

## HAND ONE

Dealer North, none vulnerable

NORTH		Suggested bidding:			
AQ1094		W	N	E	S
K5		1H	DBL	P	
QJ105		2C	P	P	P
Q5					
WEST	EAST				
J82	76				
1063	AK74				
K32	A94				
A1093	K642				
SOUTH					
	K53				
	J982				
	765				
	J87				

After North opens 1Spade, East can compete by making a takeout double. East has support for the three unbid suits, Hearts, Diamonds, and Clubs, East also has 14 HCP, and can add 1 dummy point for the doubleton Heart. South does not have enough to respond and so passes. West has 8 HCP. East has asked West to choose a trump suit other than Spades. West's longest suit is Clubs, so West bids Clubs at the cheapest available level, 2 Clubs. North has already fully described the hand by opening the bidding, and passes with nothing extra to say. Since West bid Clubs at the cheapest available level, West has at most 8 points, and could have 0 points. East knows the partnership is unlikely to have enough combined strength for a game contract and passes.

North leads the Queen of Diamonds, top of the solid sequence. Declarer counts losers: one trick in Spades, two tricks in Hearts, one in Diamonds, and one in Clubs, if Clubs break 3-2. Declarer's plan to take at least 8 tricks should be to draw trumps, develop the extra club trick, and keep at least one trump in dummy to ruff Spade. Making 2 Clubs.

## HAND TWO

Dealer East, NS vulnerable

NORTH		Suggested bidding:			
QJ1095		W	N	E	S
72				1C	DBL
Q1082		P	2S	P	4S
J87		P	P	P	
WEST	EAST				
74	K2				

A863            QJ10  
 653            94  
 954            AJ8763

SOUTH

A863  
 K954  
 AKJ7  
 10

East has 11 HCP and a 6-card suit, and opens 1 Club. With 15 HCP and support for all of the unbid suits, South would like to compete for the contract. South can add 3 dummy points for the singleton Spade, bringing the total value of the hand to 18 points. By making a takeout double, South shows at least the values for an opening bid and asks North to choose the suit. West has only 4 HCP, not enough to respond. Asked to choose a trump suit, North know where to play: Spades. North has 10 HCP and a 5-card Spade suit. North jumps to 2 Spades to show an invitational hand of about 9-11 points. South has 18 points, more than enough to accept North's invitational jump to 2 Spades and so bids 4 Spades.

East leads the Queen of Hearts and Declarer counts four losers: one in Spades, two in Hearts, and one in Clubs. Declarer's plan to take at least 10 tricks should be to finesse in Spades, hoping that East has the King. After that, declarer can drive out the Ace of Diamonds, making 10 tricks on this hand, due to the position of the Spade King.

HAND THREE

Dealer South, EW vulnerable

NORTH	Suggested bidding:
1076	W      N      E      S
Q103	1H
J8	DBL    P      4S    P
7543	P      P      P

WEST            EAST  
 A952            KQJ83  
 96            842  
 A974            53  
 KJ10            AQ8

SOUTH

4  
 AKJ75  
 KQ106  
 962

South has 13HCP and a 5-card suit. South opens 1H. West has 12 HCP and has support for the unbid suits and so makes a takeout double. North, with only 3 HCP, must pass. East has a definite preference for Spades as the trump suit, and has the values for an opening bid. Putting all of this together, East takes the partnership directly to a game contract with Spades as trumps: 4 Spades.

South leads the Ace of Hearts and declarer makes a plan for playing the hand. East can count four losers: three in Hearts, and one in Diamonds. Declarer can plan to gain one trick by ruffing the third Heart loser in dummy, making 10 tricks.

#### HAND FOUR

Dealer West, both vulnerable

NORTH		Suggested bidding:			
AK54		W	N	E	S
86		1H	DBL	P	1NT
Q97		P	P	P	
KQ105					
WEST	EAST				
Q3	J1087				
QJ1095	42				
A85	K1032				
A64	982				
SOUTH					
962					
AK73					
J64					
J73					

West has 13 HCP and opens 1 Heart. North has support for all the unbid suits, and has 14 HCP plus 1 dummy point for the doubleton Spade. North makes a takeout double. East, with only 4 points, passes. South has 9 HCP and does not have four or more cards in any of the unbid suits. With so much strength in Hearts, however, South can bid 1NT, suggesting notrump as the best choice of contract. This ends the auction.

West leads the Queen of Hearts against South's 1NT contract. South's goal is to take 7 tricks in notrump. South counts two sure tricks in Spades, and two sure tricks in Hearts. Three more tricks need to be developed. Three tricks can be promoted in Clubs by driving out the Ace of Clubs. That's enough to make the contract. After winning the first Heart trick, declarer should immediately go about promoting the extra winners in Clubs, taking the losses early. Declarer can start by leading the Jack of Clubs and continuing Clubs until the defenders take their Ace. Upon regaining the lead, declarer can take the established club winners to go with the Spade and Hearts winners.