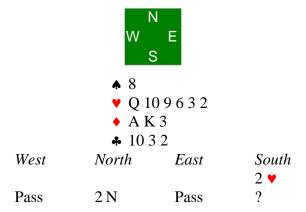
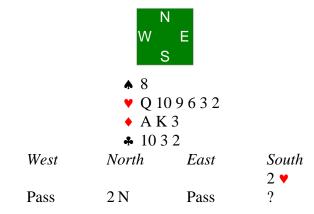
**Board 1**South Deals
N-S Vul



### **Board 1**South Deals N-S Vul



Tricks: Hearts 3.75 Diamonds 2

Decision:

Accept game try

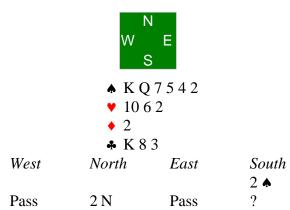
Response:

Feature: 3 ◆(Ace or king)

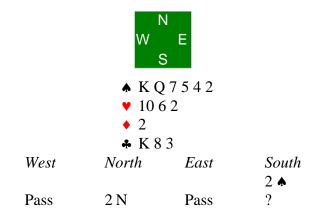
Classic Ogust: 3 ♥ (Good hand, bad suit)

Very Modified Ogust: 3 ♠ Willing to play 4 ♥ or 3N

**Board 2**South Deals
N-S Vul



### **Board 2**South Deals N-S Vul



Tricks: Spades 4 Clubs 1. Call it 5

Decision: Accept when NV. Do not accept when vul.

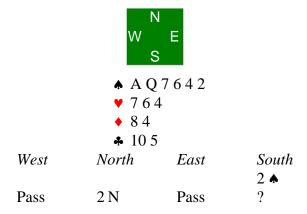
Response (NV):

Feature: 3 ♣ (Ace or king)

Classic Ogust: 3 ♠ (Good hand, Good suit)

Very Modified Ogust: 3 ♥ (Willing to play 4 ♠ or 3N)

**Board 3**South Deals
E-W Vul



# Board 3 South Deals E-W Vul A A Q 7 6 4 2 ▼ 7 6 4 ◆ 8 4 ♣ 10 5 West North East South 2 ♣

Pass

Tricks: Spades 4.5

Decision: Accept no game try. As balanced as can be for a preempt, no good spade spots.

Pass

?

2 N

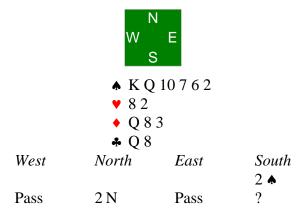
#### Response:

Feature: 3 ♠ (No Ace or king)

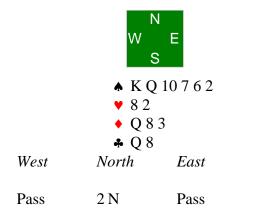
Classic Ogust: 3 ◆ (Bad hand, good suit)

Very Modified Ogust: 3 ♠ No game tries accepted

# **Board 4**South Deals N-S Vul



### **Board 4**South Deals N-S Vul



South 2 ♠

?

Tricks:

Spades 4.5

2 minor suit queens = .5

Decision:

Accept when NV

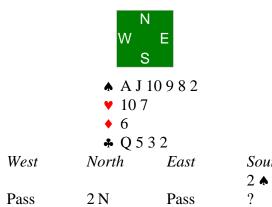
Response (When NV):

Feature: No good answer, bid 3 •

Classic Ogust: 3 ◆ (Bad hand, good suit)

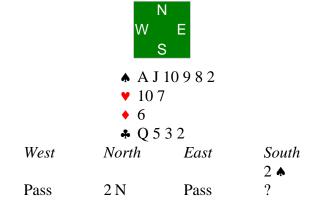
Very Modified Ogust: 3 ♦ Willing to play 3N, not so interested in 4 ♠

