

Board # 1

		NORTH			
Dealer:	♠ A9	Vulnerable:	None		
North	♥ K63				
	♦ Q				
	♣ JT87542				
WEST		EAST			
♠	QT75	♠	J4		
♥	QJ875	♥	A9		
♦	852	♦	AKT7643		
♣	A	♣	Q9		
		SOUTH		Available	
HCP:	♠ K8632	Tricks:			
10	♥ T42	N	S	E	W
9 14	♦ J9	NT	3	3	10 10
7	♣ K63	♠	5	5	7 7
		♥	3	3	10 10
		♦	2	0	10 10
		♣	9	8	4 4
E-W have 23 combined points.					
Suitable Level: Partscore					

Board # 2

		NORTH			
Dealer:	♠ 9753	Vulnerable:	N-S		
East	♥ 94				
	♦ 984				
	♣ J973				
WEST		EAST			
♠	AJT4	♠	K862		
♥	KQJ762	♥	AT		
♦	76	♦	KQJ		
♣	5	♣	KQT2		
		SOUTH		Available	
HCP:	♠ Q	Tricks:			
1	♥ 853	N	S	E	W
11 18	♦ AT532	NT	2	2	11 11
10	♣ A864	♠	2	2	11 11
		♥	2	2	11 11
		♦	4	4	9 9
		♣	3	3	9 9
E-W have 29 combined points.					
Suitable Level: Game					

Board # 3

		NORTH			
Dealer:	♠ T74	Vulnerable:	E-W		
South	♥ K4				
	♦ KQ632				
	♣ 543				
WEST		EAST			
♠	Q9853	♠	KJ62		
♥	AT3	♥	98765		
♦	4	♦	8		
♣	KQJ6	♣	A98		
		SOUTH		Available	
HCP:	♠ A	Tricks:			
8	♥ QJ2	N	S	E	W
12 8	♦ AJT975	NT	7	7	5 5
12	♣ T72	♠	4	4	9 9
		♥	4	4	9 9
		♦	9	9	4 4
		♣	4	4	8 8
Highcard points are split 20-20					
Suitable Level: Partscore					

Players	Contract	Lead	Result	NS	EW
	3♦e	3♣	+1		130
	3♦e	3♣	+1		130
	3♦e	3♣	+2		150
	4♦e	K♣	+1		150
	3♦e	K♣	+2		150
	5♦e	K♣	=		400

Players	Contract	Lead	Result	NS	EW
	5♠e	8♥	-1	50	
	4♥w	3♣	+1		450
	4♠w	9♦	+1		450
	4♠e	5♦	+1		450
	4Nw	3♣	+1		460
	3Ne	3♦	+2		460

Players	Contract	Lead	Result	NS	EW
	5♥e	A♦	-2	200	
	3♦s	5♠	+1	130	
	4♠e	K♦	-1	100	
	4♦s	J♣	-1		50
	3♠w	K♦	+1		170
	5♦s*	A♥	-2		300

The problem with a 3♣ opener by North is not so much the poor suit quality, but the fact that it has two possible defensive winners. Pre-empts before partner has bid should have very little in defense outside the suit bid. So North passes, East opens 1♦, South passes (not quite enough for a 1♠ overcall), and West responds 1♥. NOW is the time for North to get in there with a bold pre-empt to 3♣: South has been unable to get into the auction and 3♣ is like whacking the side of the pinball machine to avoid losing a ball. (Pre-empting to 5♣ would be too much and get the TILT sign lit.) 3♣ makes it difficult for E-W to find their best spot, 3NT, and instead they will likely settle for 130 or 150 in diamonds.

East and West should have no trouble getting to four of either major on these cards. The interesting question is what is the best opening bid for East? It seems a point too strong for a 15-17 1NT unless you apply American expert Bob Hamman's "Uncle Fred rule." This rule says a holding of AKQ or KQJ with no small cards is worth one less point, because its playing value is diminished for an expert since whatever appears in dummy, everyone will play the suit the same way, from other experts down to Uncle Fred! AKQ opposite xxxx: you cash three winners and hope for a 3-3 split. AKQ opposite Jxxx: four winners for anyone awake. If East does open 1NT, West bids 2♣ and finds the 4-4 fit. If East opens 1♠ and rebids 2NT to show 18-19 balanced, West will bid 4♥; either makes.

