	Pass	Pass
3♦ by West		Opening lead: ♣10	

This deal illustrates the rare but useful 2NT response to 1NT as a way of escaping into a minor. East has a hand more suited to opening 1NT than 1♠ – the prospect of opening and rebidding a ghastly suit such as ♠Q 9 x x is revolting. After a 1NT opening West knows where he wants to play – in a Diamond part-score. To do that he responds 2NT as a “cipher” to 3♣ (technically it’s not a transfer as he is not showing Clubs). Over the forced 3♣ rebid, West shows his true colours when he bids 3♦, an unequivocal sign-off. 3♦ should make providing West plays on Hearts early to knock out the ♥A. Then he loses just one Club; one Heart and two trumps.

Hand 7 Game all, dealer South

♠ A 4 ♥ 8 7 2 ♦ J ♣ J 9 7 6 5 3 2	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10 8 5 3 ♥ 10 4 ♦ K 9 8 6 5 ♣ A K	
	N											
W		E										
	S											
♠ J 9 6 ♥ K Q J 9 ♦ A 10 7 3 ♣ 8 4		♠ K Q 7 2 ♥ A 6 5 3 ♦ Q 4 2 ♣ Q 10										

West	North	East	South
Pass	2NT	Pass	1NT
Pass	Pass	Pass	3♣
Pass	Pass	Pass	
3♣ by South		Opening lead: ♥K	

A second deal to illustrate the 2NT response to 1NT. Here, South opens 1NT, catching North with a horrible hand with long Clubs. The way to bid such hands is to respond 2NT (forcing 3♣ from opener) and then simply Pass. That way South is left holding the baby, but 3♣ is surely a better (or less bad) contract than 1NT. In fact, 1NT would get murdered but 3♣ should make. Taking the ♥K lead with the ♥A, South should play off three top Spades, throwing a red-suit loser from table (it matters not whether it’s a Heart or a Diamond) and then play on trumps. Eventually, he should come to three Spades, one Heart and five trump tricks for a total of nine in all.

Hand 8 Love all, dealer West

♠ J 9 ♥ A Q 6 3 ♦ Q 4 2 ♣ K J 6 5	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 7 4 2 ♥ 10 8 ♦ K 10 8 5 ♣ A Q 4 2	♠ A Q 10 8 5 ♥ K J 9 7 ♦ A 6 3 ♣ 3
	N											
W		E										
	S											
		♠ K 6 3 ♥ 5 4 2 ♦ J 9 7 ♣ 10 9 8 7										

West	North	East	South
1NT	Pass	2♥	Pass
2♠	Pass	3♥	Pass
4♥	Pass	Pass	Pass
4♥ by East		Opening lead: ♠10	

This deal illustrates the way that transfers can get two suits into the auction at an economical level. West opens 1NT and East has an awkward responding hand. Stayman is a possible solution, but the auction may be difficult after a possible 2♦ rebid. Best is to respond 2♥ and follow with 3♥, neatly showing 5-4 in the majors with game-going values. West has to choose the contract now, and it is a simple matter to play in the 4-4 fit. Even with all the opposition’s honours badly placed, 4♥ still makes via four Spade tricks, four Heart tricks, the ♦A and a Club ruff in the East hand. Declarer just has to draw trumps and play on Spades.