

The Lansdowne Club

Lansdowne Beginners' Bridge – Lesson 4

NT ♠♥♦♣

ACOL

Competitive Bidding and bidding part score contracts, Scoring; Double for take-out or penalty;

Play: Focus on opening leads.

Game:	3 No Trumps	9 tricks	25+ HCP	100 pts
	4 ♠♥ (major);	10 tricks	25+ HCP	120 pts
	5 ♦♣ (minor)	11 tricks	28+ HCP	100 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 HCP	
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 HCP	

A = 4
K = 3
Q = 2
J = 1
1pt for each card over 4
Or with FIT:
Void = 3
1'ton = 2
2'ton = 1

Balanced Hand: no voids. Singletons, and not 2+ doubletons

<12 pts	PASS	
12-14 pts	1 NT	rebid entirely dependent on partner
15-19 pts	1 suit	expecting to rebid in NT depending on partner's response

Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

Transfer to the majors: 0–17 pts, 5+ card major

Responder bids:

(1NT) - 2♦	asks Opener to bid 2♥
(1NT) - 2♥	asks Opener to bid 2♠

Stayman:

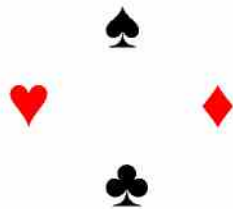
2♣	11+ pts	one or more 4+ card major
(1NT - 2♣ -) 2♦		Opener has no 4 card major
(1NT - 2♣ -) 2♥		Opener has 4+ card ♥s, and may also have 4+ ♠s
(1NT - 2♣ -) 2♠		Opener has 4+ card ♠s, and does NOT have 4+ ♥s

Limit Bidding with less balanced hands to Trump contract

Open 1 ♠♥♦♣	Responder with NO 4+ card support			
Pt count	Suit count	Bid	Pts	
12-14pts	5+ and 4+ card suit	Pass	0-5	
15-19 pts	4+ card suit	1NT	6-9	cannot bid higher ranking suit at 1 level
Responder with 4+ card support		1 new suit	6+	Change of suit: FORCING at lowest level
Bid 2	6-9	2 new suit	10+	FORCING to GAME
Bid 3	10-12	Jump	15+	
Bid 4 ♠♥	13+	Shift		eg. 1♥ - 2♠

Tips for playing Trump contract

- Draw trumps
- Keep count of trump suit (and key side suits)
- Look for cross-ruff opportunities into shorter trump suit
- Consider finessing



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Opener rebids after opening 1 ♠ ♥ ♦ ♣:

Responder's Change of suit is **FORCING**

Support partner if there is a FIT.

Having opened 5+ card suit,

12-14 Rebid 5+ card suit or bid lower ranking 4 card suit

15+pts Opener should rebid NT (if balanced) or 2nd suit (especially if major)
even over 1♦ / ♣ - 2♦ / ♣

eg: 1♣-2♣-2♠ (Opener has 5+ ♣s
and 4+ s)

OR bid new higher ranking 4+ card suit ('**REVERSE**')

eg: 1♥ - 2♣ - 2♠

NT Rebids (strong and balanced)

(1♣ - 1any suit -) 1NT 15-16 pts

2NT 17-18 pts

3NT 19 pts

(1♠ - 2 any suit -) 2NT 15-19pts **FORCING** to game: Opener knows the partnership has 25+ pts, so no need to jump in NT. Responder can bid 3NT, or support partner's original suit (with 3 cards) or another suit.