South opens 1♦ and West will choose between a 1♠ overcall and a takeout double. North will in any case raise to 2♦ and East will raise to 2♠ or bid 2♥ if West began with a double. The battle lines are now drawn and the auction might get quite high, with an eleven-card fit against a major suit and the points evenly split. Nine tricks are the limit for both sides, so in theory par is 4♦ doubled down one, for 100 to E-W, slightly better than letting them make 140 in hearts or spades. Change the vulnerability and make N-S vulnerable and everything changes: 4♦ doubled is 200 and now N-S must sell out to 3HH or 3♠, or risk being doubled at the four level for a bottom.

Board # 4

		NORTH							
Dealer:	♠ K965	Vulnerable:							
West	♥ QJ2	Both							
	♦ AQJ								
	♣ T53								
WEST		EAST							
♠ A43		♠ 87							
♥ 5		♥ AT64							
♦ T98763		♦ 42							
♣ Q98		♣ KJ762							
		Available							
		Tricks:							
		N S E W							
HCP:	♠ QJT2								
13	♥ K9873								
6 8	♦ K5	NT 7 7 5 5							
13	♣ A4	♠ 8 8 3 3							
		♥ 10 10 2 2							
		♦ 6 6 7 7							
		♣ 5 5 7 7							
N-S have 26 combined points.									
Suitable Level: Game									

Board # 5

		NORTH							
Dealer:	♠ AJ9	Vulnerable:							
North	♥ AQ862	N-S							
	♦ 94								
	♣ KJT								
WEST		EAST							
♠ 8765		♠ Q32							
♥ 9		♥ K743							
♦ A75		♦ Q82							
♣ 98632		♣ A54							
		Available							
		Tricks:							
		N S E W							
HCP:	♠ KT4								
15	♥ JT5								
4 11	♦ KJT63	NT 10 10 3 3							
10	♣ Q7	♠ 9 9 4 4							
		♥ 10 10 3 3							
		♦ 10 9 3 3							
		♣ 8 8 5 5							
N-S have 25 combined points.									
Suitable Level: Likely Game									

Board # 6

		NORTH							
Dealer:	♠ Q73	Vulnerable:							
East	♥ Q52	E-W							
	♦ AJ98								
	♣ J82								
WEST		EAST							
♠ AKJT92		♠ 864							
♥ 96		♥ JT43							
♦ Q632		♦ T4							
♣ T		♣ AQ95							
		Available							
		Tricks:							
		N S E W							
HCP:	♠ 5								
10	♥ AK87								
10 7	♦ K75	NT 8 8 4 4							
13	♣ K7643	♠ 5 5 7 7							
		♥ 8 8 4 4							
		♦ 9 9 4 4							
		♣ 9 9 3 3							
N-S have 23 combined points.									
Suitable Level: Partscore									

Players	Contract	Lead	Result	NS	EW
	3Ns	T♦	+2	660	
	4♠n	4♦	+1	650	
	4♥s	T♦	=	620	
	4♥s	5♦	=	620	
	4♠n	4♦	=	620	
	3♠n	6♣	+2	200	

West passes and North opens 1♦ (from three card minors pick the one you want partner to lead if LHO becomes declarer). East passes and South responds 1♥. A modern continuation would be 1♦ - 1♥, 1NT - 2♣*, the 1NT rebid not denying spades and the 2♣ call artificial and forcing, showing five or more hearts. North can support hearts or bid spades and support hearts on the next round if South bids 2NT. But most will rebid 1♠ and South should simply raise to 4♠, knowing that there is a spade fit and an opener facing another hand of opening strength. Two opening hands are enough to get to game in any system. Hearts plays better than spades though, because in spades the defenders can start with A♥ and a heart ruff.

