Junior Fund Game #1

Friday Afternoon – Jan. 19, 2024 – Set 237488

Analysis by Ethan Wood





Ethan Wood is currently a senior at Purdue studying aerospace engineering. He grew up playing bridge with his family and played my first duplicate game with my grandmother when he was 14. With help from many mentors and partners he was able to learn fast and has been competing seriously and playing professionally since 2020. Through COVID he was glad to be able to travel to many tournaments and NABCs, collecting many regional wins and several overall finishes in NABC events. After graduating he will be working in the aerospace industry for defense contractor L3 Harris. Outside of bridge he enjoys playing tennis, golf, piano, violin and occasionally playing poker

Board 1 North Deals None Vul ▲ A 3 2 ♥ Q 9 7 ◆ 10 6 5 3 ♣ K 10 4	 ▲ K 10 7 5 ▲ A 5 4 ● 9 ♣ A J 9 5 ₩ E S ▲ 986 ♥ K 6 3 2 ♣ 82 ♥ Q 6 3 2 	 ▲ Q J 4 ♥ J 10 ◆ A K Q J 7 4 ♣ 8 7 	After a 1♣ opening and a 1♦ overcall by East, South should still respond 1♥, as passing will never allow N/S to compete appropriately. West can raise to 2♦ and North will eagerly compete to 2♥. East will try 3♦, and at this vulnerability, North could try competing to 3♥. E/W might be tempted to compete to the four level, but East has six losers and West's lack of shape and badly positioned ♣K should deter them from trying 4♦. West will lead a diamond and East should switch to a trump at trick 2. Declarer should duck the first round of hearts to maintain control of the hand. If hearts are continued, declarer can now pull the remaining trumps ending in South. With no more entries, declarer should play a club toward the ♣J and then cash the ♣A, hoping West started with only two clubs. Once the ♣K does not drop, declarer will always lose two spades, a heart, a diamond and a club for down one.
Board 2 East Deals N-S Vul ▲ A 10 2 ♥ Q J 4 3 ▲ A 8 2 ♣ A J 4	 9 A 10 8 6 5 Q 4 9 8 6 3 2 W E S K J 6 5 3 K 7 10 9 5 K 7 5 	 ▲ Q 8 7 4 ♥ 9 2 ◆ K J 7 6 3 ♣ Q 10 	West opens 1NT and East can look for a major fit bidding 2♣. Some- times with 8 HCP, one should pass 1NT, however with a good five-card suit, East should continue bidding. West will show their four hearts and now East must bid 2NT. With most 16-counts, West should accept the invite as they want to be in game with 24-25 HCP combined. North might try leading a club instead of their fourth-best ♥6 as West showed length in this suit. On a club lead, declarer can take run their five diamond tricks and then work on a major suit. Playing towards the heart honors works well instead of immediately guessing what the spade position is, as this puts N/S on lead and will setup a heart trick when the heart honors are split or both onside. If West can find 10 tricks, they will have played the hand very well.
Board 3 South Deals E-W Vul ▲ Q 7 ♥ K J 9 5 ♦ 9 7 ♣ K 10 9 4 2	 ▲ J 9 ◆ A Q 10 4 ◆ K 5 4 2 ◆ Q 8 3 N W E S 	 ▲ A 10 4 2 ♥ 6 ◆ J 8 6 3 ♣ J 7 6 5 	South opens 1♠ and North has enough to game force. Playing 2/1, some partnerships like 2♦ and 2♥ to promise a five-card suit, therefore 2♣ is a "catch-all" bid that can be bid on as little as two clubs. South will rebid 2♥ and North can raise to game. On this auction West should find a passive diamond lead. After winning the ♦ 9 in hand, South should plan their play carefully; the spade suit looks unlikely to set up, and so declarer should try to score club ruffs with their four small hearts. The ♣A should be cashed at trick 2 and then declarer can try a double heart finesse

