Opening 2C & Bidding Slam - Ed L'Heureux (18Oct2025)

Dlr: N ♠ AK AQJ3 Vul: None KQJ8 **Q82** 8532 **J64 K98** T76 973 64 **\$** 964 AT753 **QT97** 22 542 S 3 **AT52** Ε 10 & KJ W

<u>N</u>		<u>S</u>	
2C		2D	A or K or more
2NT	22-23 flat	3C	Stayman
3H	4 hearts	4C	Gerber
4S	2 aces	6N	places contract

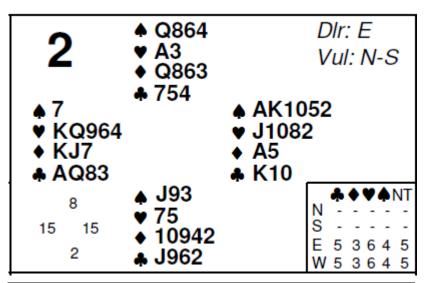
Key point: South can "see" 32. Starts Gerber.

Bidding: Should use Gerber when the contract will be a NT contract. South knows partnership has 32+. Missing an ace, stops at 6NT.

Lead: AC. At the 6 level, cash your Ace in case partner has K or opps take 13 tricks in other suits.

Play: Having lost the AC, must finesse the KH twice to make the contract. Go down otherwise.

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$\underline{\mathbf{W}}$		<u>E</u>	
		1 S	
2H	10+	4H	14+
4NT	Blackwood	5H	2 aces
6H		P	

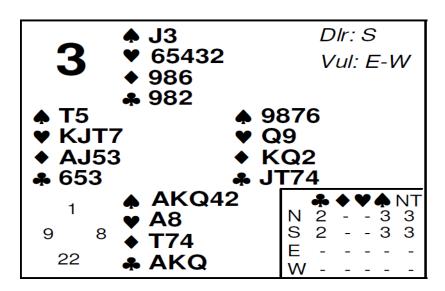
Key point: West has 15 HCP + 2 length points.

Bidding: East's 4H shows 14+, not 12-13 minimum opener. West can "see" 17 & 14+, so asks for aces. Missing 1 ace, West settles for 6H.

Lead: 3D (low from something) or 7C (top of nothing) look like the best choices.

Play: Lose only the ace of trump. Can ruff 3C and pitch 7D on KS.

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$$\begin{array}{ccc} \underline{N} & & \underline{S} \\ 2C & \\ 2H & \text{No A or K} & 2S & \text{spade suit} \\ \text{Pass} & & \end{array}$$

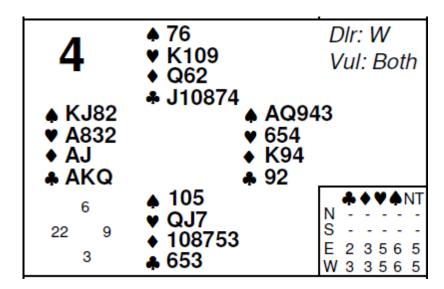
Key point: After 2H (no A, no K, less then 4 points), responder can pass the next bid.

Bidding: North responds 2H showing no A, no K and less than 4 points. North has only 1 point & no support for spades, so passes after South's 2S bid.

Lead: Leading a heart (away from a king) or leading a diamond (away from an ace) are bad. Lead top of nothing 6C.

Play: Lose 3 diamonds & 1 heart. Make 3 spades.

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$\underline{\mathbf{W}}$	<u>E</u>	
2C	2S 8+ pts, 5+ spades	
4NT Blackwood	5D 1 ace	
5NT kings?	6D 1 king	
6S	P	

Key point: West can "see" 30+, starts Blackwood

Bidding: West knows partnership has 30+ and a spade fit. West starts Blackwood. Missing 1 king, West stops in 6S. (Some might try 7S.)

Lead: QH, top of touching honors, is good lead.

Play: East's losers: 2H & 1D = 3 total. Can ruff a diamond. Can pitch a small heart on QC. (Don't pitch a diamond on QC; the diamond can be ruffed.)

