

Opening 2, 3, 4, 5 in a Suit - Ed L'Heureux (04May2024)

1		<p>♠ AK ♥ AKJ3 ♦ KQJ8 ♣ Q82</p>		<p><i>Dlr: N</i> <i>Vul: None</i></p>																															
<p>♠ 8532 ♥ Q98 ♦ 973 ♣ 974</p>		<p>♠ J764 ♥ T76 ♦ 64 ♣ AT53</p>																																	
<p>23 2 5 10</p>		<p>♠ QT9 ♥ 542 ♦ AT52 ♣ KJ6</p>																																	
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S	5	6	6	4	6																														
E	-	-	-	-	-																														
W	-	-	-	-	-																														

<u>N</u>	<u>S</u>
2C	2D A or K or 4+ points
2NT 22-23	4C Gerber, Aces?
4S 2 Aces	5C Kings?
5NT 3 Kings	6NT places contract

Key point: South can “see” 32+, starts Gerber.

Bidding: North bids 2C, monster hand. South bids 2D, A or K or 4+ points. South knows they have 32+ points. Use Gerber when contract will be in NT. Missing 1 Ace & no Kings, 6NT should be safe.

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

Play: Knock out Ace of clubs before playing other suits. Finesse against QH for 12th trick.

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2		<p>♠ T5 ♥ QJ7 ♦ T8753 ♣ 653</p>		<p><i>Dlr: E</i> <i>Vul: N-S</i></p>																															
<p>♠ AQ943 ♥ 654 ♦ K94 ♣ 92</p>		<p>♠ KJ82 ♥ A832 ♦ AJ ♣ AKQ</p>																																	
<p>3 9 22 6</p>		<p>♠ 76 ♥ KT9 ♦ Q62 ♣ JT874</p>																																	
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	♣	♦	♥	♠	NT																														
N	-	-	-	-	-																														
S	-	-	-	-	-																														
E	3	3	5	6	5																														
W	2	3	5	6	5																														

<u>W</u>	<u>E</u>
2S 8+ pts, 5+ spades	2C
5D 1 Ace	4NT Blackwood
6D 1 King	5NT Kings?
	6S

Key point: East can “see” 30+, starts Blackwood

Bidding: East bids 2C, monster hand. West bids 2S, 8+ points & a good spade suit. East can “see” 30+ points and a spade fit, so starts Blackwood. Missing 1 king, East stops in 6S. (Some might try 7S.)

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

Play: West'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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3		<p>♠ AJ43</p> <p>♥ AT95</p> <p>♦ A72</p> <p>♣ K9</p>	<p><i>Dlr: S</i></p> <p><i>Vul: E-W</i></p>
<p>♠ QT92</p> <p>♥ J84</p> <p>♦ J</p> <p>♣ AT742</p>	<p>♠ K75</p> <p>♥ Q73</p> <p>♦ K64</p> <p>♣ QJ63</p>		
<p>16</p> <p>8 11</p> <p>5</p>	<p>♠ 86</p> <p>♥ K62</p> <p>♦ QT9853</p> <p>♣ 85</p>	<p>♣ ♦ ♥ ♠ NT</p> <p>N - 3 2 1 2</p> <p>S - 3 2 1 2</p> <p>E 2 - - - -</p> <p>W 2 - - - -</p>	

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		2D	P
2NT	P	3D	& 3 passes

Key point: After a weak 2 bid. 2NT is an inquiry. If minimum (5-8), rebid your suit.

Bidding: South, not vulnerable, has enough to open 2D. North's 2NT shows 16+, asks if opener is min (5-8) or max (9-11). 3D by East says min. The end. (16+9 would be enough to try 3NT. 16+8 is not.)

Lead: 2S, bottom of something in a long suit, looks like a good lead.

Play: Losers: 1S, 1H, 2D, 2C = 6 total. JD falls when you lead 3D toward AD. So lose only 1 D. Lead 5C toward KC to lose only 1 C & make 3D.

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4		<p>♠ 94</p> <p>♥ JT83</p> <p>♦ AK75</p> <p>♣ Q72</p>	<p><i>Dlr: W</i></p> <p><i>Vul: Both</i></p>
<p>♠ 873</p> <p>♥ KQ9765</p> <p>♦ J9</p> <p>♣ K9</p>	<p>♠ AKJT52</p> <p>♥ 4</p> <p>♦ Q86</p> <p>♣ A85</p>		
<p>10</p> <p>9 14</p> <p>7</p>	<p>♠ Q6</p> <p>♥ A2</p> <p>♦ T432</p> <p>♣ JT643</p>	<p>♣ ♦ ♥ ♠ NT</p> <p>N 1 1 - - -</p> <p>S 1 1 - - -</p> <p>E - - 3 4 3</p> <p>W - - 3 4 3</p>	

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
			2H
P	2S	P	3S
P	4S	& 3 passes	

Key point: New suit by East is forcing. West must either support spades or revert to hearts.

