



	· = · , · · ~ · · ,	· · · · · · · · · · · · · · · · · · ·	
West	North	East	South
	1 NT	Pass	2 ♣
Pass	2 ♦	Pass	2 NT
Pass	3 NT	All pass	
		-	

North holding 16 HCP and a nice 5 card suit will accept the game invite from South. Declarer will start work on clubs and spades to come to 9 tricks. East can beat the contract with a diamond shift but that is not clear cut and will likely just continue attacking hearts. On the Queen of hearts West should give count in hearts at trick one. When defending 3 NT if you can not beat honor in dummy or partners card then try to give count. In standard carding a low card would show an odd number of cards and high card will show a even number of cards.



East will get aggressive with their nice 15 count and 6-5 in the minors. They will probably open 1 \clubsuit planning to reverse in diamonds. East/West should find their diamond fit and give 5 \blacklozenge a try although playing in 3 NT is not unreasonable. On a heart lead East can discard their spade loser on the king of hearts, although there still work to be done in club suit to hold it to just 1 loser.



North will want to show their 5 hearts but they are not strong enough to make a forcing bid. Some Easts might make a balancing double but this will land them in some trouble. Declarer with 8 sure tricks (5 diamonds, 1 spade, 1 heart, 1 club) will be playing for overtricks. The defenders will want to attack the entries to the North club suit by knocking out the \bigstar A and \checkmark A. Note when a club is played East should give count in the suit to tell partner how many times to hold up if they have the Ace. The theme of this hold up is to cut communication between the hands , this theme often comes up for declarers in a 3 NT contract, that is cutting communication between defenders so they can not run a long suit.



West should be reluctant to rebid their spade suit with such poor spot cards opposite a partner who could not respond. West needs to keep in mind the vulnerability minus 200 is rarely a good score at matchpoints. North/South will probably land in 1 NT but might play either minor. In any contract they will lose 2 hearts and 2 clubs.



East/West might not be playing Jacoby 2 NT but all roads should lead to $4 \blacktriangle$. East/West should be able to stop in $5 \bigstar$ even if they get aggressive. An opening club lead will see declarer make 12 tricks while a diamond lead holds declarer to 11.



East/West should have a straight forward path to reach 2 **A**. Declarer will be unhappy with all their finesses losing and will go down 1, maybe even down 2 if they wind up with a diamond loser.



North does really have a proper response to $1 \blacklozenge$. Sometimes hands with long minors will get treated as balance because there is no better bid. Note North can not bid $2 \clubsuit$ as that is game forcing in a 2/1 system. South might rebid their 5 card diamond suit but they should note North is mark with at least 4+ clubs on this auction (at most 3 cards in each major, less than 4 diamonds). East might overcall $2 \checkmark$ but E/W are vulnerable. Declarer will probably end up with 8 tricks, (6 Clubs, diamond, 1 heart).



North will likely raise diamonds but they do have a another option by making take-out double. All take-out doubles show the same thing, support for the unbid majors(usually 4 cards) and competing values. When the advancer (partner of the overcaller) makes a take-out double this is technically called a responsive double. Either $3 \clubsuit$ or $3 \blacklozenge$ are the likely final contracts. Clubs will make 9 tricks while diamonds will go down either 1 or 2 tricks. South in a diamonds should try to score as ruffs in the North hand instead of going for the trump finesse. Ruffing in the hand with short trump generates extra tricks, ruffing in the hand with long trump does not.



North will want to show their values to South by making a cuebid to show a limit raise or better in spades. South will want to sign off in $3 \clubsuit$ but with 5 trumps North will drive to game. In the play declarer will have to guess both the heart suit and the diamond suit correct to make their contract.



East/West should land in a normal heart contract and will take 3 finesses and only 1 will work to make 9 tricks.



South with 15 HCP will want to show their strength by opening 1 NT. If they open $1 \\ \bullet$ or $1 \\ \bullet$ it will become hard later in the auction to show this HCP strength. East with AKxx in hearts will have no problem making a lead directing heart bid. East might make a second takeout double by double 2 $\\ \bullet$ and West will likely convert the takeout double to penalty.



If West passes initially North/South will have no problem finding their club fit and might even land in game. If West does preempt North make a takeout double and then bid spades to show a strong hand with a spade suit. South with a singleton spade will pass. Declarer will come to nine tricks unless they smother & J.



West might just bid their club suit but doubling brings diamonds and spades into the picture. In both diamonds declarer should have just three losers to make their contract.



The common premise is that declarer will often play a 5-2 fit better than a 4-3 fit. This is one of the reasons we correct 2 + & 2 + to 2 Major when holding 2 card support in partners major. East could correct hearts back to spades for this reason or they could pass hearts hoping partner was 5-5 initially. West will likely lose 1club, 2 spades and 2 hearts and make 8 tricks.



South might preempt in diamonds despite holding a 4 card major and North/South will lose the heart fit in the auction. If North is not playing Michaels (a convention to show a 2 suit handed by the overcaller) they should plan to bid 1 \bigstar and then rebid hearts. East with 6 clubs will take the push to the 4-level. If North/South go to the 4-Level they will make 10 tricks with the diamond finesse working. East/West in clubs will have 4 losers (2 diamonds and 2 hearts)



itself and there is always two spade losers on this hand.



Board 17

None Vul

The East hand has no perfect home but 10 cards in both majors, 2 and half quick tricks, and a easy rebid the best bid is probably 1 . West will be surprise their partner open the bidding and make a game forcing 2 V response. Note that bidding 2 V by West shows 5+ hearts, with just 4 hearts West should bid either $2 \div 0$ or $2 \div 0$. West will have no problem driving to slam.





▲ A Q 9 6 5

10

• 1097

♣ Q 5 4 2

East with a nice balance 21 count with 3 spades will likely correct a 3 NT to 4 . There is 11 tricks in a spade contract after a normal high diamond lead but likely only 10 in notrump.

Ν

S

Е

W



A boring auction will see East land in 1 NT. South will likely lead a 4th best club and the defenders will take the first 4 club tricks. The defenders can beat the contract if they find a heart switch but this is not easy. Most declares will get 5 diamonds, 1 heart, 1 spade to make 1 NT.



North might chose to double instead of making a club overcall. If North doubles than North/South will find their spade fit and likely land in 4 **A**. North will likely take 11 tricks in either spades or clubs.



Most pairs will not be able to show both minors with a invitational values. In most partnership West can either show a long diamond suit by bidding 3 to play or 10-12 points by bidding 2 NT. Declarer will have a hard time making tricks on this hand and go down 1,2, or even 3 tricks.