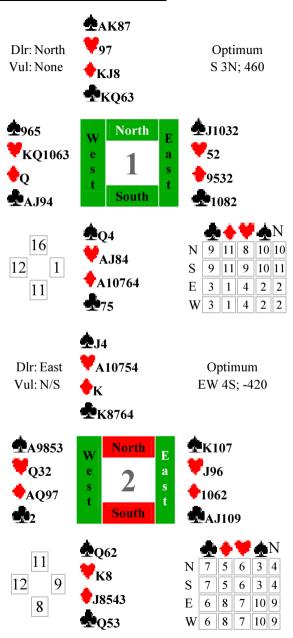
THURSDAY 2nd December



W N E S $1 \stackrel{1}{\bullet}^{1} \text{ Pass } 1 \stackrel{\bullet}{\bullet}$ $1 \stackrel{\bullet}{\bullet} \text{ Pass } 2NT^{2}$ Pass 3NT Pass Pass
Pass

 $\begin{array}{cccc} \mathbf{W} & \mathbf{N} & \mathbf{E} & \mathbf{S} \\ & & \operatorname{Pass} & \operatorname{Pass} \\ \mathbf{1} & \operatorname{Pass}^1 & 1 \operatorname{NT}^2 & \operatorname{Pass} \\ \operatorname{Pass} & \operatorname{Pass} & \end{array}$

Hands from 24th November

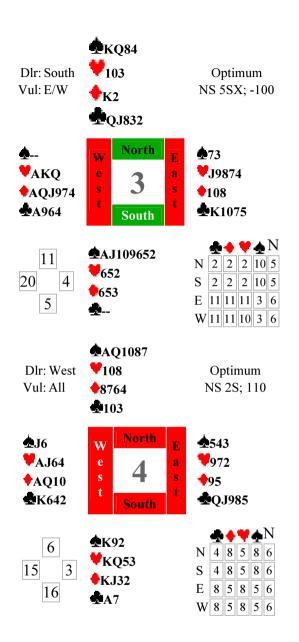
- 1. With 16+ points & 4 Clubs & 4 Spades open a Club.
- 2. Around 11 points.

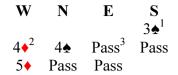
Opening Lead: **▼**K

Duck the opening lead & West can't lead another Heart

- 1. Too weak to bid CRO
- 2. 3 Spade support, but flat, no doubleton so can't ruff in dummy so better to play in N T

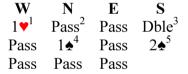
O/L: 4th highest against either a suit or NT contract, so •4.



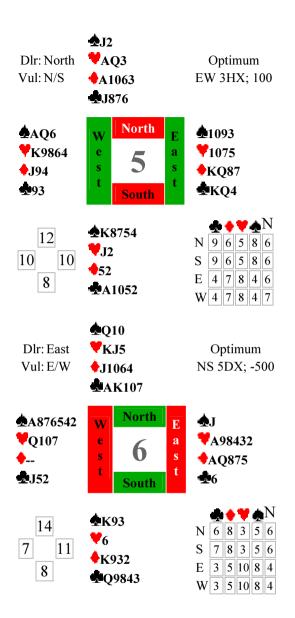


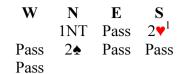
- 1. Nice Spade suit & none vulnerable.
- 2. Choice of bid between Double or 4D, double is probably better A K Q of Hearts.
- 3. Could be far fewer points

O/L ♠K, ruff with ♦4. Play ♦A followed by ♦Q. Need to keep ♠K as this is the only entry to get to your Heart tricks in dummy.



- 1. Not a brilliant 15, so 1NT would be OK
- 2. 6 points & vulnerable, if you bid 1♠ partner may think you are stronger & jump to 4.
- 3. In protective position 1NT would show 11-14.
- 4. Not strong enough to make a jump bid.
- 5. Just in case partner has a little extra.

