

Board # 1

		NORTH			Vulnerable:
Dealer:	♠ T8				None
North	♥ AKJT43				
	♦ QT3				
	♣ QJ				
		WEST			EAST
♠ Q		♠ 7653		♠ 7653	
♥ 965		♥ 7		♥ 7	
♦ K9752		♦ J4		♦ J4	
♣ K873		♣ AT9542		♣ AT9542	
		SOUTH			Available
HCP:	♠ AKJ942				Tricks:
13	♥ Q82				N S E W
8 5	♦ A86				NT 7 7 0 0
14	♣ 6				♠ 12 12 0 0
					♥ 12 12 0 0
					♦ 7 7 6 6
					♣ 3 3 9 9
N-S have 27 combined points.					
Suitable Level: Game					

Board # 2

		NORTH			Vulnerable:
Dealer:	♠ J9753				N-S
East	♥ QT72				
	♦ T93				
	♣ K				
		WEST			EAST
♠ QT62		♠ K84		♠ K84	
♥ 653		♥ K984		♥ K984	
♦ Q542		♦ A8		♦ A8	
♣ 75		♣ AJT8		♣ AJT8	
		SOUTH			Available
HCP:	♠ A				Tricks:
6	♥ AJ				N S E W
4 15	♦ KJ76				NT 6 6 7 7
15	♣ Q96432				♠ 7 7 6 6
					♥ 7 7 6 6
					♦ 7 7 5 5
					♣ 7 7 6 5
N-S have 21 combined points.					
Suitable Level: Partscore					

Board # 3

		NORTH			Vulnerable:
Dealer:	♠ 6				E-W
South	♥ KT9762				
	♦ K8642				
	♣ 3				
		WEST			EAST
♠ AQ754		♠ J92		♠ J92	
♥ A		♥ J3		♥ J3	
♦ AJ75		♦ QT3		♦ QT3	
♣ AKJ		♣ T9864		♣ T9864	
		SOUTH			Available
HCP:	♠ KT83				Tricks:
6	♥ Q854				N S E W
23 4	♦ 9				NT 4 4 7 7
7	♣ Q752				♠ 3 3 10 10
					♥ 9 9 4 4
					♦ 5 5 8 8
					♣ 3 3 9 10
E-W have 27 combined points.					
Suitable Level: Game					

Players	Contract	Lead	Result	NS	EW
	6♥n	A♣	=	980	
	4♥n	J♦	+3	510	
	4♥n	A♣	+2	480	
	5♥n	A♣	+1	480	
	5♥n	A♣	=	450	

Players	Contract	Lead	Result	NS	EW
	2♣n	A♦	=	90	
	2♣s	6♣	=	90	
	1Ne	4♣	=		90
	3♣s	6♥	-1		100
	3♣s	2♠	-3		300

Players	Contract	Lead	Result	NS	EW
	6♣w	T♥	-3	300	
	4♠w	T♥	-1	100	
	1♠w	3♣	+2		140
	4♠w	3♣	=		620
	4♠w	3♣	+1		650

North opens 1♥ or maybe 2♥ if concerned about the doubleton ♣QJ counting for three points. Over 1H, South will bid 1♠, and raise the 2♥ rebid to 4♥. If North instead opens 2♥, North has enough to raise to 4♥ right away. Slam is there even after the best possible defense: A♣ and a switch to diamonds; declarer takes dummy's A♦, pulls trumps and plays the A♠, dropping the queen. That spade holding is one to commit to memory. There is no need to take a first round finesse when you can give yourself a small extra chance by cashing the A♠ first, crossing to hand and leading the T♠. The Q♠ doesn't drop singleton offside very often, but when it does, better to win that trick than to lose a needless first-round finesse.

East opens 1NT and it becomes a question of what agreements N-S have over a 1NT opener. "Everything Natural" Souths will be able to bid 2♣ which may end the auction and struggle home for +90 and a good score. But many Souths will be playing some convention where 2♣ shows majors, or is a relay to 2♦ before South shows a single-suited hand, or some other of the hundreds of possible schemes. If the N-S system cannot get out in 2♣, 3♣ will probably be too high. A rare hand where the scientists pay for their snazzy conventions! (There are a lot of these; every convention has trade-offs.)