Ex 1	2	3																														
<table border="0"> <tr> <td>S</td> <td>N</td> </tr> <tr> <td>♠ A Q</td> <td>♠ J 6 4</td> </tr> <tr> <td>♥ Q J 10 6 3</td> <td>♥ A 9 4</td> </tr> <tr> <td>♦ A K J</td> <td>♦ 10 8 6 4</td> </tr> <tr> <td>♣ 9 7 5</td> <td>♣ A 4 2</td> </tr> </table>	S	N	♠ A Q	♠ J 6 4	♥ Q J 10 6 3	♥ A 9 4	♦ A K J	♦ 10 8 6 4	♣ 9 7 5	♣ A 4 2	<table border="0"> <tr> <td>W</td> <td>E</td> </tr> <tr> <td>♠ A Q J 8 6</td> <td>♠ K 9 5</td> </tr> <tr> <td>♥ A 7</td> <td>♥ 6 5 3</td> </tr> <tr> <td>♦ k 10 3</td> <td>♦ A 6 3</td> </tr> <tr> <td>♣ A 6 4</td> <td>♣ K 10 8 5</td> </tr> </table>	W	E	♠ A Q J 8 6	♠ K 9 5	♥ A 7	♥ 6 5 3	♦ k 10 3	♦ A 6 3	♣ A 6 4	♣ K 10 8 5	<table border="0"> <tr> <td>N</td> <td>S</td> </tr> <tr> <td>♠ K Q</td> <td>♠ J 9 8 6 4 3</td> </tr> <tr> <td>♥ A J 10 9</td> <td>♥ 7</td> </tr> <tr> <td>♦ 10 8 4</td> <td>♦ J 3 2</td> </tr> <tr> <td>♣ K Q J 9</td> <td>♣ A 10 2</td> </tr> </table>	N	S	♠ K Q	♠ J 9 8 6 4 3	♥ A J 10 9	♥ 7	♦ 10 8 4	♦ J 3 2	♣ K Q J 9	♣ A 10 2
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Pts: 17 9 1♥ 1NT 2NT 3♥ 4♥ -	Pts: 18 10 1♠ 2♣ 2NT 3♠ 4♠	Pts: 16 6 1♥ 1♠ 1NT 2♠ -																														
<p>N has 6-9 and no 4 card ♠ suit, so bids the 'dustbin' 1NT. With 15-17 pts, S wants to find out if N is max (8-9 pts), in which case she should be invited to bid 3NT. But N does have 3 ♥s (with 4 3 ♥s, she would have bid 2♥), so she asks if S had 5 3 ♥s (3♥). With 5, N bids 4♥ (8 card fit) with 4, she would have bid 3NT.</p>	<p>When E responds 2♣, W knows that E does not have 4♠s, but does have 10+ pts, which is enough for game. If she jumped to 3NT with her 18 pts, E would not be able to show 3 card ♠ support, asking if W has 5. Without 5 ♠s, W bids 3NT, but with an 8 card ♠ FIT, the ♠ game is better.</p>	<p>If N rebid 2♣, here, she would be implying a 5 card ♥ suit, and < 15 pts. So she bids 1NT (only one doubleton). S is really weak so just repeats her 6 card ♠s, where the bidding ends. If S had 9 pts and 6 ♠s, she would bid 3♠, asking N if she has any more in the tank.</p>																														

Leads:

General rules:

- Consider what **bidding** tells you about partner's holding and opposition holdings ... given how many pts you hold
- Lead your highest card in **partner's suit**
- Lead of Honour promises one below and denies one above **"Top of a Sequence"** $\underline{A} K ; \underline{K} Q ; \underline{Q} J ; K \underline{J} 10 9$
- Low lead probably means length AND/OR an honour **BUT:**
 - NEVER underlead an Ace $A \underline{9} 8 2$
- Lead of a high card (not an honour / 10) is usually the **TOP OF NOTHING** $\underline{9} 7 3 2 ; \underline{8} 3$
- Lead through strength and up to weakness Work out from bidding whether dummy is strong in a suit

Against Trump contract

- Singleton
- Doubleton: lead the higher, then discard the lower on next round (**HIGH - LOW**) – if you don't play a lower card next time, you have an **UNEVEN** number [$\underline{9} 4 ; 9 \underline{7} 3$]
- Lead **trump** if opposition may be short (unenthusiastic support bidding)

Against NT contract

- 4th highest in longest (strongest) suit
- Lead an unbid major – declarer did not find a fit here

Partner **MUST** remember which card you led – so that she can decide whether to lead it back in due course

Competitive Bidding – overcalls etc:

Purpose of intervening over opening bid:

- ❖ Tell partner what to lead
- ❖ Bid our own game or part-score contract – or find a sacrifice
- ❖ Use up opposition bidding space – disrupt their bidding

1 Overcalling a suit

- MUST have **5+ cards** to overcall a suit $1 \quad 1 \heartsuit ; 1 \heartsuit 2 \clubsuit$
- Need decent quality – ie some honours.
- Never overcall naturally in opposition's suit $1 \spadesuit \quad 2 \spadesuit$
- Can often make Game with a little <25pts
- Overcall at 1 level 8-17 pts $1 \clubsuit 1 \heartsuit ;$
- 2 level 10-17 pts $1 \heartsuit 2 \clubsuit$
- 3 level 12-17 pts $1 \spadesuit - 2 \heartsuit 3 \clubsuit$