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Board 4 West Deals Both Vul ▲ J 10 3 2 ♥ A 5 ♥ Q 6 4 3 2 ♣ K 2	 64 Q732 108 Q10853 W E S A8 KJ106 KJ95 964 	 KQ975 984 A7 AJ7 	East opens 1 A and South can double. With four trumps and well- placed values behind South, West needs to make a limit raise. Many partnerships keep Drury on over a double; this would allow East to show they have a full opener and West can push to game. South will likely lead a passive club, unfortunately finessing their partner. Declarer can now pull trumps and pitch a heart from dummy on the established third club. This will yield only a diamond and trump loser for +650.
Board 5 North Deals N-S Vul	 ♦ 65 ♥ 10754 ♥ Q7652 ♥ J6 ₩ E S ▲ AQJ4 ♥ AQ6 ♥ J4 ♣ KQ54 	 ◆ 982 ◆ J983 ◆ A 1093 ♣ A 10 	South opens 1. in third seat and North does not have enough to bid. East doesn't like their hand, but should balance with a double; what if partner has a stack of clubs and is making a trap pass? East is short in clubs and can support any suit. Additionally, East is a passed hand so West will know they can't have many points. After a double, West will bid spades and when it comes back around, South may try bidding 1NT. This bid shows a balanced hand with likely 18-19 HCP. Against 1NT, West will likely lead the \bigstar 3. When East does not produce the \bigstar K, declarer should infer that the spade honor is on their left. Declarer should play a club towards the board driving out the \clubsuit A. When East returns a spade, declarer needs to play the \bigstar A. A simple rule when declaring is "never take a losing finesse!" When diamonds are played and West takes their \blacklozenge K, they may try cashing the \clubsuit K now which would now give declarer three spade tricks and allow them to make 1NT. Otherwise, careful defense by E/W can set the contract.
Board 6 East Deals E-W Vul ♠ A K ♥ 8 5 4 3 ♠ A K 8 7 ♣ Q 5 3	 98762 AQ76 2 A74 W E S J1043 K2 J1053 K108 	 ▲ Q 5 ♥ J 10 9 ◆ Q 9 6 4 ♣ J 9 6 2 	After West opens 1NT, North should think about entering the auction at this vulnerability. If they can show both majors (which does not need to promise equal length), South will happily place the contract in 2♠. After cashing the ♦ A on lead, West might try switching to a heart. Declarer will have an easy time pulling trump, and with the 2-2 break, has no problem ruffing out all their losers. Declarer can dump a club on their third heart trick and so will only find three losers for +170. Unfortunately for N/S, West can only take five tricks in 1NT because of the 4-1 diamond split and so other N/S pairs might collect +200.
Board 7 South Deals Both Vul	 A 10 4 A 10 8 K 4 3 2 Q 10 7 W E S Q K 9 4 2 A J 9 7 6 K 4 3 	 ▲ 98763 ♥ Q65 ◆ Q85 ♣ AJ 	After South opens 1♦, North has few options but to bid 3NT. Starting with a 2♣ game force is OK but will give the opponents more information which may help them on lead or during the defense. On a spade lead declarer will recognize the immediate spade threat, however, still needs to win the first spade trick. That way their ♠10 has a chance to take a trick later. With nine diamonds, North should follow "eight ever, nine never" and decline to finesse. Unfortunately, that won't work here and when East gets in, they will continue spades and knock out the ♠10. Declarer will find themselves one trick short, and as long as East safely pitches a heart and the ♣J on the dummy's remaining diamonds, the contract will fail.