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AQ8 Dlr: N A52 Vul: N-S KQ102 ♣ A42 J10542 973 KJ104 96 8765 8765 K6 19 Q873 A93 12 QJ109

<u>N</u>		<u>S</u>	
1D		1H	
2NT	18-19 flat	4 C	Gerber, aces?
4NT	3 aces	5C	kings?
5H	1 king	6NT	-

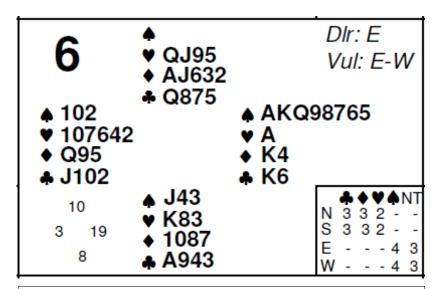
Key point: South can "see" 30+, starts Gerber.

Bidding: North's 1D & jump to 2NT shows 18-19 balanced. South can "see" at least 30 points. Have all aces, missing 2 kings, stop in 6NT.

Lead: 9S. Lead an unbid major against NT.

Play: With 4 of top 5, play to trap the missing honor. Lead QC towards AC, then JC towards AC, until KC is captured. Makes 3S+1H+4D+4C=12 tricks.

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$\underline{\mathbf{W}}$		<u>E</u>	
		2C	9-10 tricks
2H	no A or K	4S	hoping to make

Key point: Bid game. Partner might pass 2S.

Bidding: East has 9 almost sure tricks and probably 10, so opens 2C. After 2H by West, East jumps to the probable game in case West might pass 2S.

Lead: The TD, top of nothing, is likely best.

Play: Makes 10 tricks if opponents lead a diamond, or opponents lead a club, or partner has QD, or partner has QC. Partner has QD, so makes 10 tricks on any lead.

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Dlr: S ▶ K62 875 Vul: Both AQ54 652 109743 J6 KJ102 **.** 108 J974 A85 9 **AKQ102** 5 22 AKQ3

<u>N</u>		<u>S</u>	
		2C	
2D	A or K or more	2H	heart suit
3H	sprt & 8+ pts	4NT	Blackwood
5D	1 ace	5NT	kings?
6D	1 king	6H	

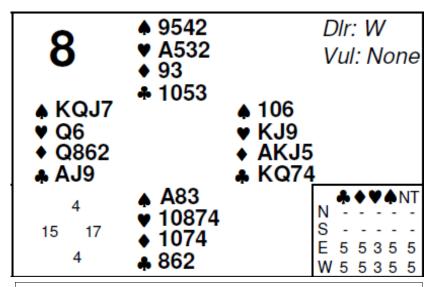
Key point: Slow arrival (3H) shows "extras".

Bidding: North's 3H show extras, not just 3-7 pts. If North had both missing kings, South would bid 7H. Alternative: North might bid 4NT instead of 3H.

Lead: QS from QJ. Or 4C, bottom of something.

Play: Try diamond finesse. If QD holds, pitch one of South's two losers on AD. If not, pull only 2 rounds of trump. Then Play AKQ clubs & ruff a club, hoping E cannot overruff.

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$\underline{\mathbf{W}}$	<u>E</u>
1NT	4C Gerber
4H 1 ace	4NT sign off

Key point: Gerber allows sign off @ 4NT or 5NT.

Bidding: West opens 15-17 1NT. East has 17 HCP, can "see" 32-34 total. Missing 2 aces, East signs off in 4NT.

Lead: You know opponents have lots of points. Lead 4th best from longest & strongest anyway: 2H.

Play: N/S get their 2 aces. E/W have everything else. Makes 5NT.