Board 5 South Deals E-W Vul



South





#### Tricks:

Spades 4.5 before the invite, call it a bonus for the solid interior cards after an invite Clubs Difficult to determine. At least .5 (For Q with length)

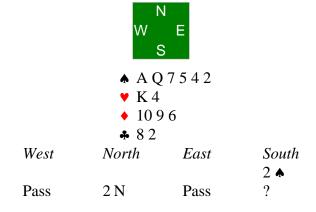
#### Decision

Accept anything when NV, maybe accept when vul. Those are good spots and have only 7 losers

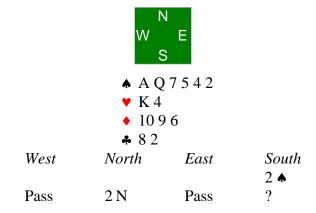
#### Response:

Feature: 3 ♣ (No classic response, but sometimes you have to do something)
Classic Ogust: Vul 3 ♣ (Bad hand, bad suit), consider 3 ◆ NV (Good suit, bad hand)
Very Modified Ogust: 3 ♥ Willing to play 4 ♠ or 3N when NV and 3 ♣ willing to play 4 ♠ when vul

### **Board 6**South Deals Both Vul



### **Board 6**South Deals Both Vul



Tricks: Spades 4.5 Hearts 1

Decision:

Accept all GT (Probably should've considered 3 ♠ when NV)

Response:

Feature: 3 ♥(Ace or king)

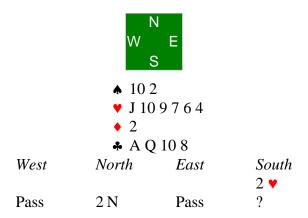
Classic Ogust: 3 ♠ (Good hand, good suit)

Very Modified Ogust:

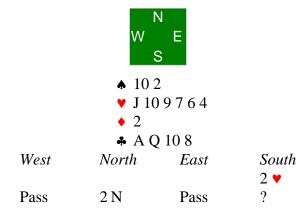
NV 3 ♥Willing to play 4 ♠ or 3N

V 3 ◆ Willing to play 3N

**Board 7**South Deals
None Vul



### **Board 7**South Deals None Vul



Tricks: Hearts 3 Clubs 2

Note: While this seems to violate the rule of having 2 defensive tricks outside your suit, with 4 cards in clubs this is our suit as well.

#### Decision:

Definitely want to cooperate, but aren't interested in 3N

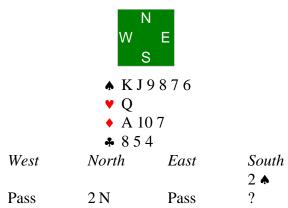
#### Response:

Feature: 3 ♣ (Ace or king)

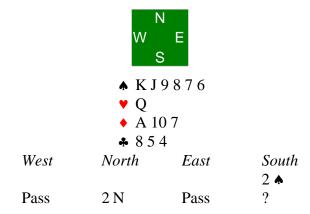
Classic Ogust: 3 ♣ (bad hand, bad suit)

Very Modified Ogust: 3 ♣ Willing to play 4 ♥

**Board 8**South Deals
E-W Vul







Tricks: Spades 4 Diamonds 1

Note: this meets the "rule of 20", but the singleton Queen isn't worth 2 points in practice and so I would tend to say this doesn't meet the quality that I expect for an opening hand and would instead preempt.

#### Decision:

Hard to imagine a much better hand. I would accept for sure NV. Vul is much closer decision. Probably go because the ♥ Q is likely to help sometimes as a queen and sometimes as a singleton.