Board 8 ▲ K7 Opening hands with five clubs and four diamonds are always tricky to deal with. If North opens 1 and rebids 2 , their partner will expect West Deals ♥ J 4 longer diamonds. Therefore, it is usually right to open 14 and rebid None Vul A 10 9 5 1NT when they can't support partner. After 1♣-1♥-1NT, South needs 🐥 KQ973 to make a forcing bid. With such a good heart suit, slam is not out of ▲ A J 10 5 4 ▲ 32 N the question. South should use new minor forcing to check for a 4-4 **972** • 63 spade fit or 6-3 heart fit. Once North denies any major cards, South 876 KQJ2 can give up on slam aspirations and sign off in 4 \P . **♣** J8652 **4** 10 4 West should be able to find a diamond lead, the unbid suit, which ▲ Q986 applies a little pressure on declarer. The best play for South would AKQ1085 be to win the A, play a club to their ace, cross to dummy via the 4 3 ♥ J, and now cash the two club honors pitching a diamond and 🐥 A spade. It's unlucky that West will ruff in, but now declarer only has to lose two tricks in addition to the ruff for +420. Only double dummy can take 11 tricks, knowing about the positioning of the $\bigstar A$. East has 22 HCP, but opening 24 can make it difficult for East to Board 9 ▲ J 10 7 5 3 North Deals show their two-suited hand. After 2♣-2♦, East now needs to bid ♥ 3 3♣. If West bids 3♥, East has to bid 3NT and can't show their four-E-W Vul Q 10 6 2 card spade suit. A better approach would be to open 14 and follow 🐥 J 10 5 up with a 2 A reverse which perfectly describes East's shape. Don't ▲ 84 AKQ9 worry about 14 being passed out and missing game: when hands KQ7642 ♥ J W are distributional, players bid more aggressively, so it's very unlikely K873 A J 5 that the hand will get passed out. Regardless of the opening bid, AK762 **4** E/W should be able to navigate towards 3NT on this layout. ▲ 62 Against this contract, South might try leading a heart as they know A 10 9 8 5 declarer will be short. After winning a heart lead with the stiff $\forall J$, 94 East should refrain from touching the heart suit again. With only one ♣ Q983 dummy entry, going after hearts will be fruitless. Instead, declarer should try to establish their fifth club hoping clubs will break 4-3 (62% of the time). With no threats in other suits, declarer can safely take a diamond finesse and find 10 tricks for +630. ▲ A 5 Board 10 After East opens 1♥, South can positively value their void and East Deals ♥ 1086 make a light takeout double with their perfect distribution. West Both Vul K8632 can always show heart support later, and so should start with a 1076 1 response. North might try to compete now with 2 . East very likely has eight tricks on their own and so can almost bid game ▲ KQJ92 ▲ 73 N on their own knowing partner has some values. A jump to 3Ψ ♥ J43 AKQ9752 Ŵ showing 16-18 would not be unreasonable either. Either way, West 10 9 • 5 will always ensure game is bid. Without knowing they're in a 10-♣ K J 4 🐥 A 8 3 card fit, it's hard for N/S to find a 5 sacrifice. 10864 4♥ is an easy contract to play and as long a club finesse is taken, v — 11 tricks are always available.

▲ AK65 Board 11 South Deals AK962 None Vul • K 🐥 J 4 3 ▲ Q983 ▲ 10 2 **v** 10 5 ♥ 84 AQ965 J 10 8 3 2 **\$** 98 ♣ Q 10 5 2 ▲ J74 Q J 7 3 ♦ 74 ♣ AK76

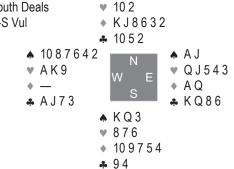
▲ Q J 7 4
 ♣ Q 9 5 2

South should pass in first seat with a bad 11 count. Opening distributional hands light can work well, however opening flat hands light is a recipe for reaching bad games and slams. When North opens 1♥, South can now show a limit raise with Drury. North can easily accept game and should rule out making a slam try, downgrading their hand slightly because of the singleton ♦ K. If the ♦ K was instead placed in the club suit, this hand would be much more powerful and could be capable of making slam opposite a limit raise.

After a minor suit is lead, declarer can pull trump and cash both A-K's in the black suits hoping to see a Q drop for an overtrick. +420 will reward pairs who do not look for slam.

