

Board # 1

		NORTH			Vulnerable:
Dealer:	♠ 7643				None
North	♥ KJ97				
	♦ Q6				
	♣ Q92				
		WEST			EAST
♠	KQT9	♠	AJ5	♥	832
♥	AQT4	♥	J8	♦	K43
♦	JT8	♦	Q9	♣	AK84
♣	53	♣	KT65		
		SOUTH			Available
HCP:	♠ 82			Tricks:	
8	♥ 65	N	S	E	W
12 15	♦ A9752	NT 3	3	9	9
5	♣ JT76	♠	4	4	9 9
		♥	4	4	9 9
		♦	6	6	7 7
		♣	4	4	9 9
E-W have 27 combined points.					
Suitable Level: Game					

Board # 2

		NORTH			Vulnerable:
Dealer:	♠ 7642				N-S
East	♥ KQT6				
	♦ J72				
	♣ A3				
		WEST			EAST
♠	AKQT5	♠	983	♥	A9
♥	J8	♥	A9	♦	KT53
♦	Q9	♦	KT53	♣	QJ98
♣	KT65	♣	QJ98		
		SOUTH			Available
HCP:	♠ J			Tricks:	
10	♥ 75432	N	S	E	W
15 10	♦ A864	NT 4	4	7	7
5	♣ 742	♠	2	2	10 10
		♥	8	8	5 5
		♦	5	5	7 7
		♣	2	2	10 10
E-W have 25 combined points.					
Suitable Level: Likely Game					

Board # 3

		NORTH			Vulnerable:
Dealer:	♠ KJ7				E-W
South	♥ 9742				
	♦ K87				
	♣ K65				
		WEST			EAST
♠	A862	♠	QT94	♥	AK5
♥	JT86	♥	AK5	♦	A
♦	T53	♦	A	♣	AQJ83
♣	92	♣	AQJ83		
		SOUTH			Available
HCP:	♠ 53			Tricks:	
10	♥ Q3	N	S	E	W
5 20	♦ QJ9642	NT 1	1	11	11
5	♣ T74	♠	1	1	12 12
		♥	1	1	11 11
		♦	6	6	7 7
		♣	2	1	11 11
E-W have 25 combined points.					
Suitable Level: Likely Game					

Players	Contract	Lead	Result	NS	EW
	4♥e	6♣	-1	50	
	3Ne	5♦	=		400
	3Ne	5♦	=		400
	3Ne	5♦	=		400

Players	Contract	Lead	Result	NS	EW
	2♠w	A♣	+2		170
	4♠w	A♣	=		420
	3Nw	T♥	+1		430
	4♠w	A♣	+1		450

Players	Contract	Lead	Result	NS	EW
	3Ne	6♦	-4	400	
	6♠e	4♦	-4	400	
	4♠e	Q♥	+2		680
	4♠e	Q♦	+2		680

Everyone should have the same standard auction on this one, North-South passing throughout. East opens 1NT in second seat, North responds 2♣, looking to find a four-card major with the Stayman convention. East rebids 2♦ to deny a four-card major and West, with 12 points opposite 15-17 and no fit in a major, has no choice but to close proceedings with 3NT. 29 combined is not enough to seek anything higher. South leads a diamond against 3NT and if East plays the 8 from dummy, North's queen forces out the K♦ and the JT♦ in dummy is a second trick to go with four spades, two clubs, and surprisingly only one heart with ♥KJ97 offside. If declarer tries the J♦ or T♦ at trick one, the Q♦ again forces the king, and two leads towards dummy establish a second diamond trick.

After two passes, West has a balanced 15 count, but with 5-2 in the majors there is a potential snag. On a bad day, East might drop West in 2♥ with a transfer bid and table a dummy with three spades and five hearts, leaving poor West to play a seven-card trump suit when spades are an eight-card fit. My general rule is to only open 1NT with a five-card major if I have exactly three in the other major. After the 1♠ opener, North passes and East raises to 2♠. West has enough to advance to 3♠ and East has a max for the initial raise, so game it is. 4♠ is easy: pull trumps and concentrate on knocking out the A♣ and the A♦, then claim the rest! Defenders should get their two aces and a heart trick.