South passes and you'll be surprised to find that I think this 23-count is a MINIMUM 2♣ opener, with about the same number of quick tricks (5.5) as losers. West could open 2♣, or 1♠ followed by a jump rebid of 3♦, to show this type of strength. Trouble is, N-S are going to get into the auction, even over 2♣, at this favourable vulnerability, and may bid 5♥ over 4♠, forcing E-W to guess what's best. Even 4♠ is not 100% certain to make: West might lose several spades along with the K♦ and the Q♣ if not careful. If West opens 2♣ and North overcalls 2♥, a useful expert agreement comes into play: 2♣ (interference) Pass is game forcing; bidding after interference over partner's 2♣ opener is natural, but weaker.

Board # 4

		NORTH			
Dealer:	♠ T		Vulnerable:	Both	
West	♥ AJ2				
	♦ QJT87				
	♣ Q854				
WEST			EAST		
♠	KQ965	♠	A873		
♥	KT6	♥	Q93		
♦	5	♦	AK94		
♣	K932	♣	A7		
		SOUTH			
HCP:	♠ J42	Available Tricks:			
10	♥ 8754	N	S	E	W
11 17	♦ 632	NT	2	2	11 11
2	♣ JT6	♠	1	1	12 12
		♥	2	2	10 10
		♦	4	4	9 9
		♣	3	3	10 10
E-W have 28 combined points.					
Suitable Level: Game					

Board # 5

		NORTH			
Dealer:	♠ T83		Vulnerable:	N-S	
North	♥ AK2				
	♦ A32				
	♣ AKJT				
WEST			EAST		
♠	Q54	♠	J7		
♥	T963	♥	Q754		
♦	KJ75	♦	Q64		
♣	92	♣	8765		
		SOUTH			
HCP:	♠ AK962	Available Tricks:			
19	♥ J8	N	S	E	W
6 5	♦ T98	NT	9	9	2 2
10	♣ Q43	♠	10	10	2 2
		♥	8	8	5 5
		♦	8	8	5 5
		♣	10	10	1 1
N-S have 29 combined points.					
Suitable Level: Game					

Board # 6

		NORTH			
Dealer:	♠ A643		Vulnerable:	E-W	
East	♥ 83				
	♦ 53				
	♣ QJ932				
WEST			EAST		
♠	KQ85	♠	JT72		
♥	A72	♥	KJ94		
♦	AQ76	♦	J94		
♣	A5	♣	T8		
		SOUTH			
HCP:	♠ 9	Available Tricks:			
7	♥ QT65	N	S	E	W
19 6	♦ KT82	NT	5	5	8 8
8	♣ K764	♠	4	4	9 9
		♥	5	5	8 8
		♦	5	5	8 8
		♣	8	8	5 5
E-W have 25 combined points.					
Suitable Level: Likely Game					

Players	Contract	Lead	Result	NS	EW
	4♠w	Q♦	+2		680
	4♠e	8♥	+2		680
	4♠e	8♥	+2		680
	4♠w	Q♦	+2		680
	4Ne	7♥	+2		690

Players	Contract	Lead	Result	NS	EW
	3Nn	4♥	+3	690	
	3Nn	4♥	+3	690	
	4♠n	4♥	+2	680	
	3Nn	8♣	+2	660	
	3Nn	J♠	+2	660	

Players	Contract	Lead	Result	NS	EW
	2Nw	Q♣	-3	300	
	2Nw	3♣	-1	100	
	1Nw	Q♣	=		90
	1Nw	Q♣	=		90
	1♠w	8♥	+2		140

With one heart discarded on the second high diamond and trumps breaking 3-1, slam in spades is cold here, so how best to get there? West is a bit light for a first-seat opener so it should be East opening the bidding with 1NT. West transfers with 2♥ and East, instead of transferring, bids 3♦. Evading the transfer like this is called a 'super-accept' and shows four spades, maximum values for the 1NT opener, and a side diamond suit. West can still escape with 3♣ if the transfer was intended as a signoff, but West has a good hand and should launch into Blackwood and bid 6♠ once it is clear only one ace is missing. Declarer may need to ruff two diamonds and a heart in the West hand, so should pull only two rounds of trumps with the KQ♠ and ruff the fourth club with the A♠.