Responding to an overcall – **with 3+ card support**

- Limit bids: 6-9pts simple raise $1 \clubsuit 1 \heartsuit - 2 \heartsuit ; 1 \clubsuit 2 \heartsuit - 3 \heartsuit$
- 10-17 jump raise $1 \clubsuit 1 \heartsuit - 3 \heartsuit ; 1 \clubsuit 2 \heartsuit - 4 \heartsuit$

Responding to an overcall – no 3 card support

0-9 pts	PASS
10-12 pts & stop in opposition suit	1NT if available, if not PASS
10-12 pts & 5+ card suit	bid 5+ card suit

Ex 4 E opens 1♦	5 W opens 1♣
<p>S</p> <p>♠ 10 9 8 7 ♠ AK 2</p> <p>♥ AJ 9 7 3 ♥ Q 10 6</p> <p>♦ 5 ♦ 8 7 6</p> <p>♣ AQ 7 ♣ J 10 9 3</p>	<p>N S</p> <p>♠ K J 10 6 3 ♠ 5</p> <p>♥ K J 3 2 ♥ AQ 10 9</p> <p>♦ 3 ♦ AK 9 5 5 4</p> <p>♣ A 4 3 ♣ 8 2</p>
<p>Pts: 11 10</p> <p>1♥ 3♥ 1♦</p> <p>4♥</p> <p>S has 8-17 and 5 card suit, so overcalls 1♥. With 3 card ♥s and 10-17, N jumps to 3♥. N adds extra points for ♦ singleton and crosses her fingers in 4♥. One of the finesses (K♥ & K♣) is likely to be onside from the bidding.</p>	<p>Pts: 12 13</p> <p>1♣ 2♦ 1♣</p> <p>2♥ 4♥</p> <p>N overcalls her 5 card suit, but S wants to mention her 6 card ♦s. N has a second suit (with 4 cards), so bids 2♥. S has found a major suit fit and is happy to bid 4♥ even if N has a minimum 6 points – she has a singleton and a doubleton, and with partner not liking her long ♦s, there are ruffing opportunities here.</p>

2 Overall 1NT

- ❖ 15-17 pts & balanced
- ❖ Must have stop in opposition suit
- ❖ **Responses** : as to opening 1NT but adjusted for points (ie need 3 points fewer):
 - Transfers, Stayman, NT limit bids.

Examples:

<p>6. E N opens 1♣</p> <p>♠ Q J 9 E has a spade stop and 15-17, so overcalls 1NT (to play).</p> <p>♥ A 5 4</p> <p>♦ K 2</p> <p>♣ AQ J 10 6</p> <p>Pts: 17</p>	<p>8. E N opens 1♣</p> <p>♠ Q 10 9</p> <p>♥ AK 2</p> <p>♦ AQ 10 9 6</p> <p>♣ J 5</p> <p>Pts: 16</p> <p>No stop in ♣s, but 5 ♦s, so overcall 1♦.</p> <p>With any other 1 level suit bid from N, overcall 1NT.</p>	<p>9. W N opens 1♦, and E overcalls 1NT</p> <p>♠ Q J 9 8</p> <p>♥ Q 10 6 5</p> <p>♦ 2</p> <p>♣ A J 9 7</p> <p>Pts: 10</p> <p>1♦ 1NT -</p> <p>2♣ - 2♥ -</p> <p>4♥</p> <p>Major suit game will work better than 3NT, so W bids Stayman 2♣, asking for West's 4 card major. She then converts it to game 4♥. If E had no 4 card major (2♦), then W bids 3NT.</p>
<p>7. E N opens 1♦</p> <p>♠ K J 9 Points but no ♦ stop, so cannot overcall 1NT. Painful pass!</p> <p>♥ A 5 4 2</p> <p>♦ J 4 2</p> <p>♣ A Q J</p> <p>Pts: 16</p>		

3 Double X for take-out

See section 4, Double for Penalties.

So doubling of most sub-game contracts are usually for 'TAKE-OUT'. This means that partner should bid **their best suit even with no points**. At this level, agree that all **X** s of suit bids below 2NT are for TAKE-OUT, where **X** is the 1st bid of that player.

So, in the 1st round of bidding: 1♥**X** means

- ❖ Opening bid values
- ❖ *Shortage* in ♥s (max 2 cards)
- ❖ **X** of major usually guarantees 4 (exactly) cards in **other** major
- ❖ Should be able to support at least 2 of the other suits that partner may take out into.

❖ OR: 18+ pts

Main exception – **X** of 1NT opening bid (or overcall) is always for **penalties**.