I make East a bit short of a 2♣ opener, assuming the others all pass first. After 1♣, South may try a weak 2♦ overcall, and West will double to show both majors. North may raise diamonds but the double will excite East and 4♠ or even 4NT on the way to 6♠ are possibilities. If South opens with an aggressive 2♦ (vulnerability at least is favourable), North raises and East doubles 3♦ for takeout and likely raises West's 3♠ bid to game. Declarer in 6♠ has a lot to get right, losing only one trump is a must, but the best way to play this suit combination is low to the ace, low to the queen, and that works. In hearts, though, the percentage play of cashing the A♥, coming to hand, and leading the J♥ and running it loses to the doubleton queen. So 4♠ is probably high enough.

Board # 4

		NORTH		
Dealer:	♠ Q9743	Vulnerable:	Both	
West	♥ K3			
	♦ QT93			
	♣ QJ			
WEST		EAST		
♠ 6		♠ A82		
♥ QJT84		♥ 972		
♦ AKJ86		♦ 52		
♣ K3		♣ AT954		
		Available		
HCP:	♠ KJT5	Tricks:		
10	♥ A65	N S E W		
14 8	♦ 74	NT 5 5 8 8		
8	♣ 8762	♠ 8 8 5 5		
		♥ 2 2 11 11		
		♦ 4 4 9 9		
		♣ 4 4 9 9		
E-W have 22 combined points.				
Suitable Level: Partscore				

Players	Contract	Lead	Result	NS	EW
	3♠n	9♥	-1		100
	2♥w	4♠	+2		170
	4♥w	4♠	=		620
	4♥w	Q♣	+1		650

West opens 1♥ as dealer, and North's hand is probably a little short for a vulnerable 1♠ overcall. East's choices are 1NT, 2♦, or 2♥. 2♦ is a new suit at the two level, which should usually promise 10 or more points, so that's out. 1NT is OK, but responders should prefer to pass the happy news that a known eight-card major suit fit exists, so 2♥ is best. South passes and West might too, but West's distribution makes the hand worth more than 14, so 3♥ or 3♦ might be a better rebid. In the end, hearts might make as many as eleven tricks because of the aces and kings opposite shortness in the E-W fit. Is 4♥ biddable? Many pairs would have trouble getting that high, although if North-South do get in with spades, they might be forced there!

Board # 5

		NORTH		
Dealer:	♠ JT8	Vulnerable:	N-S	
North	♥ AQT52			
	♦ J9			
	♣ J63			
WEST		EAST		
♠ 643		♠ KQ2		
♥ J764		♥ K98		
♦ QT6		♦ K743		
♣ 542		♣ AQT		
		Available		
HCP:	♠ A975	Tricks:		
9	♥ 3	N S E W		
3 17	♦ A852	NT 7 7 6 6		
11	♣ K987	♠ 8 8 5 5		
		♥ 7 7 6 5		
		♦ 7 7 6 6		
		♣ 8 8 5 5		
Highcard points are split 20-20				
Suitable Level: Partscore				

Players	Contract	Lead	Result	NS	EW
	1Ne	5♠	-2	100	
	1Ne	7♣	-1	50	
	1Ne	7♣	=		90
	1Ne	5♠	=		90

North passes, East opens 1NT, auction ends. Now the struggle for seven tricks begins. South starts with the 5♠ and East has a lot of work to do: two sure tricks in (the spade at trick one and the A♣) and five more somehow needed. A small diamond at trick two is ducked by South and the queen wins, North following with the 9♦. Declarer continues with a small diamond from dummy and North plays the jack, declarer's king forces South's ace, but the T♦ in dummy is a fourth eventual winner. However, at some point North will get in with a heart and lead a spade, and the defenders get the rest of the spade suit. The contest will be close and may come down to spot cards at trick thirteen for the last trick and the difference between making and down one!

