


**Board 1**  
 North Deals  
 None Vul

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

NS 5♠; NS 4N; NS 4♥; NS 5♣; NS 2♦; Par +450; NS 4♠+1

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

South opens 1♥ and rebids 1NT to show 15-17 over North's 1♠ response. North simply raises to game with 10 points.

West will most likely lead a diamond as the least risky unbid suit. The ♦ 7 works as the 2nd highest from a poor suit. East needs to pop in the ♦ J to place South under the most pressure. Because East has no outside entry, they need to play a low diamond early on to keep communication open. South will win the first trick and take stock. 3♠, 1♥, 1♣ and 1♦ in the bank means declarer needs another 3 tricks. These could come from the club finesse, spades breaking, clubs breaking or the heart finesse. A lot of choices! With the danger in diamonds, declarer needs to select the option that immediately gives the amount of tricks required. Going after clubs could lead to 4 extra tricks so declarer should tackle those first by leading towards the ♣ AQJ. When the finesse succeeds, transport should be managed with a spade before repeating the club finesse. Cashing out the black suits leads to 11 tricks.

**Board 2**

East Deals

N-S Vul

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

NS 2N; NS 2♥; EW 3♣; NS 1♦; Par -110; EW 3♣=

*West*            *North*            *East*            *South*

Pass            Pass

4♣            All pass

East has a close call - they might open this hand, I would certainly be tempted, however, with such sparse spot cards it leans towards passing and coming back into the auction later. West starts with 4♣ and buys the auction. There is consideration for 1♣ or 3♣, but with only 3 cards in the majors, putting in the pressure is key. There is not much in the play, losing 2♠, 1♦ and 1♣ on the unfortunate split.

**Board 3**

South Deals

E-W Vul

♠ —		♠ K Q 9 8 6
♥ Q 9 8 5 2		♥ J 10 4
♦ 9 5 2		♦ J 7 6
♣ K J 8 6 4		♣ 10 2
♠ A 10 7 3 2	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center;">             N W     E S           </div>	♠ J 5 4
♥ 7 6 3		♥ A K
♦ 10 4		♦ A K Q 8 3
♣ A 7 3		♣ Q 9 5

NS 6♥; NS 6♦; NS 6♣; NS 1N; EW 1♠; Par +980; NS 6♥=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Dbl	4 ♠	1 ♦
Pass	5 ♣	All pass	Dbl

South opens 1♦ because they are too strong for 1NT. They might consider upgrading into 2NT but ♥AK tight is not ideal. North can make a negative double of 1♠ because they are not quite strong enough to bid 2♥ and East will jump to 4♠ to put the pressure on. Bidding to the level of the fit is always a good idea even adverse - in this instance there is a case for bidding only 3♠ because of our flat shape but we do not know what partner has! South doubles to show a good hand and North pulls to 5♣ because they have such a good distributional hand. South may consider raising to 6♣, expecting North to have a void spade for the auction but it is a good bet to take a safe positive score.

East may try to start the defence with the ♠ King, but I'd recommend leading a trump! North almost certainly is very distributional to pull the double of 4♠ and this suggests a void spade too, so the extra tricks will likely come from the trump suit (ruffs in the short hand) so we should therefore start attacking that immediately.

**Board 4**

West Deals

Both Vul

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

EW 2♥; NS 3♦; NS 1N; NS 2♣; EW 1♠; Par +110: NS 3♦=


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 NT	Dbl	2 ♥	Pass
Pass	Dbl	All pass	

A rather dicey contract! North makes a penalty double of a Weak No Trump and East bids 2♥ to show two touching suits, hearts and spades. South has no interest in this hand and passes, North backs in with a takeout double and South has no good place to go. With 4 trumps and an ace, defending looks reasonable. South will lead a club as the suit that looks least dangerous (East showing spades of course) and that will lead to 7 or 8 tricks depending on whether declarer solves the heart suit! They should when South converts the takeout double into penalties.

**Board 5**

North Deals

N-S Vul


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

NS 2N; NS 2♥; EW 2♣; EW 1♠; NS 1♦; Par +100; EW 3♣×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1♥
Pass	2♥	All pass	

South opens 1♥ and when North raises to 2♥, they must pass. It is very dangerous to bid 2NT with only 15 points when partner has made a simple raise to 2♥. Declarer has 8 quick tricks on the hand with 5♥, 2♣ and 1♦. They will have a systemic win versus the strong NT-ers who bid 3NT!