North opens 1♣, South responds 1♠, North rebids 2NT to show 18-19 balanced. Expert pairs will have a way to show five (and not four) spades in the South hand, but here it is irrelevant. South has a 10 count and partner has shown 18-19 balanced. With a combined total of 28 or more, the odds favour notrump making the same number of tricks as an eight-card major suit fit, and scoring 10 more, crucial in matchpoints. So South should simply bid 3NT and leave the details of making enough overtricks to North. It turns out that a diamond lead is the only way to hold North to the nine top tricks declarer begins with; another suit allows declarer to duck a spade for two more eventual spade winners, which might make the discarding difficult enough to squeeze out even a twelfth trick!

West opens 1♦ in third seat and after North passes, East responds 1♥. West rebids 2NT (18-19 balanced) and it is a disaster after a club lead. What's the answer? A convention called New Minor Forcing allows East to rebid 3♣ over 2NT, promising either five hearts or four spades. West has three hearts so assumes East has five hearts and bids 3♥. East corrects to 3♠ to show four spades and West raises to 4♠. 4♠ may also go down with the Q♥ offside, but it is certainly better than 2NT with only one club stopper. The key point of the hand is noticing this 1♦ - 1♥ - 2NT sequence and how it managed to conceal completely the 4-4 spade fit. It's good to show 18-19 balanced with 2NT when you can, but this is one of the snags that requires the convention to fix it.

Board # 7

		NORTH			
Dealer:	♠ A95	Vulnerable:			
South	♥ 5	Both			
	♦ AQ963				
	♣ AQT7				
WEST			EAST		
♠ Q7		♠ JT32			
♥ KQ872		♥ AJT643			
♦ JT7		♦ K8			
♣ J32		♣ 4			
		SOUTH			Available
HCP:	♠ K864			Tricks:	
16	♥ 9	N	S	E	W
9	♦ 542	NT	7	7	5 5
6	♣ K9865	♠	9	9	4 4
		♥	4	4	9 9
		♦	11	11	2 2
		♣	11	11	2 2
N-S have 22 combined points.					
Suitable Level: Partscore					

Board # 8

		NORTH			
Dealer:	♠ K32	Vulnerable:			
West	♥ AQ752	None			
	♦ 8				
	♣ QJ62				
WEST			EAST		
♠ Q64		♠ T9			
♥ T964		♥ KJ3			
♦ 65		♦ AKQT932			
♣ 8743		♣ 9			
		SOUTH			Available
HCP:	♠ AJ875			Tricks:	
12	♥ 8	N	S	E	W
2	♦ J74	NT	6	6	2 2
13	♣ AKT5	♠	12	12	1 1
		♥	8	8	4 4
		♦	5	5	7 7
		♣	12	12	1 1
N-S have 25 combined points.					
Suitable Level: Likely Game					

Board # 9

		NORTH			
Dealer:	♠ KQ965	Vulnerable:			
North	♥ AT83	E-W			
	♦ KT8				
	♣ 6				
WEST			EAST		
♠ JT8		♠ A742			
♥ 64		♥ KJ752			
♦ 974		♦ QJ6			
♣ J8542		♣ Q			
		SOUTH			Available
HCP:	♠ 3			Tricks:	
12	♥ Q9	N	S	E	W
2	♦ A532	NT	9	9	4 4
13	♣ AKT973	♠	9	9	4 4
		♥	9	8	4 4
		♦	10	9	3 3
		♣	10	9	3 3
N-S have 25 combined points.					
Suitable Level: Likely Game					

Players	Contract	Lead	Result	NS	EW
	5♥e*	K♠	-2	500	
	4♥e*	5♠	-1	200	
	4♥e*	2♠	-1	200	
	4♣n	A♥	-1		100
	5♣n	J♠	-2		200

Players	Contract	Lead	Result	NS	EW
	5♦e*	5♥	-3	500	
	4♠s	6♦	+1	450	
	4♠s	6♦	+1	450	
	4♠s	6♦	+1	450	
	5♣n	A♦	=	400	