Board # 6

		NORTH		
Dealer:	♠ T7652	Vulnerable:	E-W	
East	♥ K82			
	♦ 9743			
	♣ K			
WEST		EAST		
♠ AQJ9		♠ 83		
♥ QJT6		♥ A4		
♦ AJ2		♦ Q85		
♣ QJ		♣ A76543		
		Available		
HCP:	♠ K4	Tricks:		
6	♥ 9753	N S E W		
18 10	♦ KT6	NT 3 3 10 10		
6	♣ T982	♠ 3 3 10 10		
		♥ 3 3 10 10		
		♦ 2 2 11 11		
		♣ 2 2 11 11		
E-W have 28 combined points.				
Suitable Level: Game				

Players	Contract	Lead	Result	NS	EW
	3Nw	5♠	=		600
	3Nw	5♠	+1		630
	3Nw	5♠	+1		630
	3Nw	5♠	+2		660

Rules and Laws are different. Following suit is a bridge Law; not doing so will usually cost you one or more tricks. Opening 1NT with 15-17 is a rule, but you can extend this to good 14s and bad 18s, like this one. Do you think that the QJ♣ doubleton is really worth three full points, not knowing what partner may have in the suit? If you follow the rules, you would open the West hand 1♦ and plan to rebid 2NT. When East bids 2♣ you jump to 3NT. If East instead responds 1NT you can invite with 2NT and East will accept with 8-10. If you break the rule and open 1NT, East has an easy 3NT call, so everyone should get to 3NT easily. Oddly, all four missing kings are onside, but no suit runs, so ten tricks is normal but a slip by either side might cost a trick.

Board # 7

		NORTH			Vulnerable:
Dealer:	♠ A843		Dealer:	♠ 4	Both
South	♥ 65		West	♥ KQ6	
	♦ 974			♦ QJT52	
	♣ AKQ9			♣ QJ32	
		WEST			EAST
♠	J752	♠	QT9	♠	QT9
♥	K9	♥	QT843	♥	QT843
♦	KQJT52	♦	A83	♦	A83
♣	J	♣	63	♣	63
		SOUTH			Available
HCP:	♠ K6	Tricks:		N	S
13	♥ AJ72			7	7
11 8	♦ 6	NT	7 7 4 4		
8	♣ T87542	♠	6 6 6 6		
		♥	7 7 6 6		
		♦	4 4 8 8		
		♣	11 11 2 2		
N-S have 21 combined points.					
Suitable Level: Partscore					

Board # 8

		NORTH			Vulnerable:
Dealer:	♠ 4		Dealer:	♠ 863	None
West	♥ KQ6		North	♥ KQT9754	
	♦ QJT52			♦ A	
	♣ QJ32			♣ 74	
		WEST			EAST
♠	AKQ9752	♠	JT	♠	74
♥	T84	♥	A532	♥	J
♦	K	♦	9863	♦	K86
♣	96	♣	T75	♣	AJT8652
		SOUTH			Available
HCP:	♠ 863	Tricks:		N	S
11	♥ J97			5	5
12 5	♦ A74	NT	5 5 4 4		
12	♣ AK84	♠	5 5 8 8		
		♥	8 8 4 4		
		♦	11 11 2 2		
		♣	11 11 2 2		
N-S have 23 combined points.					
Suitable Level: Partscore					

Board # 9

		NORTH			Vulnerable:
Dealer:	♠ 863		Dealer:	♠ 863	E-W
North	♥ KQT9754		West	♥ J	
	♦ A			♦ K86	
	♣ 74			♣ AJT8652	
		WEST			EAST
♠	74	♠	AT95	♠	AT95
♥	J	♥	A62	♥	A62
♦	K86	♦	J9742	♦	J9742
♣	AJT8652	♣	9	♣	9
		SOUTH			Available
HCP:	♠ KQJ2	Tricks:		N	S
9	♥ 83			6	6
9 9	♦ QT53	NT	6 6 5 5		
13	♣ KQ3	♠	7 7 6 6		
		♥	9 9 4 4		
		♦	5 5 8 8		
		♣	4 4 9 9		
N-S have 22 combined points.					
Suitable Level: Partscore					