**Board 6**  
 East Deals  
 E-W Vul

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

EW 3N; NS 1♠; EW 1♥; NS 1♦; EW 1♣; Par -500: NS 4♦×-3; NS 4♠×-3

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

A good exercise in restraint. East opens 1NT and South has a clear 2♥ overcall. North tries to rescue the sinking ship by bidding 2♠ and South will do well to recognise that the hand is leading towards a misfit and simply pass. To avoid letting the contract through, the defence will need to do well to either avoid diamonds or play them before trumps are drawn to give West a ruff!

**Board 7**  
 South Deals  
 Both Vul

	♠ A 7 5 4 2		
	♥ K Q 4		
	♦ J 10 8 6		
	♣ K		
♠ K 9	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;">             N              W     E              S           </div>	♠ 10 8 3	
♥ 10 5		♥ A 9 8 7 2	
♦ K 9 7 3		♦ A 4	
♣ A Q J 9 4		♣ 8 6 5	
	♠ Q J 6		
	♥ J 6 3		
	♦ Q 5 2		
	♣ 10 7 3 2		

W 3♥; EW 4♣; EW 2N; E 2♥; NS 1♠; EW 1♦; Par -140: W 2♥+1


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♣	1 ♠	Dbl	2 ♠
Pass	Pass	Pass	

East is not quite strong enough to bid 2♥ over 1♠ so should settle for a negative double. South raises to the level of the fit and that is enough to keep EW out of the auction. North should not grow too excited with 13 points, including a singleton ♣ king. The play is quite exciting - East needs to find a diamond ruff to defeat 2♠. Declarer needs an entry to South to take a spade finesse but they might realise they have a natural trump loser and bang down spades from the top. This would be quite effective if the defence are convinced that they need to force declarer on a club lead.

**Board 8**

West Deals

None Vul

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

NS 3♠; NS 3♦; NS 1N; EW 1♥; EW 1♣; Par +140: NS 2♠+1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣	1 ♦	1 ♥	1 ♠
2 ♥	3 ♠	Pass	4 ♠

All pass

A highly competitive auction! East should definitely reach in with 1♥ for the lead as well as any competitive benefits it may yield. South mentions their spades and North has such a good hand with shape they should bid 3♠ - if South held only ♠KQxx you'd fancy your chances in 4♠. South has a decent hand and should raise to game. Sadly, there are 2♥ 1♠ and 1♣ to lose unavoidably. The best shot declarer has is to run the ♠Q and try to pin singleton Jack in East.



**Board 9**

North Deals

E-W Vul

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

NS 2N; NS 2♠; NS 3♣; NS 1♥; Par +120; NS 1N+1

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

North opens a Weak NT and South checks for a major with Stayman. When North denies a major, it is a clear 3NT bid with South. At pairs there would be a very mild consideration for inviting with 2NT but we just have to bid these games. With no finesses working, it is doomed to fail. The defence will need to attack hearts before allowing the declarer to set up the clubs otherwise declarer will take 4♣, 2♠ and 3♦ for 9 tricks.

**Board 10**

East Deals

Both Vul

	♠ 4											
	♥ K 8 4 2											
	♦ 2											
	♣ A J 9 6 4 3 2											
♠ Q 6 5 3 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ A J 10 9	
	N											
W		E										
	S											
♥ A J 7 5 3		♥ 10										
♦ Q 8		♦ A J 6 5 3										
♣ 10		♣ K Q 5										
	♠ K 8 7											
	♥ Q 9 6											
	♦ K 10 9 7 4											
	♣ 8 7											

EW 4♠; EW 2N; EW 2♦; NS 2♣; EW 1♥; Par -620; EW 4♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♦	Pass
1♠	3♣	3♠	Pass
4♠	All pass		

North interferes with a pesky 3♣ overcall, even though they have 4♥ on the side, because their partner has passed they know that they will not be concerned about missing a heart game. East still has a clear 3♠ raise and West should bid one more for their 5-5 shape and good values.

North will lead a diamond and declarer needs to avoid the trap of taking the finesse! They should fly the ♦A and play a heart to hand. Now play a club towards dummy to give North a problem. Notice we haven't gone for trumps - we actually want to play on those later but we have transport issues, so going after clubs first is logical. We can also use the club to pitch a diamond loser before playing on a cross ruff line (cash ♠A first and then go for it).