Players	Contract	Lead	Result	NS	EW
	3Nn	5♥	+2	460	
	3Nn	5♥	+1	430	
	2Ns	6♥	+1	150	
	3Nn	7♥	-2		100
	4♦s	6♥	-3		150

At most tables North's third-seat 1♦ opener will be overcalled by East with a jump to 2♥ and West will raise to 4♥. North will double and it will go one down. But when the computer says that 5♣ or 5♦ can be made by North or South, why are people going down in 4♣ and 5♣? The answer is in that diamond suit. Most players would simply finesse the Q♦ on the first round, losing to the king and leaving another loser since West has the JT♦ left. The best play, after West plays low on the first round, is to finesse the NINE! This not only wins in this layout, but comes out better in most possible distributions. (I needed a special app called SuitPlay to confirm this...)

West passes and North opens 1♥. East overcalls 2♦ (the hearts behind the heart bidder make this too strong to preempt now, but East may bid more diamonds later), and South responds 2♠, which must be at least a five-card suit with a negative double available for most hands with four spades. West passes and North raises to 3♠, East continues to 4♦, and South bids 4♣ and it ends there, making eleven tricks. The computer sees a route to 12 tricks, but this requires a low percentage play that would make defenders wonder if you had seen this deal before: A♠ first, then run the J♠. If West covers, the king wins the trick and East's T9 doubleton means the 8♠ can pick up the last spade. If West ducks, the jack wins and the king takes the queen on the next trick.

Two 12-point balanced hands often can make 3NT with perfect play. Perfect play is easier if one opponent has opened the bidding or made an overcall since you can assign most of the highcards to that hand and play accordingly. Here the auction goes 1♠ from North, 2♥ overcall, negative double from South (showing both minors), and East passes. North, uninterested in the minors, bids 2NT and South raises to 3NT. 25 combined points, and most of the other 15 should be with East. Leading low from dummy towards the Q♥ will eventually get two heart tricks to go with two diamonds, a spade, and four clubs. The Q♣ popping up on the first round should be assumed to be a singleton and entries managed well enough to be able to lose two clubs safely to West to establish four winners.

Board # 10

		NORTH								
Dealer:	♠ 43					Vulnerable:				
East	♥ J8754					Both				
	♦ KJ9									
	♣ A83									
		WEST				EAST				
♠	7652	♠ QJ98				♠ QJ98				
♥	Q93	♥ A				♥ KT62				
♦	-	♦ A8762				♦ T72				
♣	KT7652	♣ Q4				♣ 94				
		SOUTH				Available				
HCP:	♠ AKT					Tricks:				
9	♥ A					N S E W				
5 6	♦ AQ86543	NT 13 13 0 0								
20	♣ QJ	♠ 7 7 6 5								
		♥ 8 8 4 4								
		♦ 13 13 0 0								
		♣ 6 6 7 6								
N-S have 29 combined points.										
Suitable Level: Game										

Board # 11

		NORTH								
Dealer:	♠ A7					Vulnerable:				
South	♥ J87					None				
	♦ KQJ3									
	♣ K862									
		WEST				EAST				
♠	KJ654	♠ T92				♠ T92				
♥	A	♥ Q6432				♥ Q6432				
♦	A8762	♦ T9				♦ T9				
♣	Q4	♣ J95				♣ J95				
		SOUTH				Available				
HCP:	♠ Q83					Tricks:				
14	♥ KT95					N S E W				
14 3	♦ 54	NT 8 8 3 3								
9	♣ AT73	♠ 6 6 7 7								
		♥ 8 8 5 5								
		♦ 7 7 6 6								
		♣ 9 10 3 3								
N-S have 23 combined points.										
Suitable Level: Partscore										