Responses to X:

- ❖ If RHO passes (1♥ X - ?), Responder should show longest suit;
- ❖ BUT if RHO bids, you are not forced
- ❖ 6-9 & stop in doubled suit, and no biddable suit:

1NT	1♥ X – 1NT
10-11 ...	2NT
- ❖ 0-8 pts bid longest suit 1♥**X** - 1♠
- ❖ 9-11 pts jump in longest suit 1♥**X** - 2♠
- ❖ 12+ & 5+ card suit double jump 1♥**X** - 3♠
- ❖ 12+ pts bid enemy suit 1♦**X** - 2♦
- ❖ **“unassuming Cue Bid”** – **FORCING** – asks for more info
- ❖ **PASS** is an option only if you have no biddable suit AND 5-6 of the doubled suit – “Pass for penalties”

<p>10. N opens 1♦</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> W ♠ J 9 3 ♥ Q 10 7 2 ♦ A 3 2 ♣ Q J 7 </td> <td style="width: 50%; border: none;"> E ♠ A 8 5 4 ♥ K J 8 6 ♦ J ♣ A 9 4 3 </td> </tr> </table> <p>Pts: 10 13</p> <p style="margin-left: 40px;">2♥ 1♦ X --</p> <p>E has a perfect hand for Xing, with an opening point count and support for whatever partner bids. W jumps, showing 9-11, but for E, that is not enough for game – she has “Aces and space”.</p>	W ♠ J 9 3 ♥ Q 10 7 2 ♦ A 3 2 ♣ Q J 7	E ♠ A 8 5 4 ♥ K J 8 6 ♦ J ♣ A 9 4 3	<p>11. E opens 1♠</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> S ♠ 2 ♥ A J 9 5 ♦ K Q 8 3 ♣ K Q 4 2 </td> <td style="width: 50%; border: none;"> N ♠ 9 6 5 ♥ K Q 7 3 2 ♦ A 4 ♣ 7 5 3 </td> </tr> </table> <p>Pts: 15 9</p> <p style="margin-left: 40px;">X - 2♥ - 1♠</p> <p style="margin-left: 40px;">4♥ - - -</p> <p>S has a classic X, with no 5 card suit and shortage in the opener's suit. M jumps showing -11 pts, and this time S can convert to game.</p>	S ♠ 2 ♥ A J 9 5 ♦ K Q 8 3 ♣ K Q 4 2	N ♠ 9 6 5 ♥ K Q 7 3 2 ♦ A 4 ♣ 7 5 3	<p>12. S opens 1♠</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> W ♠ 9 5 ♥ A Q 8 5 ♦ K 8 3 ♣ A 9 6 3 </td> <td style="width: 50%; border: none;"> E ♠ K J 10 2 ♥ J 10 ♦ Q 6 5 2 ♣ J 4 2 </td> </tr> </table> <p>Pts: 13 8</p> <p style="margin-left: 40px;">X - 1NT -</p> <p style="margin-left: 40px;">- - - 1♠</p> <p>W's X of 1♠ indicates 4 ♥s. If E had 4 ♥s, she could bid them with confidence, but as her suit is the opposition's, but with only 4 of them, she bids 1NT – all pass.</p>	W ♠ 9 5 ♥ A Q 8 5 ♦ K 8 3 ♣ A 9 6 3	E ♠ K J 10 2 ♥ J 10 ♦ Q 6 5 2 ♣ J 4 2
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E ♠ A K 5 2 ♥ K Q 9 6 ♦ J 10 7 6 ♣ 2	W ♠ 6 4 3 ♥ A 5 2 ♦ Q 8 2 ♣ K Q 10 7							
S ♠ A Q 10 7 ♥ Q J 6 ♦ 9 5 ♣ A 8 4 2	N ♠ K 9 8 5 ♥ A 9 8 2 ♦ J 4 ♣ K Q 5							
W ♠ K Q 6 4 ♥ Q 10 6 4 ♦ 3 ♣ A J 5 3	E ♠ A J 9 8 5 ♥ A J ♦ 10 9 ♣ Q 10 9 2							

<p> X - 2NT - - - W's 4 card suit is ♣s, bid by the opposition, and she has a stop in this suit. She has 10-11 pts, so bids 2NT. E can't guarantee diamonds and has only 1♣ so passes. </p>	<p> X - 2♦ - 2♠ - 4♠ - - - N response to S's take-out X, with opening bid values, is to force S to game and ask her to describe her hand more (Unassuming Cue Bid). S mentions her 4 card major (♠s) and N knows where the game is. </p>	<p> X - 3♠ - 4♠ - - - - Given her 12 count, E can respond 3♠ double (jump shift). The jump shift of 2♠ would mean 9-11 pts. W has a 4 card ♠ suit, but 'only 13 pts, so signs off in game, rather than investigating slam. </p>
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4 DOUBLE X for penalties