**Board 11**  
 South Deals  
 None Vul

♠ A Q J 10	♠ 7 6 5 2	♠ 9 8 4									
♥ A J 4 2	♥ 8 7	♥ K 10 5 3									
♦ 5	♦ 10 9 7	♦ A 8 4 3									
♣ A Q 9 4	♣ J 10 8 5	♣ 7 2									
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>				N		W		E		S	
	N										
W		E									
	S										
	♠ K 3										
	♥ Q 9 6										
	♦ K Q J 6 2										
	♣ K 6 3										

EW 6♠; EW 6♥; EW 5N; EW 4♣; E 3♦; W 2♦; Par -980; EW 6♥=; EW 6♠=

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

West makes a penalty double of 1 NT and North bids 2♣, showing clubs and a higher suit. East makes a takeout double and South runs to 2♦. West passes - double would now be penalty, and East smacks it on the way out. With such a good hand, West bid 3♦ asking East for a major, East shows hearts and then is raised to game.

The play is not too challenging - South is marked for all finesses and we should bear that in mind for our order. We should take the club finesse first (after winning the ♦ lead) as it will allow us back into the East hand with a ruff, then we can take a spade finesse and cross with a heart and take another spade finesse - we don't know that South only has 2!

**Board 12**

West Deals

N-S Vul

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

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

EW 6N; EW 6♥; EW 5♠; EW 3♦; EW 3♣; Par -990; EW 6N=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 NT	Pass	3 ♣	Pass
3 ♥	Pass	4 ♥	All pass

South may consider doubling Stayman to tip partner off to a club lead but with the Q♦ and a heart void it could be right for those suits depending on the contract! In 4♥, North will lead their singleton club and South **must** duck the ♣ King, identifying that for 2NT must have a doubleton and that for their lead, North does not have the ♣ Ace. Playing the ♣ King establishes the ♣ QJ in the dummy which helps declarer with their entry issues. Now that declarer has won on the dummy, they will likely try the ♥ 8 to take a finesse, discovering the bad news when South shows out. They should duck the heart early as there is no danger of a ruff from North. The rest of the play is reasonably simple, declarer can now afford to cash 2 spades and ruff the third in dummy before drawing the remaining trumps and claiming.

**Board 13**

North Deals

Both Vul


♠ Q	♠ K J 2	♠ 3									
♥ A 7 5 4	♥ J 10 9 3	♥ K Q 6 2									
♦ Q J 5 3	♦ 2	♦ A K 9 8 4									
♣ Q 10 5 3	♣ K 7 6 4 2	♣ A J 8									
	<div style="display: inline-block; background-color: green; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; text-align: center; width: 60px; height: 60px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		
	N										
W		E									
	S										
	♠ A 10 9 8 7 6 5 4										
	♥ 8										
	♦ 10 7 6										
	♣ 9										

EW 6♦; EW 5♥; NS 4♠; EW 4♣; Par -500; NS 6♠×-2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♦	4♠
Dbl	Pass	4NT	Pass
5♣	Pass	5♦	All pass

South has 8 spades so should go for a 4♠ overcall, even at this vulnerability. West has a good enough hand for a double. These doubles are more value showing than penalty oriented - it is far more frequent that you have a hand with "points" than a hand with a spade stack that will blitz 4♠. East, with very little defence is therefore extremely tempted and should bid. But what? They have diamonds and hearts - if we bid 5♥, we take away the option of playing in 5♦ and if we bid 5♦ partner will never know that we had hearts. 4NT in competitive auctions shows two places to play, and when we correct 5♣ to 5♦, West will know that we had diamonds and hearts. Since at the 5 level, all games are made equal, West should stick to diamonds. North might consider bidding 5♠, but given that the strength of 4♠ is unknown and EW don't appear to comfortable in finding a fit, they should leave it and hope to beat 5♦. There is not much in the play, losing a spade and a heart. You can make 6♦ on a club heart squeeze against North.

**Board 14**  
 East Deals  
 None Vul


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

EW 5N; EW 5♥; EW 4♠; EW 3♦; EW 3♣; Par -460: EW 3N+2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♣	Pass
1 ♥	Pass	3 ♥	Pass
4 ♦	Pass	4 ♥	All pass

East has just enough to jump to 3♥ with the singleton diamond. West cue bids 4♦ which importantly denies both a club cue *and a spade cue bid*. This allows East to know that they are missing the ♠AK and to sign off in 4♥. This should tip North off to a spade lead, but after that, since South can't return a spade, there is no route to a ruff and the declaring side can't remove the spades to leave just 2 losers when the heart finesse works. At teams, it might be well worth safety playing the heart suit by cashing the ♥Ace and leading towards the ♥K98, but there is a danger that North wins Qx/10x♥ and gives their partner a spade ruff.