Board # 12

		NORTH								
Dealer:	♠ 73					Vulnerable:				
West	♥ J8654					N-S				
	♦ Q53									
	♣ JT9									
		WEST				EAST				
♠	T986542	♠ AJ				♠ AJ				
♥	-	♥ KT9732				♥ KT9732				
♦	862	♦ A9				♦ A9				
♣	KQ4	♣ A63				♣ A63				
		SOUTH				Available				
HCP:	♠ KQ					Tricks:				
4	♥ AQ					N S E W				
5 16	♦ KJT74	NT 3 3 6 6								
15	♣ 8752	♠ 2 2 11 11								
		♥ 5 5 8 8								
		♦ 6 6 7 7								
		♣ 6 6 6 6								
E-W have 21 combined points.										
Suitable Level: Partscore										

Players	Contract	Lead	Result	NS	EW
	6♦n	7♦	+1	1390	
	6♦s	6♣	+1	1390	
	3Ns	6♣	+3	690	
	3♦s	5♣	+3	170	
	3♦s	7♠	+3	170	

Players	Contract	Lead	Result	NS	EW
	2Nn	T♠	=	120	
	2♥s	6♦	=	110	
	3♠w	K♦	-2	100	
	3♠w	K♦	-1	50	
	1♠w	K♦	+1		110

Players	Contract	Lead	Result	NS	EW
	3Ne	4♦	-1	50	
	3♠w	J♣	+1		170
	4♠w	J♣	=		420
	4♠w	5♥	+1		450
	4♠w	4♥	+1		450

East passes, South opens 2♣, and West passes. North bids 2NT to show 8 or more balanced. South's rebid of 3♦ is NOT a transfer in this auction, it shows a strong hand with many diamonds. This should get North excited with KJ9♦ opposite a long suit, and when Blackwood confirms all the aces, 5NT gets one king from South. 6♦ or 6NT should be the final contract. I looked for several minutes for some crazy squeeze to allow N-S to make all the tricks, but the solution is simpler: in diamonds you simply ruff the third spade in dummy. In notrump, you simply play East for both spade honours and finesse twice, eventually winning the ten whatever East does.

South passes, West opens 1♠ (higher of two five-card suits) and North makes a takeout double, slightly flawed for having only three hearts, but better than overcalling a four-card minor at the 2-level or meekly passing. Over a takeout double it is a bit too much of a stretch for East to support spades with only three points, so East passes and South has a good hand opposite a takeout double. A jump response is usually the best action with eight points or more, but when that jump gets you to the 3-level, you look for alternatives. Maybe 2♥ for now and a 3♣ bid later if possible is the best bet. 2♥ might end it, but if South continues to 3♦, North will double, East will convert to 3♠ and South should be wary of competing to 4♣. 3♠ goes down several tricks for a good score for N-S.

West and North pass and East opens 1♥. South overcalls 2♦ and West gets into the auction with 2♠, an ultralight bid but one that strives to avoid a heart rebid from East. North passes and East does rebid 3♥. South, anticipating a possible disaster, passes, but West bids 3♠ and East raises to 4♠. A diamond lead from North is won by the ace and West plays the second diamond from dummy. South can win and lead a trump, but West wins the A♠, ruffs a heart in hand, and ruffs the third diamond in dummy with the J♠, eventually losing only the A♦ and a trump for eleven tricks! If East tries 3NT over 3♠ instead of raising to 4♠, a diamond lead sets up four tricks for the defenders in addition to the AQ♥ and a spade and 3NT goes down multiple tricks.

Board # 13

		NORTH								
Dealer:	♠ KJT7	Vulnerable:								
North	♥ AQ2	Both								
	♦ 32									
	♣ 9753									
WEST		EAST								
♠ 86		♠ 93								
♥ K9765		♥ J43								
♦ T74		♦ AKQ986								
♣ KJ8		♣ QT								
		SOUTH				Available				
HCP:	♠ AQ542	Tricks:								
10	♥ T8	N	S	E	W					
7 12	♦ J5	NT	7	7	5	5				
11	♣ A642	♠	9	9	4	4				
		♥	5	5	8	8				
		♦	5	5	7	7				
		♣	9	9	4	4				
N-S have 21 combined points.										
Suitable Level: Partscore										