#### Response:

Feature: 3 ◆

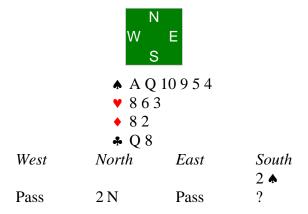
Classic Ogust: 3 ♥ Good hand, bad suit

Very Modified Ogust:

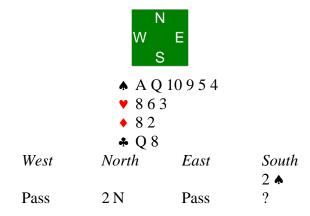
NV 3 ♥ accept game in NT or 4 ♠

V Probably lean more towards the safe HCP and bid 3 ◆ to accept the game in NT.

# **Board 9**South Deals Both Vul



### **Board 9**South Deals Both Vul



Tricks: Spades 5

Decision:

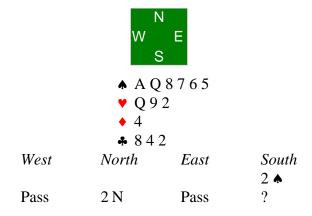
Accept when NV, consider accepting when vul because of the & Q.

Response: Feature: ????

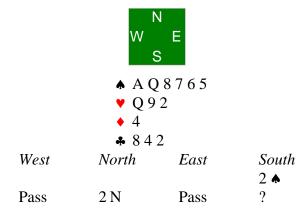
Classic Ogust: 3 ♠ good hand/good suit

Very Modified Ogust: 3 ◆ Accepting with points, but balanced so suggest 3N as alternative.

### **Board 10**South Deals None Vul



### **Board 10**South Deals None Vul



Tricks: Spades 4.5 Hearts .5

#### Decision:

Accept NV period. Vul only because of singleton. The lack of a good 3rd spot in spades means that I wouldn't accept without the additional chance due to the singleton.

### Response: Feature: ???

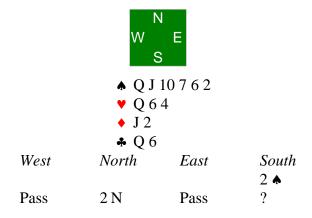
Classic Ogust: 3 ♠ good hand/good suit

Very Modified Ogust:

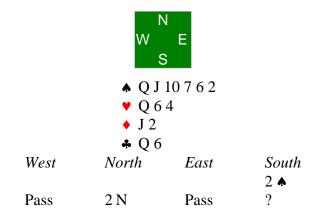
NV 3 ♥ interested in any game

V 3 \* more interested in 4 \*, than 3N after all it's the singleton that's convincing me

# **Board 11**South Deals E-W Vul



### **Board 11**South Deals E-W Vul



Tricks: Spades 4

Other suits: difficult to determine, probably 0.5 for the queens

Decision:

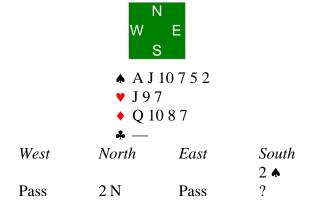
Accept if NV and feeling frisky.

Response: Feature: 3 ♠

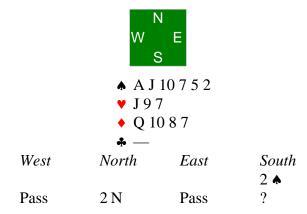
Classic Ogust: 3 ♥ good hand, bad suit

Very Modified Ogust: Either 3 ♠ or 3 ♦ (NT only) if feeling frisky.

### **Board 12**South Deals None Vul



### **Board 12**South Deals None Vul



Tricks: Spades 4.5 Diamonds 1

#### Decision:

Accept if V and think about having opened 3 ♠ if NV.

### Response: Feature: ???

Classic Ogust: 3 ♥ good hand, bad suit, but will you feel happy if partner bids 3N or 3 ♠? Very Modified Ogust:

Either 3  $\checkmark$  showing cooperation for both or bypass the middleman and bid 4  $\clubsuit$  as a splinter in response. I don't like preempting with voids because voids are hard enough to evaluate without throwing a preempt into the mix. Personally I would likely open this hand 1  $\spadesuit$  or consider passing rather than preempting. Not 1-dimensional enough for me to want to preempt.