Board 12 West Deals N-S Vul ▲ A K ♥ 10 6 4 ♦ K J 9 8 6 3 ♣ 5 2	 Q942 J932 Q AQJ6 N E 87 74 K10843 J76 AKQ5 A1052 97 	West's distributional 11 count should be opened $1 \\$ as it is too strong to preempt. North can make a takeout double and East is too weak to act. South will now know they need to be in game, however it is not guaranteed that North has four hearts and so South should first start with a 2 $\\$ cuebid to learn more about partner's hand. North can now bid 3 $\\$ to tell their partner they have equal length in the major suits allowing South to bid 4 $\\$. Against 4 $\\$, West will want to lead out their AK , switching to a club at trick 3, hoping to get to partner. North should rise with the A seeing the possibility of East giving West a spade ruff. Declarer can then safely pull trumps and as long as they split 3-2, South can score two spades, five hearts (using a trump in each hand to ruff a club and diamond), one diamond, and two clubs for +620.
Board 13 North Deals Both Vul ▲ A 7 3 ♥ J 6 3 ♥ K 10 3 ♣ A J 6 3	 ▲ 4 ♥ K74 ▲ A Q J 65 ♣ 10 9 5 2 ♥ E ♥ K 10 9 8 2 ♥ A 9 ♥ 94 2 ♥ Q 7 4 ♣ Q 7 4 ♣ Q 7 4 ♣ 87 ♣ K 8 	After three passes, West will consider passing out the board with such a flat hand. However, the rule of 15 is met (HCP + # of spades), so West can open 1. North will overcall 1. and East can respond 1. South can't compete and West will rebid 1NT to end the auction. North should lead their $\$ Q, top of an interior sequence to establish the rest of their suit and West will have to take their $\$ K on the first trick. Declarer should now work on spades playing the A and then a low spade to the 10 , setting up the suit when spades behave 3-2, or when North has four with both spade honors. However, when North does not follow to the second spade, declarer should change their plans and go after the club suit. Without the 10 , it is right to play a low club to the 4 J, and then cash the 4 A, hoping South has a doubleton club with the king. When South's 4 K crashes, declarer can now take seven tricks to make their 1NT contract.
Board 14 East Deals None Vul ▲ 9 ♥ A K 4 ◆ J 7 5 ♣ A J 10 9 7	 ▲ J 8 6 ♥ 8 7 6 5 ♥ K 6 4 3 ★ K Q ▲ A K 7 5 2 ♥ 9 3 ▲ A Q 2 ♥ 8 6 5 ▲ Q 10 4 3 ♥ Q J 10 2 ♥ 10 9 8 ♣ 4 2 	After 1♠-2♣, East has a problem bidding 2NT with two small hearts and so must either rebid their spade suit (if that does not promise a six-card suit), or bid 2♠ on a three-card suit. After West rebids 3♣, East now has a dilemma. They could raise clubs, however this would bypass 3NT which might be the best matchpoint contract. To find out about a heart stopper, East should bid 3♥; when the fourth suit is bid in a 2/1 auction this usually denies a stopper and asks partner to bid 3NT if they can. Here, West will have no problems bidding 3NT. Given a heart lead from North, West should hold up one round, in case hearts are 5-3. With plenty of dummy entries, it is a slightly higher percentage play to take two club finesses, first towards the ♣J and then again towards the ♣10. This will guard against South having three or four clubs with both club honors. Unfortunately, it will lose against the specific case when North has exactly ♣K Q doubleton, which is the layout here. Because hearts split 4-4, E/W will lose two hearts and two clubs for +400.
Board 15 South Deals N-S Vul	 ♦ 95 ♥ 102 ♦ K J 8 6 3 2 ♣ 10 5 2 	West opens 1♠ and North should not interfere at unfavorable vulnerability. East will game force with 2♥ and now West can raise. Now East will start to look for slam, asking for aces. If E/W has void responses in their system, West can show an odd number

spade at the end to make six.



West opens 1♠ and North should not interfere at unfavorable vulnerability. East will game force with 2♥ and now West can raise. Now East will start to look for slam, asking for aces. If E/W has void responses in their system, West can show an odd number of keycards with a void in diamonds by jumping to 6♦ over the keycard ask. 5NT would show an even number of keycards with an unspecified void. East now can signoff in a small slam noting the wasted diamond values opposite partner's void. With the lead of a spade honor, declarer can just pull trumps and setup a spade trick to pitch the ♦Q. Any other lead, declarer can simply ruff one diamond with a trump in dummy and concede a

