

Board 1



♠ A K J 8 4 3

♥ A 10 3

♦ K 7 4

♣ 9

Partner opens 3C

Partner opens 2D

Board 1



♠ A K J 8 4 3

♥ A 10 3

♦ K 7 4

♣ 9

Partner opens 3C

Pass you might miss a game, but you don't want to play 3C let alone 4C.

Partner opens 2D

Bid 3S and try to get to game in either spades or diamonds. Consider that if partner holds as little as ♠ x ♥ xxx ♦ AQxxxx ♣ xxx you have reasonable chances at slam in diamonds.

Board 2



♠ A 10 6
♥ A Q J 8 4
♦ Q
♣ A 10 5 4

Partner opens 3D

Partner opens 2D

Board 2



♠ A 10 6
♥ A Q J 8 4
♦ Q
♣ A 10 5 4

Partner opens 3D

You should strongly consider passing. The less of a fit you have the more dangerous it is to bid. Bidding 3N has very little chance of being successful. You need partner to have both good enough diamonds to run **and** an entry. Preempts aren't generally supposed to be that good. Though you should take into consideration the seat and vulnerability so vul in 2nd you might want to just bid game. But the game you should bid is more likely to be 5 ♦ than 3N. If partner can take 6 tricks in diamonds and you can take 3 aces and the ♦ Q for 4, then all you need to make game is either for partner to be able to take an extra trick (i.e. non minimum) or for the heart suit to setup for an extra trick. Seems worth the risk.

As for NT, consider a hand like ♠ xx ♥ xx ♦ AKxxxxx ♣ Qx. You cannot enjoy the diamonds and get back there unless the club finesse is onside, and they don't lead one. If they lead a club, then even when the finesse is working you cannot use it to get back to dummy even assuming the diamond suit breaks.

In 5 ♦, merely duck whichever black suit they lead (or take the heart finesse/win the diamond) and then you have an entry to hand to take the heart finesse and the other black ace to get back there to enjoy pitching the other loser should the finesse lose. You can also attempt to draw trumps this way by cashing the ♦ Q before ruffing the black suit to get to your hand.

Partner opens 2D

Bid 2H if partner is vulnerable. pass if not. You have at least 3 tricks for partner so be willing to play 3D if partner doesn't have a fit. There's a better chance that partner will have 3 hearts with you when they only have 6 diamonds then when they have 7. Plus 3D seems like a fairly safe bet. NT still seems dubious, but if partner bids a new suit after your 2H bid you can entertain the notion.

Board 3



♠ K Q 4
♥ A Q 9 8 5
♦ A
♣ A Q 7 5

Partner opens 3D

Partner opens 2D

Board 3



♠ K Q 4
♥ A Q 9 8 5
♦ A
♣ A Q 7 5

Partner opens 3D

A lot depends upon the ability to get back to partner's hand. The safest game would be 5D as partner may have no outside entries (♠ xxx ♥ x ♦ KQJxxxx ♣ xx)

Partner opens 2D

Bid 2H. You are definitely going to game, you just need to work out if it's hearts or NT. While it's possible that partner only has diamonds, the odds of that are less if partner doesn't have heart support and since partner has only 6 diamonds.

Board 4



♠ A K Q J 10

♥ J 10 9

♦ K Q 9

♣ A 10

Partner opens 3C

Board 4



♠ A K Q J 10
♥ J 10 9
♦ K Q 9
♣ A 10

Partner opens 3C

With no heart stopper, bidding 3N is risky, but potentially worth it. Still it's dangerous if you don't know that the club suit is running. If partner is vul it's probably worth it. if NV, you might just take a stab at bidding 3S before subsiding in 4C.

Board 5



♠ A 4
♥ A K J 10 6 5 3
♦ A Q J
♣ 10

Partner opens 3C

Partner opens 3D

Board 5



♠ A 4
♥ A K J 10 6 5 3
♦ A Q J
♣ 10

Partner opens 3C

Just bid 4H. You want to be in game and aren't that interested in slam.

Partner opens 3D

Start with 3H. If you have one bid for your life bid 6D. You might even make 7 if they don't guess to lead a club or partner has the ♣ A.

Consider a shady 3D opening like ♠ xx ♥ x ♦ KT9xxxx ♣ Qxx. Even opposite a hand as bad as this you are quite likely to make 6D, either getting to ruff some clubs or else setting up the heart suit.

Board 6



♠ A K J 8 5

♥ Q 9 8 7 2

♦ A Q

♣ J

Partner opens 3C

Board 6



♠ A K J 8 5
♥ Q 9 8 7 2
♦ A Q
♣ J

Partner opens 3C

Very tempting to bid, but with lousy hearts and no willingness to play 5C you cannot get them both in. Just pass and sigh loudly.

If partner is vulnerable and you are playing IMPs so that risky games might be a good idea consider bidding 3S followed by 4H and correcting 4S back to 5C.

Board 7



♠ K Q 5
♥ K Q 8 6 4
♦ A J 6
♣ 8 2

Partner opens 3C

Board 7



♠ K Q 5
♥ K Q 8 6 4
♦ A J 6
♣ 8 2

Partner opens 3C

You have a good hand, but your tricks aren't fast enough. 4C might go down if partner doesn't have a heart fit. If partner has KQJxxxx of clubs that's only 6 tricks and you aren't likely to take 4 before the opponents can take 4 themselves. passing is the safe action.

Board 8



♠ 10 7 3
♥ A K J 7 4 2
♦ A K
♣ Q 8

Partner opens 2D

Partner opens 3C

Board 8



♠ 10 7 3
♥ A K J 7 4 2
♦ A K
♣ Q 8

Partner opens 2D

Bid 2H. You are absolutely willing to play 3D.

Partner opens 3C

Bid 3H. You are willing to play 4C since your tricks are fast. It might not make, but it's worth the risk.

Board 9



♠ K 8 3
♥ A Q 5 3 2
♦ A 3
♣ A 9 5

Partner opens 3C

Board 9



♠ K 8 3
♥ A Q 5 3 2
♦ A 3
♣ A 9 5

Partner opens 3C.

I would tend to go straight to 3N if partner isn't nv in 1st seat. I think there's excellent chances for 9 tricks here.

It's possible that 4H is the superior contract in term of likely making, but that is offset by NT scoring more when the same # of tricks are taken.

Board 10



♠ A K Q 8 6

♥ A 5 4

♦ A K

♣ 10 5 4

Partner opens 2D

Partner opens 3C

Board 10



♠ A K Q 8 6

♥ A 5 4

♦ A K

♣ 10 5 4

Partner opens 2D

Start with 2S. The club suit is a problem, but maybe partner will bid 3C at their next action.

Partner opens 3C

You want to start thinking slam. You have 6 tricks, if partner can take 6 and has only 1 club loser you'll be golden.