Players	Contract	Lead	Result	NS	EW
	3♣n	A♦	+2	150	
	3♦w	A♣	-1	100	
	2♦w	K♣	-1	100	
	3♥s	J♣	-2		200

Players	Contract	Lead	Result	NS	EW
	3♦n	J♠	=	110	
	3♦n	J♠	=	110	
	3♦n	J♠	=	110	
	3♠w	2♣	-1	50	

Players	Contract	Lead	Result	NS	EW
	4♣w	A♦	-1	100	
	4♥n	9♣	-1		50
	4♥n	9♣	-1		50
	3Ns	J♣	-2		100

South passes and West has a 2♦ opener. North could double for takeout but would quickly be checkmated: East raises to 3♦ and South bids 3♥; what now from poor North? Takeout doubles should promise at least three cards in any unbid major to comply with safety concerns! Better to pass and see if South can compete. East raises to 3♦ and South cannot bid any higher. North leads the A♣ and notes the J♣ from declarer and switches to a small spade. This is the winning play, as South wins the K♠, leads a second spade back to the ace and ruffs the third round. The A♥ is the setting trick. If North continues clubs, West ruffs and pulls trumps and nine tricks are easy without the spade ruff.

West's choices as dealer are 3♠, 2♠, and 1♠. With a good seven card suit like this, 2♠ is probably the worst of the three, so the real question is whether that singleton K♦ is worth enough to open 1♠. It's an awfully close decision and neither is wrong. 3♠ on this layout buys the hand, but 1♠ will be passed by East and one of the opponents will come in with a takeout double, which may get them to 3♣ or 3♦. Eleven tricks are available in either minor, but few declarers will drop the offside singleton king on the first round of the suit, so declarer will make nine or ten tricks in most cases. In 3♠, there are eight winners, seven spades and the A♥, and no way to find a ninth.

North opens 3♥ and as you can see, no South was willing to pass despite holding an aceless hand. Partner does not always have AKQxxx for a pre-empt! Pre-empt bids are an attempt to limit the losses, and when South takes the bull by the horns and tries to turn the likely loss into a plus score with an aceless minimum opener, this stretches the rubber band a little bit too far. Better to pass and hope your decent hand turns what partner thinks is a likely minus into a small plus. Or maybe West will come in with 4♣ and hand you that plus on a silver platter! Hands with aces and kings declare, hands with queens and jacks are better for defense. South needed to pass 3♥.

Board # 10

		NORTH			
Dealer:	♠ K82	Vulnerable:			
East	♥ AQ86	Both			
	♦ T842				
	♣ 98				
WEST		EAST			
♠ JT65	♠ 94	♥ K9543			
♥ JT7	♥ K9543	♦ QJ76			
♦ K	♦ QJ76	♣ 32			
♣ KJ754	♣ 32				
		Available			
		Tricks:			
HCP:	♠ AQ73	N	S	E	W
9	♥ 2	NT	8	8	5 5
9 6	♦ A953	♠	9	9	4 4
16	♣ AQT6	♥	6	6	7 7
		♦	9	9	4 4
		♣	8	8	5 5
N-S have 25 combined points.					
Suitable Level: Likely Game					

Board # 11

		NORTH			
Dealer:	♠ Q	Vulnerable:			
South	♥ AQJ73	None			
	♦ 982				
	♣ A653				
WEST		EAST			
♠ AJT743	♠ 852	♥ T52			
♥ 84	♥ T52	♦ KQJ53			
♦ -	♦ KQJ53	♣ K4			
♣ QJT97	♣ K4				
		Available			
		Tricks:			
HCP:	♠ K96	N	S	E	W
13	♥ K96	NT	8	8	5 5
8 9	♦ AT764	♠	4	4	8 8
10	♣ 82	♥	8	9	4 4
		♦	9	9	4 4
		♣	5	5	7 7
N-S have 23 combined points.					
Suitable Level: Partscore					