Board 16 West Deals E-W Vul ▲ 7 ♥ J 10 9 7 6 ◆ K 6 5 3 ♣ 9 8	 ▲ K 8 5 4 ◆ A 2 ◆ J 9 7 ◆ J 7 6 2 5 W E S ▲ J 3 2 ◆ K Q 8 ◆ 10 8 4 ◆ A Q 5 4 	 ▲ A Q 10 9 6 ♥ 4 3 ◆ A Q 2 ♣ K 10 3 	East should open 1NT even with five spades and West will transfer to hearts. Against 2♥, South will be stuck between a low spade and low diamond lead; a big advantage to opening 1NT with five-card majors is that it gives opponents less information on opening lead. On a spade lead, declarer can dump a club loser and will be able to pull trumps eventually losing just one club and three trumps for +140.
Board 17 North Deals None Vul ▲ Q 5 ♥ Q 6 4 2 ◆ J 10 ♣ Q 10 8 5 4	 J973 AK974 AK72 W E S 1073 AK8 8653 J93 	 ▲ A K J 9 8 6 4 2 ♥ 10 5 ♥ Q 2 ♣ 6 	North opens 1 and East needs to decide how many spades they want to bid. With five losers, 4 is an appropriate bid. If partner comes down with a few well-placed honors, 4 has a good chance of making. If partner has very little, then it is likely the opponents will have a game and 4 will be an effective preempt. After 4 h, South will have to pass and North will have to make a guess. With such poor spot cards and so many losers, South needs to offer a lot of help to make a game. If they do have game, then partner probably has values in hearts which means East will have few tricks outside of their spade suit. Therefore, doubling 4 is the best option as N/S should be happy taking a plus score. Double here is always flexible and can be pulled if South is distributional with few points. South knows their partner cannot have spade cards and so should only pass when they have defensive values and no long suit. South will leave it in on this hand and the defense will be able to cash five tricks if they are careful. +300 will be a great score for N/S over other pairs who will be too afraid to double.
Board 18 East Deals N-S Vul ▲ J 9 8 ♥ K 4 2 ◆ A 7 5 ♣ K 7 3 2	 653 107 J 10986 96 W E S K 1042 Q 95 K 3 A Q 105 	4 ▲ A Q 7 ♥ A J 8 6 3 ◆ Q 2 ♣ J 8 4	East opens 1 and South cannot quite make a takeout double with only two diamonds. At unfavorable vulnerability it is best to pass and see how the auction develops. West should start with 1NT playing 2/1 and East will have to rebid their three-card club suit. Now when West jumps to 3 to show exactly a three-card limit raise, East can raise to game with a maximum opening. South now has a very unattractive lead problem and likely must settle with a low spade lead. Declarer will win this on the dummy, cash the \mathbf{V} K, and try a heart finesse. When South wins with the \mathbf{V} Q, they should exit with their last trump to get off lead. As long as South ducks a low club lead towards the \mathbf{A} K, they will set this contract down two. East rebid 2 on the auction so there is no rush playing the \mathbf{A} A.
Board 19 South Deals E-W Vul ♠ A J 3 ♥ K Q 6 ♦ 10 9 6 4 2 ♣ A 10	 K 10 5 97 J 8 3 J 8 7 6 3 W E S 8 6 4 J 8 5 3 2 K 5 K Q 5 	 ▲ Q 9 7 2 ♥ A 10 4 ◆ A Q 7 ♣ 9 4 2 	In an uncontested auction, 1 ◆ -1 ▲ -1NT, East does not need to checkback for majors and can bid 3NT (or invite to 2NT if partner likes to open light; here West will accept 3NT). On a fourth-best ♣6 lead, South is only able to hold up one round. To make their contract, West must hope that either clubs are splitting 4-4, or that they can take five diamond tricks, which is only possible if North has both diamond honors. Therefore, they should attempt a double finesse in diamonds, running the ♦ 10 towards dummy. When it loses to South's ♦ K, declarer will receive the bad news in the club suit and will have to concede down one.