- ❖ Doubling opposition contract means "I bet you don't make it"
 - Vulnerability (red mark on duplicate board) – increases scores for making game and slam; and increases penalties for going down
- ❖ Redouble XX: means "I double down on your double"

TAKE CARE: doubling a contract of 2 NT; 2-3 ♠ / ♥; 3-4 ♦ ♣ doubles contract **INTO GAME** - less tricks required to make game!

Penalties:

Undertricks	Non-Vul	Non-Vul	Non-Vul	Vul	Vul	Vul
		X	XX		X	XX
1 st		100	200		200	400
2 nd & 3 rd	50	200	400	100	300	600
4 th +		300	600		300	600

You can always look at the back of the bidding card to see the impact of over/undertricks and the scores.

Bonuses for making contracts when doubled:

The value of contracted tricks made is doubled / redoubled.

The value of overtricks.

Per trick	Non-Vul	Non-Vul	Non-Vul	Vul	Vul	Vul
		X	XX		X	XX
NT	30			30		
Major	30	100	200	30	200	400
Minor	20			20		

+ 50 for the 'insult' when a double d contract is made. + 100 for a redoubled 'insult'.

➤ Stellar-Bridge videos: [Lesson 9](#) (Opening Leads); [Lesson 14](#) (Declarer/Defender play of cards); [Lesson 15](#) (Overcalls); [Lesson 16](#) (Card Combinations for Finessing); [Lesson 17](#) (Declarer and Defenders play of the cards); [Lesson 18](#) (1NT Overcall); [Lesson 20](#) (Take Out Double); [Lesson 19](#) (Bidding unbalanced hands);

Board 1

West Deals

None Vul

		♠ A 5 4 3		
		♥ 6		
		♦ K 7 6 5		
		♣ A K 8 4		
♠ K 2			♠ 10 8 6	
♥ A K Q 7 3			♥ 10 9 8	
♦ Q 8			♦ A J 10 9 4	
♣ Q 10 9 7			♣ J 2	
		♠ Q J 9 7		
		♥ J 5 4 2		
		♦ 3 2		
		♣ 6 5 3		

14
16 6
4

W 3N; EW 3♥; E 1N; W 2♦; W 2♣; NS 1♠; E 1♦; Par -400; W 3N=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Dbl ¹	Pass ²	1♠ ³
Pass	Pass	2♥	Pass
Pass	2♠ ⁴	All pass	

1. Classic Double with opening values and 4 card support for any other suit.
2. E could bid 2H (as W almost certainly opened with 5) at this stage - this may put off the opposition, but there is also an argument for seeing if the NS pair can dig themselves into a hole.
3. N's X indicates 4 Spades, so S should certainly show 4 card support. Without 4 card support, she would hold her nose and bid her longer minor.
4. N competes to 2S,

West leads: ♥ A

Winners: 3 ♠s; 2 ♥ ruffs in N; 2 ♣s = 7. 1 off (-50).

But that is not so bad: W can make 3 NT(-400).

Board 5
 North Deals
 N-S Vul

♠ 9 2	♠ A 8 6 5 4 3	♠ K J 10 7
♥ J 5 2	♥ K 9 4 3	♥ A Q 8 7
♦ Q 10 8	♦ A 2	♦ J 9
♣ K J 9 5 4	♣ 7	♣ A Q 10

♠ Q	♠ Q
♥ 10 6	♥ 10 6
♦ K 7 6 5 4 3	♦ K 7 6 5 4 3
♣ 8 6 3 2	♣ 8 6 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♠	1 NT ¹	Pass
2 ♠ ²	Pass	3 NT ³	All pass

1. 16-18 pts and no 5 card major. Can be left to play by partner (ie not forcing).
2. Unassuming Cue bid - game values, having added extra point for length in Clubs, and asking for more info.
3. E notes that W did not use Stayman, so does not have a 4 card major. Being strong 17 and non vulnerable, she jumps to the NT game.

Lead: ♠ Q (partner's suit)

Winners: 2 ♠s, possibly 3 thanks to the lead; 2 ♥s - 3 with finesse; 1 ♥; 5 ♣s. More than enough.