

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



♠ 8  
 ♥ Q 10 9 6 3 2  
 ♦ A K 3  
 ♣ 10 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♥
Pass	2 N	Pass	?

**Board 1**

South Deals

N-S Vul



♠ 8

♥ Q 10 9 6 3 2

♦ A K 3

♣ 10 3 2

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♥

?

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



♠ K Q 7 5 4 2  
 ♥ 10 6 2  
 ♦ 2  
 ♣ K 8 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 2**

South Deals

N-S Vul



♠ K Q 7 5 4 2

♥ 10 6 2

♦ 2

♣ K 8 3

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

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



♠ A Q 7 6 4 2  
 ♥ 7 6 4  
 ♦ 8 4  
 ♣ 10 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 3**

South Deals

E-W Vul



♠ A Q 7 6 4 2

♥ 7 6 4

♦ 8 4

♣ 10 5

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

Tricks:

Spades 4.5

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

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



♠ K Q 10 7 6 2  
 ♥ 8 2  
 ♦ Q 8 3  
 ♣ Q 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 4**

South Deals

N-S Vul



♠ K Q 10 7 6 2

♥ 8 2

♦ Q 8 3

♣ Q 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

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



♠ A J 10 9 8 2  
 ♥ 10 7  
 ♦ 6  
 ♣ Q 5 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 5**

South Deals

E-W Vul



♠ A J 10 9 8 2

♥ 10 7

♦ 6

♣ Q 5 3 2

*West**North**East**South*

2 ♠

Pass

2 N

Pass

?

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



♠ A Q 7 5 4 2  
♥ K 4  
♦ 10 9 6  
♣ 8 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 6**

South Deals

Both Vul



♠ A Q 7 5 4 2

♥ K 4

♦ 10 9 6

♣ 8 2

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

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



♠ 10 2  
 ♥ J 10 9 7 6 4  
 ♦ 2  
 ♣ A Q 10 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♥
Pass	2 N	Pass	?

**Board 7**

South Deals

None Vul



♠ 10 2  
♥ J 10 9 7 6 4  
♦ 2  
♣ A Q 10 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♥
Pass	2 N	Pass	?

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



♠ K J 9 8 7 6

♥ Q

♦ A 10 7

♣ 8 5 4

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

**Board 8**

South Deals

E-W Vul



♠ K J 9 8 7 6

♥ Q

♦ A 10 7

♣ 8 5 4

*West**North**East**South*

Pass

2 N

Pass

2 ♠

?

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



♠ A Q 10 9 5 4  
 ♥ 8 6 3  
 ♦ 8 2  
 ♣ Q 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 9**

South Deals

Both Vul



♠ A Q 10 9 5 4

♥ 8 6 3

♦ 8 2

♣ Q 8

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

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



♠ A Q 8 7 6 5

♥ Q 9 2

♦ 4

♣ 8 4 2

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

**Board 10**

South Deals

None Vul



♠ A Q 8 7 6 5

♥ Q 9 2

♦ 4

♣ 8 4 2

*West*

*North*

*East*

*South*

Pass

2 N

Pass

2 ♠

?

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



♠ Q J 10 7 6 2  
 ♥ Q 6 4  
 ♦ J 2  
 ♣ Q 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

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



♠ Q J 10 7 6 2  
 ♥ Q 6 4  
 ♦ J 2  
 ♣ Q 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

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



♠ A J 10 7 5 2

♥ J 9 7

♦ Q 10 8 7

♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

**Board 12**

South Deals

None Vul



♠ A J 10 7 5 2

♥ J 9 7

♦ Q 10 8 7

♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♠
Pass	2 N	Pass	?

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 ♥ showing cooperation for both or bypass the middleman and bid 4 ♣ 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 ♠ or consider passing rather than preempting. Not 1-dimensional enough for me to want to preempt.