Board 20 West Deals Both Vul ▲ Q J 7 6 4 ♥ 5 ◆ A 7 5 ♣ A 10 9 4	 1093 AJ764 J842 3 W E S AK8 K932 KQ9 Q82 	 ▲ 5 2 ♥ Q 10 8 ◆ 10 6 3 ♣ K J 7 6 5 	West meets the rule of 20 (HCP + two longest suits) and should open 1A. East can scrape together a 1NT response and now South does not have a bid to make. West will rebid 2A and when East passes, South would do well to make a takeout double. Letting the opponents play 2A probably will not yield a great result, and so North should take their chances with a double. When North bids 2V, East might be tempted to compete to 3A but given the vulnerability, it would be safer to pass. After winning the AQ lead in 2V, declarer will cash their VKA and should then stop pulling trump. If South immediately goes after diamonds now, they may be able to set up a spade pitch on the dummy's last diamond allowing declarer to make four. Any E/W pair allowed to play in 2A will get a great score.
Board 21 North Deals N-S Vul ▲ J 7 ♥ K 10 8 2 ◆ 4 ♣ A Q 7 6 5 4	 KQ98 QJ 9832 1032 W E 1053 A76543 KJ6 9 	 ▲ A 6 4 2 ♥ 9 ◆ A Q 10 7 5 ♣ K J 8 	East opens 1 and South should overcall 1 as preempting 2 is too dangerous at this vulnerability. West can bid 2 and now East should bid 2 , asking partner to bid notrump if they have a heart stopper. With a double stopper and a good source of tricks in clubs, West might try bidding game with 3NT. North will lead the Q and West can safely duck one round. On the J continuation, declarer can take their K and notice that their heart suit spots have been promoted. Immediately playing a third heart, forcing out the A will result in a 10th trick instead of trying the diamond finesse which is likely to be offside. Now declarer can take six clubs, two hearts, one spade, and a diamond for +430.
Board 22 East Deals E-W Vul ▲ Q 8 7 6 ♥ J 6 ♥ 7 2 ♣ K 7 6 3 2	 ▲ 54 ▲ 4 2 ▲ K J 86 ♣ Q 9 5 ₩ E S ▲ J 10 9 2 ♥ 9 8 3 ◆ Q 10 5 3 ♣ 10 8 	 ▲ A K 3 ♥ K Q 10 7 5 ♦ 9 4 ♣ A J 4 	East opens 1NT which will get passed out. The \bigstar J lead will seem beneficial for declarer at first, but once declarer drives out the \checkmark A, North will start working on the diamond suit. From five diamonds to the AKJ, declarer should play a low diamond to start. Cashing the \blacklozenge AK is a problem when declarer has Qxx or Qxxx because once North's diamonds are setup, they have no entry to run their diamonds, and partner will be out of diamonds as well. Playing a low diamond first ensures that partner will be able to return a diamond if declarer takes the first diamond trick with the Q or 10. On this layout, N/S will take their six tricks right away as long as South properly unblocks their diamond suit.
Board 23 South Deals Both Vul ▲ A 9 3 2 ♥ K 3 ◆ A Q ♣ K 8 7 6 2	 ▲ Q 8 7 ♥ J 6 5 ◆ J 8 4 3 2 ♣ A 5 ₩ E S ▲ 4 ♥ 10 8 7 4 2 ♦ K 10 6 ♣ Q J 10 3 	 ▲ K J 10 6 5 ♥ A Q 9 ♦ 9 7 5 ₽ 9 4 	West opens 1NT and East will transfer to spades and then rebid 3NT. This will offer West a choice of games and allow West to correct to 4. Against 4. Leading either a low diamond or heart is normal and will lead to the same result. Declarer has no reason to take a spade finesse and so will lose a spade and two clubs for +620.