Players	Contract	Lead	Result	NS	EW
	3Nn	3♥	+2	660	
	4♥n	2♦	=	620	
	4♥n	2♦	=	620	
	3Nn	3♥	=	600	
	2♥n	2♦	+1	140	
	4♥n	2♠	-1		100

If North opens 1♥, South will respond 2♦ but eventually bid hearts and ensure that game is reached. But if North opens 1NT, South simply responds 3NT, and the issue becomes whether you can make more tricks in hearts (4HH is better), or the same in hearts or notrump (3NT wins)? The general rule is that a combined holding of 28 or more makes notrump better, but here with only 25 combined, the 4-1 heart break keeps hearts limited to the same ten tricks as notrump, so 3NT wins this time. My advice: open 1NT with five card majors when the point count is right, unless you have only two in the other major. 5-2 puts you at risk of being transferred into the doubleton and playing a 5-2 fit there when partner has three cards in your five-card major.

Players	Contract	Lead	Result	NS	EW
	4♥w*	2♥	-4	1100	
	2♠w*	2♣	-2	500	
	3♠w*	2♣	-2	500	
	3♠w	J♣	-3	300	
	2♠w	2♥	-1	100	
	2♠w	2♥	=		110

East passes and South opens 1♣, West overcalls 1♠. North bids 1NT and East raises to 2♠. South's best call here is pass: partner would have made a negative double with four hearts, so there is no chance of a heart fit, and South has a minimum opener. No sense tricking partner into believing you have extras! West similarly has no reason to bid on over 2♠ and should pass, leaving North to figure out what to do. With ten points opposite an opening bid, it is clearly a N-S hand, but no bid seems right. As you can see from the results, a few doubled spade contracts, and maybe double is North's least worst call. Risky...2♠ might just come home if N-S don't defend accurately, but if 2♠ makes it is never going to be good for N-S, so the risk in doubling is minimal.

Board # 7

		NORTH							
Dealer:	♠ 8763	Vulnerable:							
South	♥ AQ87	Both							
	♦ JT3								
	♣ KT								
WEST		EAST							
♠	QJ942	♠	-						
♥	-	♥	JT6432						
♦	9654	♦	AQ82						
♣	A953	♣	Q64						
		Available							
		Tricks:							
		N S E W							
HCP:	♠ AKT5								
10	♥ K95								
7 9	♦ K7	NT 7 7 6 6							
14	♣ J872	♠ 8 8 5 5							
		♥ 7 7 6 6							
		♦ 5 5 8 8							
		♣ 5 5 7 7							
N-S have 24 combined points.									
Suitable Level: Possible Game									

Board # 8

		NORTH							
Dealer:	♠ J94	Vulnerable:							
West	♥ AT96	None							
	♦ 83								
	♣ KJ85								
WEST		EAST							
♠	876	♠	KQ						
♥	KJ3	♥	Q4						
♦	A62	♦	KQT9754						
♣	T762	♣	A3						
		Available							
		Tricks:							
		N S E W							
HCP:	♠ AT532								
9	♥ 8752								
8 16	♦ J	NT 3 3 8 8							
7	♣ Q94	♠ 8 8 5 5							
		♥ 8 8 5 5							
		♦ 2 2 10 10							
		♣ 7 7 6 6							
E-W have 24 combined points.									
Suitable Level: Possible Game									

Board # 9

		NORTH							
Dealer:	♠ 53	Vulnerable:							
North	♥ K986	E-W							
	♦ QT9								
	♣ AQJ9								
WEST		EAST							
♠	AK2	♠	J976						
♥	Q5	♥	AJ73						
♦	A863	♦	J52						
♣	T764	♣	K3						
		Available							
		Tricks:							
		N S E W							
HCP:	♠ QT84								
12	♥ T42								
13 10	♦ K74	NT 6 6 7 7							
5	♣ 852	♠ 5 5 8 8							
		♥ 6 6 7 7							
		♦ 5 5 8 8							
		♣ 5 5 7 7							
E-W have 23 combined points.									
Suitable Level: Partscore									

Players	Contract	Lead	Result	NS	EW
	4♥e*	A♠	-3	800	
	1Ns	Q♣	+1	120	
	2♠s	9♦	=	110	
	2♠s	A♣	=	110	
	2♥n	A♦	-1		100
	4♠s	9♦	-3		300