Board # 14

		NORTH								
Dealer:	♠ 952	Vulnerable:								
East	♥ 932	None								
	♦ K865									
	♣ 954									
WEST		EAST								
♠ AJT		♠ 6								
♥ AKJ84		♥ T								
♦ T9		♦ AQJ7432								
♣ QT3		♣ AK82								
		SOUTH				Available				
HCP:	♠ KQ8743	Tricks:								
3	♥ Q765	N	S	E	W					
15 14	♦ -	NT	1	1	12	12				
8	♣ J76	♠	4	4	9	9				
		♥	1	1	11	11				
		♦	0	0	13	13				
		♣	1	1	12	12				
E-W have 29 combined points.										
Suitable Level: Game										

Board # 15

		NORTH								
Dealer:	♠ J54	Vulnerable:								
South	♥ 843	N-S								
	♦ 765									
	♣ KT72									
WEST		EAST								
♠ T2		♠ AQ9763								
♥ QJ9762		♥ AK								
♦ AK		♦ QT98								
♣ 964		♣ 8								
		SOUTH				Available				
HCP:	♠ K8	Tricks:								
4	♥ T5	N	S	E	W					
10 15	♦ J432	NT	3	3	8	8				
11	♣ AQJ53	♠	1	1	11	11				
		♥	2	2	11	11				
		♦	5	5	8	8				
		♣	6	6	6	6				
E-W have 25 combined points.										
Suitable Level: Likely Game										

Players	Contract	Lead	Result	NS	EW
	3♠s	T♦	=	140	
	3♠s	4♦	=	140	
	4♦e	T♥	-1	100	
	4♦e	T♥	-1	100	
	2♦e	A♠	=		90

Players	Contract	Lead	Result	NS	EW
	4♥w	2♠	+1		450
	3Nw	9♠	+2		460
	3Nw	2♠	+2		460
	3Nw	2♠	+3		490
	6♦e	K♠	=		920

Players	Contract	Lead	Result	NS	EW
	2♠e	T♥	+3		200
	3♠e	2♦	+2		200
	4♥w	2♣	=		420
	4♠e	5♣	=		420
	4♥w	2♣	+1		450

North passes and East has the type of hand many players describe as an in-between: too strong for 2♦ and not strong enough for 1♦, so they pass. I say, pick a diamond bid and make it! There ain't no such thing as this 'in-between': if you have a good six card suit and 10-12 points, you do not pass. 1♦ would be my choice here. South overcalls 1♠, West makes a negative double which is a little off but better than any alternative, and North bids 2♦, a cuebid showing support for spades and a good hand. East can continue to 3♦ but South will bid 3♠ and the pair might even get to 4♠, which is too high. Over a 2♦ opener, South bids 2♠, West raises to 3♦, and North bids 3♠, ending the auction. A 4♦ sacrifice is dangerous: -200 and a bottom if they double....

East opens 1♦ and South overcalls 1♠. West bids 2♥ and North passes. East continues to 3♦ and South passes, and West will likely choose 3NT. This will be the final contract unless East takes a shot with a 4♣ call over 3NT. This is not a sign of weakness; overruling partner's decision to play 3NT usually shows a hand looking for a possible slam. West could use Blackwood to discover that the pair has all the aces, and try 6♦ (asking for kings might get the pair too high). The K♦ is inside but North can duck twice and wait for it on the fourth round, holding 3NT to 12 tricks, but in 6♦ East can win all the tricks on a term long-established in bridge before being redefined on January 6, 2021: a trump coup!

South passes and West opens 2♥. North passes and East gets to self-define: partnership-oriented players will bid 4♥, hand-hogs will bid a forcing 2♠ and perhaps end up in spades instead. Either contract makes 11 tricks easily. I have some sympathy for the 2♠ bidders, who will say that AK♥ is nice but not so much when they both need to be used to ruff clubs. The important thing to remember is that a new suit by partner is forcing after you open a weak two (something has to be), as long as partner has not previously passed. So over 2♠ West will need to bid 3♥ to keep the auction open.