Board 24 West Deals None Vul ▲ Q J 9 2 ♥ K 7 6 ◆ Q 5 ♣ A Q 9 2	 AK AJ53 K862 KJ8 10753 Q982 94 1075 864 104 AJ1073 643 	After West opens 14, North first starts with a power double which South will respond to with 14. Now North can rebid 1NT which shows 18-19 points and a balanced hand. South only has a few points, but with all of their values concentrated in a five-card suit, they owe their partner an invite with 2NT. With nice honor holdings behind the opening bidder, North will accept game. Because South did not respond to the double with a major suit, East might try leading a major suit. If East finds a spade lead, E/W will probably be able to hold the contract to 9 or 10 tricks on good defense. On any other lead, North can try all the finesses which are marked to be onside and take either 10 or 11 tricks.
Board 25 North Deals E-W Vul ▲ J 6 2 ♥ 10 ◆ A J 6 3 ♣ 9 7 6 4 3	 A743 Q8 Q872 K105 Q 1098 K65432 K4 8 K5 AJ97 1095 AQJ2 	North passes and in second seat, East should not preempt with 6-4 in the majors. South opens 1NT and now North will use Stayman. East would like an opportunity to show the majors, but should keep quiet once N/S begins looking for a major fit. South will respond 2♥ and North will close out the auction with 3NT. Winning the club lead in declarer's hand, South should try working on the diamond suit. Once the ♦ J is found to be onside, declarer can try the heart finesse later on and take three heart tricks when the singleton ♥10 appears. This will give declarer 11 tricks for +460. Only a spade lead can hold this contract to 10 tricks.
Board 26 East Deals Both Vul ▲ 9 4 2 ♥ A K 4 ◆ Q 3 2 ♣ K 10 4 3	 A K Q 8 6 3 Q 9 3 2 A J A 10 J 10 6 5 K 9 8 7 5 J 9 2 J 7 5 8 7 10 6 4 Q 8 7 6 5 	West can open 1. in third seat and North will have to start with a double. East might try responding light with 1. If East chooses to pass, South will have to bid a three-card suit and should pick the lower suit, 1. Regardless of what happens, North will jump to 2. at their next opportunity showing a powerful single-suited hand. South is obligated to raise with three-card support and North will accept game. Against 4. East will probably lead a low club; when declarer plays low off the dummy, it is crucial that West understand it is right to play the *10. The lead of the *2 indicates that East has one or three clubs (not high-low), and they will never underlead the *A. Therefore, if declarer has a singleton club, it must be the ace, and if declarer has *AJ9, playing the *K immediately sets up all the club tricks. To make 4. declarer must lead hearts out of his hand, attempting to use dummy's trumps to ruff as many hearts as possible. Even if E/W switches to a spade, North will have the tempo to ruff out the *AK, and only lose two hearts and a diamond. The only way to set 4. it for East to immediately lead a trump.
Board 27 South Deals None Vul A K 9 2 K 5 4 A 8 A 0 6 2	 J86 8 K10943 K973 Q74 A9763 J76 1053 QJ102 Q52 J54 	In a straightforward auction 2NT-3 ♦; 3♥-3NT, West will now correct to 4♥ establishing the eight-card heart fit. North will likely find a spade lead, which declarer wins in their hand. Before pulling trump, West should cash the ♦ A and continue diamonds to ensure they will score a diamond ruff. Then, declarer can pull two rounds of trump stopping once the bad split is discovered. Now, West should run their spades, and because the suit splits evenly, South will be forced to trump the last spade with a natural trump trick or simply discard. Now declarer will only have two trump losers and one diamond loser for +420.

Board 28 West Deals N-S Vul ▲ A J ♥ 6 ◆ A K 10 4 3 ♣ K 10 5 3	 973 Q98742 65 84 KQ864 A 105 QJ9 QJ9 Q7 1052 KJ3 87 AJ962 	West opens 1 \blacklozenge and East will respond 1 \blacklozenge . West can now upgrade their hand with a singleton heart and show extras jumping to 3 \blacklozenge . Because East has a full opening hand with three-card support, they should try for slam starting with a simple 4 \blacklozenge raise. Both 3NT and jumping to 5 \blacklozenge directly would be sign off bids, therefore 4 \blacklozenge should indicate a strong raise in diamonds interested in slam. West can now ask for aces and try for 6 \blacklozenge when they find out they are missing only one keycard. On a heart lead, declarer's safest play would be to cash two rounds of trump keeping the \blacklozenge Q on the dummy. If diamonds are 3-1, declarer should now unblock both spade honors out of their hand, pull the last trump ending on dummy, and now run the spade suit. When diamonds are 2-2, declarer has no problem with entries and always makes 6 \blacklozenge .
Board 29 North Deals Both Vul	 J 10 6 4 K 2 8 5 3 A J 8 3 W E Q J 10 8 J 10 6 2 7 6 5 4 A Q 9 7 9 7 4 A Q 9 Q 10 9 	South opens 14 and West will make a takeout double. North needs to still mention their four-card spade suit, and South will raise to 24. This board is a good example of not letting a takeout double exclude a partnership from finding a major fit. Against 24, West will not want to lead away from any of their honors and would do best finding a trump lead. Without any spade spots, a trump lead is unlikely to give away a trick and is best knowing partner is short in trumps. Finesses are marked with West and so instead of taking a simple diamond finesse, declarer should recognize that they might have only one diamond loser if they play a diamond to the 49. If East splits their 4 and 10, then declarer can cover with the 4 Q, and then lead towards the 49 later on. This will allow N/S to take 10 tricks if played carefully.
Board 30 East Deals None Vul ▲ J 5 4 ♥ Q 6 3 2 ▲ J 9 6 2 ♣ K Q	 10 9 3 K 10 9 5 K Q 3 10 8 5 M E A Q 8 7 2 7 10 5 A 6 4 3 2 	East opens 1 \blacklozenge and South will overcall 1 \blacklozenge . Unfortunately, there is no way for South to show a two-suiter with spades and clubs. West will make a negative double and North can raise spades. At equal nonvulnerability, East can compete to 3 \heartsuit , likely pushing N/S up to 3 \blacklozenge . On a heart lead, there will be no way for declarer to avoid losing two clubs, one diamond, one heart, and a spade when one of the spade honors is offside, resulting in down one.
Board 31 South Deals N-S Vul	 ▲ 8 4 2 ♥ 9 3 ◆ 10 4 	South opens 1♦ and West can simply overcall 1♥. North would like to bid their club suit, but 2♣ promises at least 10 points. They can pass for now and bid later if given the opportunity. East should not get too overlap with source spaces and start with a