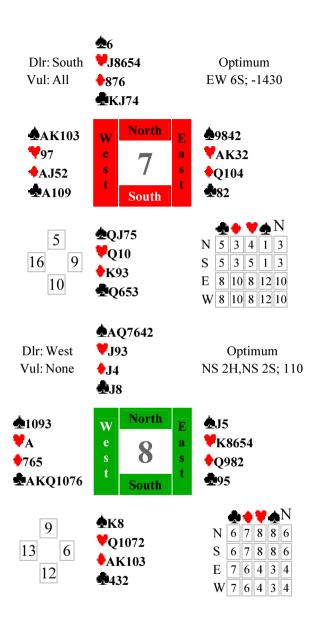




1. Transfer. Generally correct to transfer with a 5-card major, if you hold five of a major to the 10 it might be better to pass.

Best play in the Spade suit is to play low towards the Jack, which will either force the Queen from West or the Ace from East.

- W N E S $1 \checkmark^1$ Pass² 1 • Pass $2 \checkmark^3$ Pass $2 \checkmark^4$ Pass $4 \checkmark^5$ Pass Pass Pass
- 1. With 11 cards in just two suits this is a very strong hand.
- 2. With a 4-card Spade suit a double here would be fine, but with only three Spades don't do it.
- 3. Even though you have 6 Hearts you need to show your Diamond suit, & this may be your only chance.
- 4. Partner has shown nine cards in the two red suits, you know you have an 8-card Heart fit, so support partner's Hearts rather than re-bidding your 7-card Spade suit.
- 5. If partner had bid 2♠ then a 3♦ bid would have shown your 6-5 shape.



W N E S Pass $1 \stackrel{1}{•}^1$ Pass $3 \stackrel{2}{•}^2$ Pass $4 \stackrel{2}{•}$ Pass Pass Pass

W N E S $1 \clubsuit 2 \spadesuit^1$ Pass² Pass³ $3 \clubsuit$ Pass Pass Pass

- 1. Planned to rebid in NT
- 2. Eight & a half losers, but no wasted values.

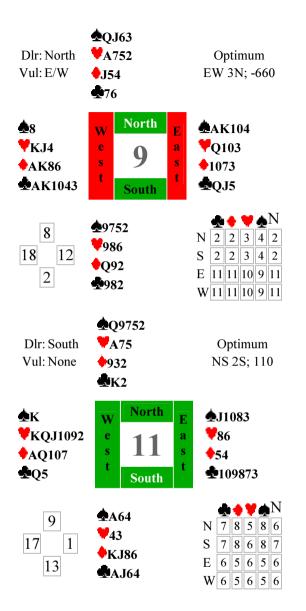
O/L ◆7 (MUD)

Don't draw trumps as you need to set up a Club ruff first.

KEY POINTS.

- 1. ALWAYS DRAW TRUMPS UNLESS THERE IS A GOOD REASON NOT TO.
- 2. NEVER LEAD A SINGLETON TRUMP
- 1. A 1S overcall would show up to 15 points, whereas 2S shows fewer points, but also greatly reduces opponent's bidding space.
- 2. East will have to pass 2♠, if this had just been a 1♠ overcall then East could have doubled to show Hearts & Diamonds.
- 3. South knows partner is weak & so shouldn't be tempted to make a bid.

O/L A Club lead will cut down the number of potential ruffs in dummy.



- $\begin{array}{ccccc} \mathbf{W} & \mathbf{N} & \mathbf{E} & \mathbf{S} \\ & \operatorname{Pass} & 1 \operatorname{NT} & \operatorname{Pass} \\ 3 \clubsuit^1 & \operatorname{Pass} & 3 \operatorname{NT}^2 & \operatorname{Pass} \\ \operatorname{Pass} & \operatorname{Pass} & \end{array}$
- 1. A jump would only be made with a strong hand.
- 2. Since 3C is very strong East will try to help a possible Slam, by bidding 3D/3H or 3S. 3NT says a minimum, and is sign-off.

\mathbf{W}	N	${f E}$	S
			1NT
$2 \checkmark^1$	2♠	Pass	Pass
3♥	3♠	Pass	Pass
Pass			

1. 17 points, but don't double, downgrade hand to 14 points with your singleton King. 3♠ by North should be OK, for -1, since 3H might make.