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▶ K973 Dlr: N AKJ95 Vul: F-W AQ6 ♣ Q **J65** Q643 9832 K105 K8652 1073 AQ108 19 102 12 AJ94

<u>N</u>		<u>S</u>	
1H		1 S	
4S	19+	4NT	Blackwood
5H	2 aces	6S	

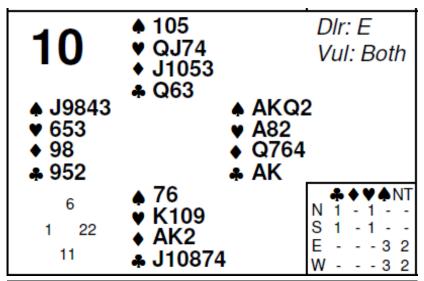
Key point: South can "see" 31+, starts Blackwood

Bidding: North's 4S shows 19+. South has enough to launch Blackwood. Missing no aces, bids 6S.

Lead: 9D, top of nothing in unbid suit. If you don't lead a club, you might make your K.

Play: Best way to make this hand is to ruff 3 clubs. Say opps win KD at trick 1. Cash your 5 high card winners: AH, KH, AD, QD, AC. Ruff a club, ruff a heart, ruff a club, ruff a heart, ruff your last club with KS (so no overruff). AS & QS are tricks 11 & 12.

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$\underline{\mathbf{W}}$		<u>E</u> 2C	
2H	no A or K		22-23 balanced
3H	transfer	3S	
Pass			

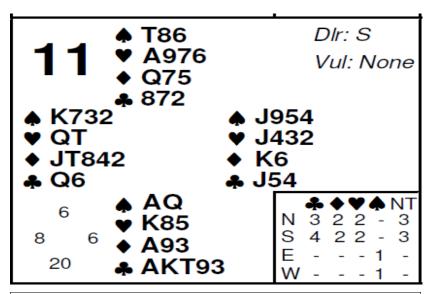
Key point: Weak hand: transfer to 5 card major.

Bidding: When partner shows a NT hand, a weak responder should transfer to a 5 card major & pass. The weaker the hand, the more important to transfer.

Lead: AD from AK. Partner does not have the Q & should discourage. If you continue with KD, you give declarer an undeserved trick with the QD.

Play: Should lose 2 hearts & 2 diamonds. Can ruff last club after pulling opponent trumps. Makes 3S.

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<u>N</u>	<u>S</u>	
	2NT	20-21 balanced
3C Stayman	3D	no 4-card major
3NT		_

Key point: Open 2NT with a flat 20-21, not 2C.

Bidding: North uses Stayman to check for a 4-4 heart fit. It's not there, so N/S settle in 3NT.

Lead: 4D, 4th best from longest & strongest suit.

Play: Fast tricks: 1S, 2H, 1D, 2C = 6. Need 3 more. Clubs should yield 2 more. Avoid spade finesse "into" danger hand as long as possible. East should play KD. Lucky you: Win with AD & QD is now good. Work on clubs first. Play A, K & T. You now have 4 clubs, 2 diamonds & 3 tricks in the majors.

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12	A82✓ KJ32✓ QJ9)Ir 'ui		_		
★ KQJ10:♥ A8◆ A8♣ AKJ2	* 983 3	♠ 654♥ 1065♠ K765♣ 64	3					
11 22 3 4	♦ 97♥ Q974♦ 1042♣ Q1075		Z S E W	- 3 3	3	- 2	♠1 - - 5 5	NT - - 3 3

$\underline{\mathbf{W}}$	<u>E</u>	
2C	2D	At least A or K
2S	4S	3-7 pts

Key point: Fast arrival (4S) says "nothing extra".

Bidding: 2D shows an A, K or more. 2S is a spade suit. 4S: Support for spades, but nothing extra.

Lead: Leading a heart away from K&J is bad. Lead QD, top of touching honors.

Play: Losers: 1S, 1H, 0D, 2C = 4 total. Might need to ruff a club in dummy, so delay pulling trump. Win KD in dummy. Lead a low club towards the Jack. If the Jack wins, this eliminates a club loser. If Jack loses, play AC and ruff the 2C in dummy. If Jack finesse wins & you ruff a club, you can make 5S.