**Board 15**  
 South Deals  
 N-S Vul

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

E 3N; NS 3♠; EW 4♦; EW 2♥; W 1N; NS 2♣; Par -200: NS 4♠×-1


*West*            *North*            *East*            *South*

Pass

Pass            Pass            1 NT            All pass

East opens 1 NT and buys the dummy. South will lead a heart and that should give declarer 9 top tricks in the red suits.

**Board 16**  
 West Deals  
 E-W Vul

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

EW 6♣; EW 5N; EW 5♥; EW 2♦; EW 1♠; Par -1370; EW 6♣=


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

West opens 1NT and East asks for a major. South rudely interrupts with 2♠ and East backs in with 3NT. Note that when the opponents interfere over Stayman, double should be penalties from both hands.

The play is quite simple - declarer has 5♣, 1♦, 2♥ and 1♠. If North South pitch hearts on clubs, they may end up making some overtricks. Note that you shouldn't take the heart finesse in case you guess wrong and now you go down!



**Board 17**  
 North Deals  
 None Vul

♠ Q 8 ♥ A K Q 3 ♦ A 6 2 ♣ 9 7 6 4	♠ A J 10 7 4 ♥ 10 8 6 ♦ Q 3 ♣ Q 5 2	<div style="text-align: center; margin-bottom: 10px;">  </div> ♠ K 2 ♥ J 2 ♦ J 10 7 5 4 ♣ A J 8 3	♠ 9 6 5 3 ♥ 9 7 5 4 ♦ K 9 8 ♣ K 10
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EW 2N; EW 2♥; EW 3♦; EW 3♣; NS 1♠; Par -120; EW 2N=

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

Quick auction to 3NT and a most probable quick 2 down! Declarer has 4♥, 1♠, 1♣ and 1♦. The most likely line will be to set up diamonds. What's the best way of doing that? Without the ♦ 8 or ♦ 9 we have to hope North has Hx. Therefore, we are forced to play a diamond towards the ♦ Jack. This is quite counter-intuitive because it accepts that you are never making your contract. Once you make that step, you will potentially win the board!

**Board 18**

East Deals

N-S Vul

♠ A K 10 6	♠ 4 3	♠ J 7						
♥ 7 5 4	♥ Q 10 3	♥ A K J 9 8						
♦ K J 9 8	♦ A Q 10 2	♦ 7 3						
♣ Q 8	♣ J 10 6 3	♣ A 5 4 2						
<table style="margin: auto; border: 1px solid black; background-color: #006400; color: white; padding: 10px;"> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;">N</td><td style="padding: 5px;">E</td></tr> <tr><td colspan="3" style="padding: 5px; text-align: center;">S</td></tr> </table>			W	N	E	S		
W	N	E						
S								
♠ Q 9 8 5 2								
♥ 6 2								
♦ 6 5 4								
♣ K 9 7								


W 4N; EW 4♥; E 3N; EW 2♠; W 3♣; E 2♣; EW 1♦; Par -430; W 3N+1

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

A quick and easy auction to 4♥. South will likely lead a diamond through the unbid suit in dummy. Declarer has a tough set of lines to consider. They could run the spade hoping to pitch clubs and similarly set up the diamonds to do the same, or they might try to ruff clubs in dummy. If we count tricks, assuming trumps are favourable, we have 5 heart tricks, 2 spades and a club is 8. We can ruff a club for 9 and a spade finesse will give us ten. Declarer therefore should end up making!



**Board 20**  
 West Deals  
 Both Vul

<p>♠ 9 8 5 3          ♥ Q 7 5 4          ♦ K 5          ♣ 9 6 2</p>	<p>♠ 6 4 2          ♥ 8 3          ♦ J 7 3          ♣ A Q J 10 4</p>	<div style="text-align: center;">  </div>	<p>♠ Q J 7          ♥ A K J 9 2          ♦ 9 6 4          ♣ 8 7</p>
<p>♠ A K 10          ♥ 10 6          ♦ A Q 10 8 2          ♣ K 5 3</p>			

NS 4♦; NS 4♣; NS 2N; NS 1♠; EW 1♥; Par +130: NS 2♣+2; NS 2♦+2

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

East might consider opening 1NT in third, but it feels more important opposite a passed hand to get the heart suit in. South has a very tricky call over 3♥, it isn't certain that the hand belongs to NS. Doubling feels quite risky - we could miss out on the diamonds but bidding is too much when 3NT might still be in the frame. There's a case for bidding 2♦ earlier, but when we can double we should. Generally, my advice is that when you aren't sure if you should take an action or not, take the action. You'll be surprised how often it is right. In this case, double has the upside of 3♠, 4♣ and 4♦ and sometimes 3NT. There is downside that you might go down but if that's true, the opponents are likely making 3♥.