Bidding: East has one heart but 6 spades, 14 HCP + 2 length points. If West has support for spades, that is a better place. East should have 9-11 for the vulnerable 2H, enough for game.

Opening lead: Try 3C, low from something.

Play: Have 6S+1H+2C. Can trump a diamond with West's last trump for the 10th trick.

Opening 2, 3, 4, 5 in a Suit - Ed L'Heureux (04May2024)

5		♠ 42 ♥ 92 ♦ Q6 ♣ AQT9843		<i>Dlr: N</i> <i>Vul: N-S</i>	
♠ J963		♠ 875			
♥ J865		♥ T74			
♦ A843		♦ K952			
♣ 6		♣ KJ7			
		♠ AKQT			
		♥ AKQ3			
		♦ JT7			
		♣ 52			
8					
6	7				
19					

	♣	♦	♥	♠	NT
N	3	2	2	2	2
S	3	2	2	3	2
E	-	-	-	-	-
W	-	-	-	-	-

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
3C	P	P	P

Key point: Don't bid 3NT after a preempt unless you know you can make use of the long suit.

Bidding: South has a great hand with 19 HCP. It is tempting to bid 3NT. But South has only 6 tricks outside the club suit. It is better to pass.

Opening lead: Leading away from a King can give away a trick. Lead Top of nothing 8S.

Play: N/S lose 2 clubs and 2 diamonds, making 9 tricks. There is only 1 club trick if playing in NT. 3NT does not make in spite of South's very good hand.

Opening 2, 3, 4, 5 in a Suit - Ed L'Heureux (04May2024)

<div>6</div>	♠ J5	Dlr: E				
	♥ QJ5	Vul: E-W				
	♦ QJT					
	♣ KJ986					
♠ 62	♠ AKT9843					
♥ AK74	♥ 32					
♦ 8764	♦ 95					
♣ A73	♣ 42					
11	♠ Q7					
	♥ T986					
11	♦ AK32					
	♣ QT5					
11						

	♣	♦	♥	♠	NT
N	1	1	1	-	-
S	1	1	1	-	-
E	-	-	-	4	3
W	-	-	-	4	3

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	3S	P	4S
P	P	P	

Key point: Raise 3 of a major to 4 with A,A,K.

Bidding: East opens with a 3 level preempt in spades. West should raise this to game when holding two Aces and a King. West could raise to 6 or 7 with enough additional sure tricks. (5S scores the same as 4S, so no point doing that.)

Opening lead: AD, top of touching honors.

Play: Quite straightforward. Lose only 1 club and 2 diamonds. Make the other 10 tricks.

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7		<p>♠ J3</p> <p>♥ 6532</p> <p>♦ 9864</p> <p>♣ 982</p>	<p><i>Dlr: S</i></p> <p><i>Vul: Both</i></p>
<p>♠ T</p> <p>♥ AJT7</p> <p>♦ AJ53</p> <p>♣ T653</p>		<p>♠ 765</p> <p>♥ KQ84</p> <p>♦ KQ2</p> <p>♣ J74</p>	
<p>1</p> <p>10 11</p> <p>18</p>	<p>♠ AKQ9842</p> <p>♥ 9</p> <p>♦ T7</p> <p>♣ AKQ</p>	<p>♣ ♦ ♥ ♠ NT</p> <p>N - - - 4 -</p> <p>S - - - 4 -</p> <p>E 2 2 3 - -</p> <p>W 2 2 3 - -</p>	

<u>N</u>	<u>S</u>
2H No A, K, 0-3 pts	2C
Pass	4S to play

Key point: After a 2H response, a 2C opener should bid game directly if it will likely make.

Bidding: North bids 2H showing no A, no K & less than 4 points. South has 9-10 tricks in the South hand. If South bids 2S, North might pass. So bid 4S.

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

Play: Lose 2 diamonds & 1 heart. Make 4 spades.

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8		<p>♠ 76</p> <p>♥ KT9</p> <p>♦ AK2</p> <p>♣ JT874</p>	<p><i>Dlr: W</i></p> <p><i>Vul: None</i></p>
<p>♠ AKQ2</p> <p>♥ A82</p> <p>♦ Q764</p> <p>♣ AK</p>		<p>♠ J9843</p> <p>♥ 653</p> <p>♦ 98</p> <p>♣ 952</p>	
<p>11</p> <p>22 1</p> <p>6</p>	<p>♠ T5</p> <p>♥ QJ74</p> <p>♦ JT53</p> <p>♣ Q63</p>	<p>♣ ♦ ♥ ♠ NT</p> <p>N 1 - 1 - -</p> <p>S 1 - 1 - -</p> <p>E - - - 3 2</p> <p>W - - - 3 2</p>	