Board # 12

		NORTH			
Dealer:	♠ KJ52	Vulnerable:			
West	♥ K842	N-S			
	♦ QT5				
	♣ A6				
WEST		EAST			
♠ 843	♠ AQT	♥ QJ9			
♥ T75	♥ QJ9	♦ 987			
♦ AKJ62	♦ 987	♣ 8754			
♣ 32	♣ 8754				
		Available			
		Tricks:			
HCP:	♠ 976	N	S	E	W
13	♥ A63	NT	7	7	5 5
8 9	♦ 43	♠	7	7	5 6
10	♣ KQJT9	♥	7	7	6 6
		♦	5	5	7 7
		♣	7	7	5 5
N-S have 23 combined points.					
Suitable Level: Partscore					

Players	Contract	Lead	Result	NS	EW
	1Nn	4♥	+2	150	
	2Ns	4♣	+1	150	
	1Nn	6♦	-1		100
	3Nn	6♦	-2		200

Players	Contract	Lead	Result	NS	EW
	3Ns	9♣	=	400	
	4♠w	9♦	-1	50	
	4♠w	A♥	-1	50	
	4♥s	A♠	-1		50

Players	Contract	Lead	Result	NS	EW
	2Nn	9♦	+1	150	
	1Ns	A♦	+1	120	
	1Ns	J♦	+1	120	
	3♣n	9♦	-2		200

East passes and South opens 1♦. North responds 1♥ and South rebids 1♠. A new suit by opener is not forcing, but tends to show a shapely hand since we have so many ways of showing balanced ones. North bids 1NT and South should probably raise to 2NT, inviting game, since North could have 6-10 for this sequence. Nine should be enough to accept, but not a lot works during the play: spades and diamonds break badly, and the key cards in clubs and hearts are poorly placed. Unlucky, but 16 opposite 9 makes the majority of the time, so it's no shame to be trying 3NT.

South passes, West opens 2♠, and North has three viable options: pass, double, and 3♥. Passing and letting partner, who has already passed, decide whether to compete, seems pointless. Double will imply four hearts and it will be difficult to convince partner that North actually has five. So 3♥ is my choice, helped out a bit by the fact that if it is a disaster, North at least is not vulnerable! The 3♥ bid will probably get a 3♣ raise from East and now it is up to South. 4♥ is a possibility which will probably turn out bad for N-S since they are a bit too high. But 4♥ may goad one of the defenders to take the plunge to 4♠, which is one down routinely (two hearts, a club and a spade to lose).

West might try 2♦ as dealer here, despite having only five of them. Weak 2♦ openers are much maligned by the current class of experts, who devote lots of time to devising weird conventions to play instead, claiming that 2♦ doesn't preempt anything. I disagree. It may be a lower start by a few rungs than a major suit weak two, but the opponents have to sort out three, not two, likely answers. Over 2♥ or 2♠, your most likely options are notrump or the other major. Over 2♦, notrump, hearts, and spades are 50% more likely options to choose. If West passes, North opens 1♦ and South bids 1NT (or 2♣ and North will rebid 2NT) and make it most of the time. If West starts with 2♦, that will go for only 50, a good score.

Board # 13

		NORTH				
Dealer:	♠ QT74	Vulnerable:				
North	♥ KQJ643	Both				
	♦ 6					
	♣ T4					
WEST		EAST				
♠ AK86	♠ 95	♥ T975				
♥ A	♥ T975	♦ JT8				
♦ A972	♦ JT8	♣ K982				
♣ Q765	♣ K982					
		SOUTH	Available			
HCP:	♠ J32	Tricks:				
8	♥ 82	N	S	E	W	
17	♦ KQ543	NT	7	7	5	5
11	♣ AJ3	♠	6	7	6	6
		♥	6	6	6	6
		♦	4	4	9	9
		♣	3	3	9	9
E-W have 21 combined points.						
Suitable Level: Partscore						