South opens 1♣ and with the West hand I would bid 1♠ even with only seven points, because from the West seat it looks likely that N-S have a heart fit, so a 1♠ overcall removes a level and makes it a little harder to find that fit. North makes a negative double and East passes. South rebids 1NT and West and North pass. East will be tempted to try 2♥ but should realize that defending is a better prospect, even against 1NT. 1NT is a struggle but should make for 90; if West passes instead of making the light overcall, North responds 1♥, silencing East, and South may bid 1♠, which North will raise, and the 5-0 will be most unwelcome news, although two pairs managed to scramble home with eight tricks for 110.

Players	Contract	Lead	Result	NS	EW
	3♦e	4♣	+1		130
	3♦e	4♣	+1		130
	3♦e	4♣	+1		130
	3♦e	2♠	+2		150
	3♦e	2♥	+2		150
	3Nw	T♥	=		400

West and North pass and East has enough for 1NT and is in theory balanced, but 7-2-2-2 is way out there and most players will opt instead for 1♦. South is a bit light to take any action and West will respond 1NT, which East should raise to 3NT, not 3♦ as most did. Only a club lead beats 3NT, as declarer begins with seven diamonds and the A♣, and needs only develop one more trick in the majors for success. A club lead sets up three club winners for the defence along with the A♠ and A♥. But whoever declares, a club lead is unlikely. Maybe these 7-2-2-2 hands should be opened 1NT!

Players	Contract	Lead	Result	NS	EW
	1Nn	3♥	=	90	
	1♣n	6♠	-1		50
	1Nw	9♣	=		90
	1Nw	9♣	=		90
	1♣n	6♠	-2		100
	1Nw	9♣	+1		120

North opens 1♣ and it is surprising to see that 1♣ was the final contract at two tables, for I would probably make a call over 1♣ with the East, South, or West hands rather than pass. East has enough to double 1♣, and West will respond 2NT and play it there. If East passes, South should scrape together a 1♠ response and hope this doesn't get the pair too high. If East and South both pass, West has enough to reopen 1NT: the club stopper is a bit dubious, but defending 1♣ is unlikely to be better. Unfortunately, as with many deals where neither side has an eight-card fit, whoever declares will have a tough time making the contract, whatever it may be.

Board # 10

		NORTH			
Dealer:	♠ KJ84		Vulnerable:	Both	
East	♥ A73				
	♦ T863				
	♣ 65				
WEST			EAST		
♠ AQ7		♠ T652			
♥ K6		♥ Q94			
♦ AQ72		♦ KJ4			
♣ KJ93		♣ AQT			
		SOUTH	Available		
HCP:	♠ 93	Tricks:			
8	♥ JT852	N	S	E	W
19	♦ 95	NT	2	2	10 11
1	♣ 8742	♠	3	3	10 10
		♥	5	5	8 8
		♦	2	2	10 11
		♣	2	2	10 11
E-W have 31 combined points.		N-S have 24 combined points.			
Suitable Level: Possible Slam		Suitable Level: Possible Game			

Board # 11

		NORTH			
Dealer:	♠ QT4		Vulnerable:	None	
South	♥ AK75				
	♦ A96				
	♣ 974				
WEST			EAST		
♠ K6		♠ 873			
♥ QJT93		♥ 62			
♦ K2		♦ T7543			
♣ AK53		♣ T82			
		SOUTH	Available		
HCP:	♠ AJ952	Tricks:			
13	♥ 84	N	S	E	W
16	♦ QJ8	NT	9	9	4 4
11	♣ QJ6	♠	10	10	3 3
		♥	7	7	6 6
		♦	7	7	6 5
		♣	7	7	6 6
N-S have 24 combined points.		N-S have 30 combined points.			
Suitable Level: Possible Game		Suitable Level: Game			