<u>W</u>	<u>E</u>
2C	2H No A, K, 0-3 pts
2NT 22-23 balanced	3H transfer
3S	Pass

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

Bidding: West shows a 22-23 point balanced hand. East knows there is not enough for game. East should transfer to the 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 will 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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9		♠ 42 ♥ KJ2 ♦ QJT962 ♣ Q8		<i>Dlr: N</i> <i>Vul: E-W</i>																															
♠ AJ76 ♥ Q765 ♦ 87 ♣ T74			♠ T93 ♥ 843 ♦ K43 ♣ KJ95																																
9 7 7 17		♠ KQ85 ♥ AT9 ♦ A5 ♣ A632		<table> <tr> <th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr> <td>N</td><td>2</td><td>4</td><td>2</td><td>1</td><td>3</td></tr> <tr> <td>S</td><td>2</td><td>4</td><td>2</td><td>1</td><td>3</td></tr> <tr> <td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr> <td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>		♣	♦	♥	♠	NT	N	2	4	2	1	3	S	2	4	2	1	3	E	-	-	-	-	-	W	-	-	-	-	-	
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S	2	4	2	1	3																														
E	-	-	-	-	-																														
W	-	-	-	-	-																														

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
2D	P	2NT	P
3H	P	3NT	and 3 passes

Key point: After a weak 2 bid. 2NT is an inquiry. If maximum (9-11), show an outside A or K. (If maximum with AKQ in your suit, bid 3NT.)

Bidding: North 2D shows 6 D & 5-11 pts. South with 16+ bids 2NT to ask if North is min or max. North answers 3H: maximum with A or K in hearts.

Lead: 6S, low card from longest & strongest suit.

Play: A spade lead gives you 1 S trick. With 5 D, 2 H & 1 C, this makes 9 total. Drive out the KD, then run your 9 tricks. Opponents will get 3 spade tricks after winning KD. But you will make 3NT.

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10		♠ 54 ♥ 952 ♦ A753 ♣ A743		<i>Dlr: E</i> <i>Vul: Both</i>																															
♠ Q97 ♥ A6 ♦ 9864 ♣ 9652			♠ KJT632 ♥ JT7 ♦ K2 ♣ J8																																
8 6 9 17		♠ A8 ♥ KQ843 ♦ QJT ♣ KQT		<table> <tr> <th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr> <td>N</td><td>3</td><td>3</td><td>4</td><td>-</td><td>1</td></tr> <tr> <td>S</td><td>3</td><td>3</td><td>4</td><td>-</td><td>1</td></tr> <tr> <td>E</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr> <td>W</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> </table>		♣	♦	♥	♠	NT	N	3	3	4	-	1	S	3	3	4	-	1	E	-	-	-	2	-	W	-	-	-	2	-	
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S	3	3	4	-	1																														
E	-	-	-	2	-																														
W	-	-	-	2	-																														

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
???	2S	3H	3S
???	P	???	

Key point: After a weak 2 bid, responder with 0-15 raises to 3 with 3 trump, to 4 with 4 trump.

Bidding: East's opens with a weak 2 preempt. South has a great hand and bids 3H. West should increase the preempt to 3S. North has to guess what to do. Is 4H too high? Will 4H make? South has to guess too. Is North broke? Does North have something?

Lead: KH or KC, top of touching honors.

Play: E/W are expected to go down 2 tricks. But this is less costly than letting N/S make 4H.

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11		<p>♠ AQT ♥ KT63 ♦ KJT ♣ K52</p>		<p><i>Dlr: S</i> <i>Vul: None</i></p>																															
♠ KJ		♠ 987653																																	
♥ A984		♥ QJ5																																	
♦ Q7632		♦ A84																																	
♣ Q6		♣ J																																	
16		♠ 42																																	
12	8	♥ 72																																	
4		♦ 95																																	
		♣ AT98743																																	
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E	-	-	-	-	-																														
W	-	-	-	-	-																														

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		3C	P
3NT	P	P	P

Key point: Bid 3NT after a minor suit preempt if you expect to be able to use the long suit.

Bidding: North knows there are 10 clubs in the N/S hands. Even if they lose the first two club tricks, North has a third club to enter the South hand and win the rest of the clubs.

Opening lead: QH, top of touching honors.

Play: N/S easily make 3NT since South has the AC, producing 7 club tricks in addition to the high cards in the North hand.

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12		<p>♠ AKJ97 ♥ 72 ♦ KT5 ♣ KT6</p>		<p><i>Dlr: W</i> <i>Vul: N-S</i></p>																															
♠ T3		♠ 6542																																	
♥ AQJ9853		♥ KT																																	
♦ 976		♦ QJ3																																	
♣ 9		♣ Q732																																	
14		♠ Q8																																	
7	8	♥ 64																																	
11		♦ A842																																	
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N	5	4	-	5	-																														
S	5	4	-	5	-																														
E	-	-	2	-	-																														
W	-	-	2	-	-																														

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
			3H
3S	4H	???	

Key point: It is OK to increase the preempt to keep the opponents out of the bidding.

Bidding: East raises 3H to 4H to make life difficult for South. South has some good cards. But 4S looks risky with only 2 spades and 5C is quite high.

Opening lead: AS, top of touching honors.

Play: 4H is down 2 tricks, but it is better to be down two tricks when not vulnerable (-100 if not doubled, -300 if doubled) rather than let N/S make 4S for 620.