Board # 14

		NORTH				
Dealer:	♠ AQT4	Vulnerable:				
East	♥ 86	None				
	♦ J93					
	♣ JT63					
WEST		EAST				
♠ 75	♠ K862	♥ J97				
♥ AKQ4	♥ J97	♦ QT875				
♦ K62	♦ QT875	♣ 8				
♣ KQ74	♣ 8					
		SOUTH	Available			
HCP:	♠ J93	Tricks:				
8	♥ T532	N	S	E	W	
17	♦ A4	NT	4	4	8	8
9	♣ A952	♠	5	5	7	7
		♥	4	4	9	9
		♦	3	3	10	10
		♣	6	6	7	7
E-W have 23 combined points.						
Suitable Level: Partscore						

Board # 15

		NORTH				
Dealer:	♠ JT73	Vulnerable:				
South	♥ Q4	N-S				
	♦ J754					
	♣ T83					
WEST		EAST				
♠ Q2	♠ 54	♥ KJ8532				
♥ A9	♥ KJ8532	♦ 2				
♦ KQT863	♦ 2	♣ A962				
♣ QJ7	♣ A962					
		SOUTH	Available			
HCP:	♠ AK986	Tricks:				
4	♥ T76	N	S	E	W	
14	♦ A9	NT	6	6	7	7
14	♣ K54	♠	8	8	5	5
		♥	4	4	9	9
		♦	4	4	9	8
		♣	4	4	9	9
E-W have 22 combined points.						
Suitable Level: Partscore						

Players	Contract	Lead	Result	NS	EW
	4♣e	8♥	-1	100	
	4♣e	8♥	-1	100	
	3♣w	K♥	+1		130
	2♥n*	9♠	-1		200

Players	Contract	Lead	Result	NS	EW
	2Nw	4♠	=		120
	1Nw	4♠	+1		120
	1Nw	4♠	+1		120
	1Nw	4♠	+2		150

Players	Contract	Lead	Result	NS	EW
	3♦w	J♠	-2	100	
	3♥e	A♠	-1	50	
	3♥e	A♠	=		140
	3♥e	A♠	+1		170

Hold on a minute, North. 2♥ may seem like the right bid, but we can pre-empt in hearts later in the auction, after we give partner a chance to open 1♠. With 6-4 in the majors a weak two may keep your partner from finding the best spot, rather than the opponents. So North passes, East does as well, and South opens 1♦ or 2♦ in third seat. This gives West a dilemma, since doubling without heart support is dangerous, and a notrump overcall or a four-card suit overcall may also be dangerous. 1NT (or 2NT over 2♦) may be the least worst bid here. Lucky for West, North will likely lead the K♥, which makes the T♥ in dummy a fourth-round stopper. Note that the one pair playing 2♥ was doubled and down one for a bottom.

West opens 1NT in third seat (players stopped being scared of notrump openers with weak doubletons in the 1960s) and everyone passes. North leads the 4♣ and here is a tip: there are only TWO possible plays from dummy, the king, or the deuce. There is no sense playing a middle card that is equal in rank to one you have in your hand. If by some strange quirk North has led from, say ♠AQJT94 and South has only the 3♣ singleton, playing the six or the eight from dummy will win, but so would the five or seven in your hand. Low is best because if it loses (and it will, North would lead the Q♣ from AQJT94, not the 4...) South is on lead and another spade lead makes your king an eventual winner. Four heart tricks and two more in the minors are enough to make 1NT.

South opens 1♠ and West overcalls 2♦. North has only four points but should make the 2♠ bid with four-card support and length in diamonds that suggests shortness in partner's hand. East passes and South should too. West can take another shot with 3♦ and go down at least one. If North passes, East may bid 2♥ and North correcting to 2♣ will get a 3♥ call from East. Bidding 2♠ immediately is better since it puts more pressure on East, who will be wary of getting to the three level. South actually might try a 1NT opener instead, treating it as a good 14 with the five-card suit and the tens and nines all helping out. If so, west will still overcall 2♦ and may get to play it there.