The play in 4♣ is quite simple, losing 2♥ and 1♦ when the ♦ King is offside.

**Board 21**  
 North Deals  
 N-S Vul

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

NS 4♣; NS 1N; NS 1♠; NS 1♥; NS 1♦; Par +130; NS 2♣+2

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

Quite a scary auction for NS! North opens with a good shape and after East overcalls, South has three choices. They can bid 2♥, dbl or bid NT. Making a trap pass is not really a consideration here, generally it is better to bid your hand as fast as you can instead of trying to trip up your opponents. I suggest 2♥ for precisely that reason. Once we bid it, we're done, no need to do anything else. North has to rebid 3♣ and South will contentedly pass it. 3NT might be an option but if North couldn't bid 2♠ or even 3♠, 3NT might be stretching.

**Board 22**  
 East Deals  
 E-W Vul

♠ 10 7 5 4 2			
♥ J 10 6			
♦ A 8 6			
♣ 10 5			
♠ J 9	<div style="display: inline-block; background-color: green; color: white; padding: 5px; border: 1px solid black;">           N            W     E            S         </div>	♠ A 8 3	
♥ K 2		♥ A Q 8 4	
♦ K J 10 7 2		♦ Q 9	
♣ K Q J 8		♣ A 9 4 3	
♠ K Q 6			
♥ 9 7 5 3			
♦ 5 4 3			
♣ 7 6 2			

EW 6♦; EW 6♣; EW 4♥; EW 2N; EW 2♠; Par -1370: EW 6♣=; EW 6♦=

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

West is a bit flat and aceless to go hunting for a slam. You can make 6 minor because of the perfect fit and pitching a spade on the 3rd heart. 3NT is practical and will go plus more often than hunting for 6 minor will. Amusingly, on this board, South can defeat 3NT by leading the ♠ King. I think they should - with only 5 points they need the source of tricks to come from partner's hand, and when West fails to bid spades, North is odds on to hold length in spades.

**Board 23**

South Deals

Both Vul

♠ 9 7 4	♠ 10 6 3 2	♠ A Q 5
♥ 10 6 4 3	♥ J	♥ A K 7 2
♦ J 8 6	♦ K 10 7 5 3 2	♦ 9
♣ J 10 7	♣ Q 5	♣ K 9 6 4 2
	<div style="display: inline-block; background-color: #008000; color: white; padding: 10px; border: 1px solid black; margin: 5px;">           N W     E S         </div>	
	♠ K J 8	
	♥ Q 9 8 5	
	♦ A Q 4	
	♣ A 8 3	

N 4♠; N 3N; N 5♦; S 4♦; S 1N; S 1♠; EW 1♥; EW 1♣; Par +620; N 4♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	1♠	Pass	1NT
Pass	2♣	Pass	2♦
Pass	Pass	Dbl	Pass
2♥	All pass		

North bids 2♣ as two way checkback, forcing South to bid 2♦ where North then tries to play. East protects with a double and finds West with a horrible hand for 2♥. The play is quite tough, but after trying to draw trumps, declarer should simply tackle clubs from whichever hand they are in at that point in time.

**Board 24**

West Deals

None Vul

♠ Q J 8 6 ♥ A 10 8 4 ♦ 7 4 2 ♣ Q J	♠ 10 5 3 ♥ J 7 2 ♦ K Q J ♣ A 10 8 7	<div style="text-align: center; border: 1px solid black; background-color: #008000; color: white; padding: 5px; width: 60px; margin: 0 auto;">           N            W     E            S         </div>	♠ A 9 2 ♥ 9 ♦ A 9 8 5 3 ♣ K 6 3 2
	♠ K 7 4 ♥ K Q 6 5 3 ♦ 10 6 ♣ 9 5 4		

EW 2♠; EW 3♦; EW 1N; EW 1♣; Par -110; EW 2♦+1; EW 2♠=

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♦	1 ♥
Dbl	2 ♥	All pass	

East can't make a support double of spades since dbl from West only promised 4 spades. West feels no need to bid again when they have such good defence to hearts with ♥ A1084.

West should lead the ♠ Q and East can safely duck it, knowing partner only has 4 so South must have 3 ♠. Declarer wins and sets about drawing trumps by leading the ♥ 3 to the ♥ Jack. When they play a second round of hearts, West wins and continues spades. The defence should switch to clubs after cashing two spades which will lead to 2♣, 2♥, 2♠ and 1♦ for -2.