Board # 16

		NORTH			Vulnerable:		
Dealer:	♠ AQ8				E-W		
West	♥ 3						
	♦ KQJ93						
	♣ T973						
		EAST			Available		
WEST		♠ 754			Tricks:		
♠ KJ93		♥ KT9876	N	S	E	W	
♥ AQ2		♦ -	NT	3	3	7	8
♦ AT64		♣ QJ84	♠	4	4	9	9
♣ K5			♥	3	3	10	10
			♦	7	7	6	6
			♣	4	4	7	8
		SOUTH					
HCP:	♠ T62						
12	♥ J54						
17	♦ 8752						
6	♣ A62						
5							
E-W have 23 combined points.							
Suitable Level: Partscore							

Board # 17

		NORTH			Vulnerable:		
Dealer:	♠ J6532				None		
North	♥ AK8						
	♦ K73						
	♣ T5						
		EAST			Available		
WEST		♠ QT9			Tricks:		
♠ -		♥ T742	N	S	E	W	
♥ J6		♦ A9	NT	6	6	7	7
♦ QJ8654		♣ K983	♠	8	8	4	4
♣ AQJ74			♥	7	7	5	5
			♦	3	3	10	10
			♣	1	1	11	11
		SOUTH					
HCP:	♠ AK874						
11	♥ Q953						
11	♦ T2						
9	♣ 62						
Highcard points are split 20-20							
Suitable Level: Partscore							

Board # 18

		NORTH			Vulnerable:		
Dealer:	♠ A3				N-S		
East	♥ KT5						
	♦ K5432						
	♣ T62						
		EAST			Available		
WEST		♠ KT5			Tricks:		
♠ 942		♥ AQ84	N	S	E	W	
♥ 762		♦ A9	NT	4	4	8	8
♦ QJT8		♣ AK83	♠	6	5	7	7
♣ J74			♥	4	4	8	8
			♦	5	5	8	8
			♣	4	4	9	9
		SOUTH					
HCP:	♠ QJ876						
10	♥ J93						
4	♦ 76						
20	♣ Q95						
6							
E-W have 24 combined points.							
Suitable Level: Possible Game							

Players	Contract	Lead	Result	NS	EW
	2Ne	K♦	-1	100	
	3♥e	9♦	+1		170
	4♥e	6♠	=		620
	4♥w	K♦	=		620
	4♥w	K♦	=		620

Players	Contract	Lead	Result	NS	EW
	5♦e*	A♥	-2	300	
	4♠s	A♣	-1		50
	4♠n	7♥	-1		50
	3♣w	A♥	+1		130
	5♣w	A♥	+1		420

Players	Contract	Lead	Result	NS	EW
	3Nw	Q♠	-2	100	
	2Ne	7♠	-2	100	
	2Ne	7♠	-2	100	
	2Ne	6♠	-1	50	
	2Ne	7♠	=		120

West opens 1NT and North passes. East transfers to hearts with a 2♦ call, South passes, and West bids 2♥ as requested. North passes and East continues with 3♥, an invitational call with six or more hearts. This call invites 4♥, NOT 3NT. East, as you can see, is adding considerable points for the diamond void to get to the values needed to invite. But West has enough to accept and 4♥ makes easily, with two spades and a club to lose. If North overcalls 2♦ after the 1NT opener, E-W will need some conventions to cope with the situation: some play a double means "I was about to bid that" which has its problems, others play a convention called 'lebensohl' where 2NT forces opener to bid 3♣ and then 3♥ shows an invite in hearts.

North opens 1♠ on the strength of 2.5 quick tricks (AK♥ and K♦) and East passes. South blasts into 4♣ and if West hasn't sorted his cards yet, 4♣ might be the final contract. But eleven points and 6-5 in the minors might just propel West into 4NT, which on this auction is not Blackwood, but a request for partner to bid a minor. 4♣ goes down one or two, but 5♣ by E-W is unbeatable with the K♦ onside!!

East has a textbook 2NT opener (20-21) and South passes. West might decide to raise to 3NT or pass, it is a close call. Sadly, on this layout only eight tricks are available, and it could be even less if East doesn't play optimally. South leads a spade to the ace and East wins the return with the K♠. A small club towards the jack is led and South wins the Q♣ and cashes three more spades. East needs the rest, but has the J♣ as an entry to finesse first in diamonds (North must duck or East gets four diamond tricks), then in hearts. East will win three clubs, the K♠, two diamonds, and two hearts. The key is that early club lead toward the J♣ to establish it as an entry later.