Board # 16

		NORTH				
Dealer:	♠ 53	Vulnerable:	E-W			
West	♥ AK96					
	♦ T8732					
	♣ J7					
WEST		EAST				
♠	AJT8	♠	KQ76			
♥	-	♥	T872			
♦	Q654	♦	AJ			
♣	AQT54	♣	K32			
		Available				
HCP:	♠ 942	Tricks:				
8	♥ QJ543	N	S	E	W	
13	♦ K9	NT	3	3	8	8
6	♣ 986	♠	1	1	12	12
		♥	7	7	6	6
		♦	4	4	9	8
		♣	1	1	12	12
E-W have 26 combined points.						
Suitable Level: Game						

Board # 17

		NORTH				
Dealer:	♠ AKT5	Vulnerable:	None			
North	♥ K52					
	♦ KT985					
	♣ A					
WEST		EAST				
♠	QJ96	♠	84			
♥	T	♥	98643			
♦	A73	♦	64			
♣	JT875	♣	Q432			
		Available				
HCP:	♠ 732	Tricks:				
17	♥ AQJ7	N	S	E	W	
8	♦ QJ2	NT	12	12	1	1
13	♣ K96	♠	11	11	2	2
		♥	11	11	2	2
		♦	12	12	1	1
		♣	7	7	6	6
N-S have 30 combined points.						
Suitable Level: Game						

Board # 18

		NORTH				
Dealer:	♠ 6	Vulnerable:	N-S			
East	♥ K3					
	♦ KJ93					
	♣ AKT973					
WEST		EAST				
♠	AQ8	♠	9432			
♥	T64	♥	AQJ92			
♦	875	♦	42			
♣	QJ54	♣	62			
		Available				
HCP:	♠ KJT75	Tricks:				
14	♥ 875	N	S	E	W	
9	♦ AQT6	NT	6	6	7	7
10	♣ 8	♠	7	7	6	6
		♥	5	5	8	8
		♦	10	10	3	3
		♣	9	9	4	4
N-S have 24 combined points.						
Suitable Level: Possible Game						

Players	Contract	Lead	Result	NS	EW
	4♠w	A♥	-1	100	
	4♠w	A♥	+1		650
	4♠w	A♥	+1		650
	4♠w	3♣	+2		680

Players	Contract	Lead	Result	NS	EW
	6Ns	7♣	=	990	
	3Nn	2♣	+3	490	
	4Ns	7♣	+2	490	
	3♦n	3♥	+2	150	

Players	Contract	Lead	Result	NS	EW
	3♦s	T♥	+1	130	
	3♦s	4♣	+1	130	
	3♣n	A♥	=	110	
	4♣n	A♥	-1		100

West opens 1♣, East responds 1♥, West rebids 1♠. East has a full opener and must remember that no spade bid is forcing: a 2♠ or 3♠ call might be passed and a game might be missed. 4♠ is a viable option, or possibly even 2♦, the fourth suit, as a forcing call to keep the auction alive. In any case, 4♠ should be the final contract and North's A♥ lead is ruffed in hand by West. A diamond to the jack loses to South's king, and South is asleep and plays back a small heart. West ruffs, cashes the A♦, ruffs a third heart in hand, plays a club to the king to ruff a fourth heart. Now the Q♦ is cashed, pitching a club from dummy, and South ruffs in, but declarer has the rest and makes six! (When in with the K♦, South should have led a trump to cut down on the cross-ruffing to come.)

There are 12 sure tricks in notrump but with only 30 combined points it is difficult to get to 6NT. North starts with a 1♦ opener and South responds 1♥. North jumps to 2♠ with the strong hand, and South expects about 16-20 for this call. 3NT would be a signoff, 4NT would be ace-asking; it would be nice to have some kind of asking bid here that could escape to 3NT unless North has a maximum 19 or 20 points. Since North has only 17, there is probably nothing that will get the pair to 6NT except overconfidence! Four heart tricks, two clubs, two spades, and four diamonds once the A♦ appears makes for an easy twelve tricks.

South is close to an opener, but not quite strong enough, so North should get to open 1♣ after three passes. East overcalls 1♥ and South bids 1♠, showing five (a negative double would be the action taken on most hands with four spades). West raises to 2♥ and North bids 3♦. A 3♣ call might seem like the best choice, but it does give North zero chance of finding a fit in diamonds. East passes and South is happy in 3♦, and West cannot bid on. The defenders get two tricks in each major and may make one less if East insists on a heart lead.