Board # 12

		NORTH			
Dealer:	♠ K5		Vulnerable:	N-S	
West	♥ AK6				
	♦ A86				
	♣ AKQJ3				
WEST			EAST		
♠ J9863		♠ Q7			
♥ 72		♥ QJT4			
♦ K5		♦ J974			
♣ T872		♣ 654			
		SOUTH	Available		
HCP:	♠ AT42	Tricks:			
24	♥ 9853	N	S	E	W
4	♦ QT32	NT	12	12	1 1
6	♣ 9	♠	10	10	3 3
		♥	11	11	2 2
		♦	12	12	1 1
		♣	12	12	1 1
N-S have 30 combined points.		N-S have 30 combined points.			
Suitable Level: Game		Suitable Level: Game			

Players	Contract	Lead	Result	NS	EW
	4Ne	5♥	-2	200	
	6Nw	A♥	-1	100	
	4Ne	J♥	=		630
	3Ne	J♥	+1		630
	3Nw	4♠	+3		690
	3Nw	4♠	+4		720

Players	Contract	Lead	Result	NS	EW
	2♠s	A♣	+1	140	
	2♠s	Q♥	+1	140	
	2♠s	Q♥	+1	140	
	4♥w	4♠	-2	100	
	1♥w	A♦	=		80
	1Nw	5♥	=		90

Players	Contract	Lead	Result	NS	EW
	4Nn	4♥	+1	660	
	3Nn	Q♥	+2	660	
	3Nn	Q♥	+1	630	
	3Nn	Q♥	+1	630	
	4♥s	2♣	=	620	
	5♥n	7♠	-1		100

East might open the flat 12-count but pass is probably best. If East does open, West may shoot for the moon with disastrous results. If West opens 1♦ (best of equal-length minors), North passes, and East bids 1♠. South passes and West rebids 2NT, showing 18-19 balanced. East's 12 doesn't quite get the pair to the slam level, which requires 33 combined in most cases, so 3NT is the spot. With eight minor suit tricks and the A♠, it is a contest of overtricks. One can be gotten by playing the eight minor suit winners and then leading a heart and knocking out the ace. Another may come if North, when in with the A♥, returns a spade around to West...

South passes and West opens 1♥ (not 1NT with 5-2 in the majors, 5-3 is better: 5-2 can trap you in the wrong major if partner transfers...). North passes (double is for takeout, nothing else makes sense), and East does as well. South's options are 1♠ or a re-opening double, which North may well pass for penalties. 1♥ should be down one unless the defense slips, while spades makes nine or even ten tricks.

West passes before North has finished adding up all the points in front of his bulging eyes. 2♣ seems the obvious opener and after the 2♦ call by South, a jump to 3NT is the way to show 24 balanced. (1NT opener: 15-17, 1 of a suit and a jump rebid in NT: 18-19, 2NT opener: 20-21, 2♣ followed by 2NT: 22-23, 2♣ followed by 3NT: 24-25.) 4♣ by South is, in this sequence, Stayman, and when North denies a four-card major with 4♦, South bids 4NT as a signoff, since the points don't quite get to the 33 required for a slam in notrump. 12 tricks can be made, but to do so North has to play the A♦ and then a small one, miraculously dropping the doubleton K♦ in the West hand, allowing a third-round finesse through East's ♦J9 to South's ♦QT. Not many finding that play!

Board # 13

		NORTH			Vulnerable:
Dealer:	♠ K7		Dealer:	♠ K7	Both
North	♥ J974		North	♥ J974	
	♦ A8			♦ A8	
	♣ KT653			♣ KT653	
		WEST			EAST
♠	Q642	♠	AJT53	♥	652
♥	Q	♥	652	♦	Q95
♦	KJT76	♦	Q95	♣	92
♣	A87	♣	92		
		SOUTH			Available
HCP:	♠ 98			Tricks:	
11	♥ AKT83	N	S	E	W
12 7	♦ 432	NT	6	6	6 6
10	♣ QJ4	♠	2	2	10 10
		♥	9	9	3 3
		♦	3	3	10 10
		♣	8	8	3 3
N-S have 21 combined points.					
Suitable Level: Partscore					

Board # 14

		NORTH			Vulnerable:
Dealer:	♠ J5		Dealer:	♠ J5	None
East	♥ JT42		East	♥ JT42	
	♦ 854			♦ 854	
	♣ AKT3			♣ AKT3	
		WEST			EAST
♠	AQ4	♠	KT82	♥	983
♥	AK5	♥	983	♦	63
♦	QJ92	♦	63	♣	J976
♣	542	♣	J976		
		SOUTH			Available
HCP:	♠ 9763			Tricks:	
9	♥ Q76	N	S	E	W
16 4	♦ AKT7	NT	5	6	6 6
11	♣ Q8	♠	5	6	7 7
		♥	7	8	5 5
		♦	6	7	6 6
		♣	6	6	6 6
Highcard points are split 20-20					
Suitable Level: Partscore					

Board # 15

		NORTH			Vulnerable:
Dealer:	♠ 9872		Dealer:	♠ 9872	N-S
South	♥ AQ9		South	♥ AQ9	
	♦ J74			♦ J74	
	♣ Q74			♣ Q74	
		WEST			EAST
♠	T54	♠	AJ3	♥	JT874
♥	K62	♥	JT874	♦	Q532
♦	KT986	♦	Q532	♣	9
♣	62	♣	9		
		SOUTH			Available
HCP:	♠ KQ6			Tricks:	
9	♥ 53	N	S	E	W
6 8	♦ A	NT	10	10	1 1
17	♣ AKJT853	♠	10	10	1 1
		♥	6	6	7 6
		♦	6	6	7 7
		♣	12	12	1 1
N-S have 26 combined points.					
Suitable Level: Game					

Players	Contract	Lead	Result	NS	EW
	4♥s	A♣	=	620	
	4♥s	2♠	=	620	
	3♥s	T♦	+2	200	
	4♥s	2♠	-1		100
	3♠e	A♥	=		140
	3♠e	A♥	+1		170

Players	Contract	Lead	Result	NS	EW
	2♠e	A♦	-2	100	
	1Nw	3♣	=		90
	1Ne	2♥	=		90
	2♠e	A♦	=		110
	1Nw	3♣	+1		120
	1Nw	3♣	+1		120

Players	Contract	Lead	Result	NS	EW
	6♣s	T♦	=	1370	
	3Nn	7♥	+3	690	
	5♣s	T♠	+1	620	
	3Ns	8♦	=	600	
	3♣s	K♥	+2	150	
	6♠n	2♦	-4		400

North opens 1♣ and East overcalls 1♠. South bids 2♥ and West raises to 2♠. North raises to 3♥ and East passes. South should recognize that for a two-level response in competition, ten points is on the low end of the expected range and pass. West will continue to 3♠ and it's decision time. North's opener is minimal and pass is probably best. East also has no more values to show. South may take a shot at 4♥, and the result may be West or East trying 4♠. Nobody really knows in auctions like this who is serious and who is pre-empting. E-W should get two spades, the A♣, and a diamond against a heart contract; N-S should get only a heart, a diamond, and a club against spades.

Another deal where the points are evenly split and nobody has an eight-card fit. West's 1NT opener should buy the contract and making seven tricks will be a struggle. The doubleton J♠ in the North hand gives declarer four spades and two top hearts, and a seventh may come from diamonds or even from the J♣.

South opens 1♣ and North responds 1♠. South rebids 3♣ and North should bid 3NT. If South continues on over 3NT there is little sense in playing only 5♣; unless 3NT is somehow defeated it will surely outscore 5♣. One overtrick in 3MT is 630; leaving South in 5♣ needing to make all the tricks in 5♣ to make 640. If South does bid the slam dummy will be a disappointment, but it has a play: pull trumps, finesse the Q♥, lead spades twice from dummy toward the ♠KQ. With both the A♠ and the K♥ in the right place, the 25% long shot comes home, outscoring all those others in 3NT. Remember to stop on the way home and buy a lottery ticket....

Board # 16

		NORTH							
Dealer: ♠ AQ82		Vulnerable: E-W							
West ♥ KJ94									
♦ AJ3									
♣ 92									
WEST		EAST							
♠ K9653		♠ J74							
♥ A73		♥ QT6							
♦ 2		♦ 8754							
♣ KQ54		♣ AJ6							
		SOUTH				Available			
HCP: ♠ T		Tricks:							
15 ♥ 852		N S E W							
12 8 ♦ KQT96		NT 8 8 5 5							
5 ♣ T873		♠ 5 5 8 8							
		♥ 7 7 5 5							
		♦ 9 9 4 4							
		♣ 6 6 7 7							
Highcard points are split 20-20									
Suitable Level: Partscore									

Board # 17

		NORTH							
Dealer: ♠ AKJ63		Vulnerable: None							
North ♥ AQ4									
♦ A2									
♣ Q94									
WEST		EAST							
♠ T85		♠ 9742							
♥ T2		♥ 863							
♦ QT96		♦ K85							
♣ J653		♣ T82							
		SOUTH				Available			
HCP: ♠ Q		Tricks:							
20 ♥ KJ975		N S E W							
3 3 ♦ J743		NT 13 13 0 0							
14 ♣ AK7		♠ 13 13 0 0							
		♥ 13 13 0 0							
		♦ 10 10 3 3							
		♣ 11 11 1 1							
N-S have 34 combined points.									
Suitable Level: Small Slam									

Board # 18

		NORTH							
Dealer: ♠ A92		Vulnerable: N-S							
East ♥ QT92									
♦ AQT9									
♣ Q7									
WEST		EAST							
♠ J8		♠ K75							
♥ KJ85		♥ A3							
♦ 632		♦ KJ87							
♣ KT63		♣ A952							
		SOUTH				Available			
HCP: ♠ QT643		Tricks:							
14 ♥ 764		N S E W							
8 15 ♦ 54		NT 5 5 8 8							
3 ♣ J84		♠ 6 6 6 6							
		♥ 5 5 8 8							
		♦ 4 4 8 8							
		♣ 3 3 10 10							
E-W have 23 combined points.									
Suitable Level: Partscore									

Players	Contract	Lead	Result	NS	EW
	3Nn	J♠	=	400	
	1Nn	J♠	+1	120	
	3♦s	K♣	=	110	
	4♦s	K♠	-1		50
	2♠w	2♠	+1		140
	5♦s	3♠	-4		200

Players	Contract	Lead	Result	NS	EW
	6Nn	7♠	+1	1020	
	6Nn	5♦	+1	1020	
	6♥n	2♠	+1	1010	
	6♥s	T♦	+1	1010	
	4♥s	9♦	+3	510	
	6♥n	2♠	-1		50

Players	Contract	Lead	Result	NS	EW
	2Ne	4♠	-1	50	
	1Ne	4♠	-1	50	
	2Ne	4♠	-1	50	
	1Ne	4♠	-1	50	
	2Ne	4♠	=		120
	1Ne	4♠	+2		150

West opens 1♠ and North overcalls 1NT. East has enough for a raise to 2♠ and South passes. So should West, with a minimum opener, and it is back to North. A minimum notrump overcall and good defensive values should pass and hope to beat 2♠, or perhaps hold it to a trick less than others. A diamond lead and a continuation of diamonds may be the key to beating 2♠, since this will force West to ruff in hand twice, but eight tricks might straggle in anyway.

North opens 1♠ and South responds 2♥. This promises a five-card suit -- with four hearts only South can bid a minor and see if North can rebid 2♥ with four. North launches straight into Blackwood and finds out that South has one ace and two kings. I doubt there is a bidding system out there that can discover that South's singleton spade is the queen, which is the key to bidding a grand slam. But after the 1♠ - 2♥ start, everyone should get to 6♥ without much trouble. Five trumps, five spades, the AK♣ and the A♦ are enough for all the tricks.

East opens 1NT and South passes. West responds 2♣, the Stayman convention asking East for a four-card major. North has a good hand but no bid makes sense. Doubling 2♣ in this spot is usually taken as a lead directing double since East will usually be the declarer. Bidding a four-card suit at the two level when one opponent has a strong hand and the other may as well is dangerous, especially at this vulnerability. So North passes, East denies a major with 2♦, South passes, and West invites with 2NT, which East passes with a minimum 15. Three clubs and two hearts make five tricks, and East will need to score the K♠, K♦, and J♦ to succeed. This will require many entries to dummy to lead through North, and a plus score will be very good for E-W.