5 Vul	♦ 104
	🐥 A K 8 6 5 4
	 N E S A Q 10 9 7 5 3 4 2 9 5 3 Q K 3 6 K 3 6 A J 8 2 10 7 2

South opens 1 and West can simply overcall 1. North would like to bid their club suit, but 2 promises at least 10 points. They can pass for now and bid later if given the opportunity. East should not get too excited with seven spades and start with a 1 in response to 1. South should pass (1NT after partner has passed shows 18-19 points) and West will bid 2. Now North can bid 3 if they desire and partner will know they have a long club suit with less than 10 HCP. East will probably compete to 3 and West will have no choice but to unhappily pass. On the 2 lead, North should be careful not to try cashing a second club trick once East plays the Q at trick 1. Doing so would set up the J and give East a free pitch. North will have no choice but to return a diamond and now declarer will pull trump and only lose one diamond, one club and two spades, making +140. Only a heart lead sets 3 , which allows N/S to eventually score a heart ruff.

Board 32 West Deals E-W Vul ♠ K Q 8 3 ♥ K 5 ♥ K Q 5 ♣ A J 10 3	 ▲ A J 4 ♥ A Q 10 6 4 3 2 ♥ 9 2 ♥ 8 ♥ 9 6 5 ♥ J 9 ▲ A J 8 4 3 ♥ Q 7 5 ♦ 10 7 2 ♥ 87 ♥ 10 7 6 ♥ K 9 6 4 2 	West opens 1♣ and North must decide how many hearts they want to preempt. 4♥ is nice at this vulnerability, however with six or seven losers, 3♥ might be a more disciplined bid. East will balance with a double, showing a strong hand that can support any suit, and now East can bid 4♦. North will take two heart tricks on the opening heart lead and now E/W has no way to get rid of their second spade loser. With the ♠A and ♠J sitting over West's honors, declarer will have to concede down one.
Board 33 North Deals None Vul ▲ 10 8 ♥ A 4 ◆ A Q 10 9 6 ♣ 10 9 8 5	 KQ654 8652 K AQJ A732 J1093 J75 73 J9 KQ7 8432 K642 	North opens 1♠ and South will respond 1NT. West could stick their neck out with a 2♦ overcall and North would rebid 2♥. Even with an extra heart and more honors, South should still correct back to 2♠ as the 5-2 fit will be safer than a 4-3 fit. Against 2♥, E/W will attack diamonds immediately tapping declarer's trumps. North might try pulling trumps, hoping for a 3-3 split so they can run their club tricks. However, when East reveals they hold four trumps, declarer will lose control of the hand and only be able to take seven tricks.
Board 34 East Deals N-S Vul ♠ 10 7 3 ♥ A K 10 ♥ J 9 5 ♣ Q 9 7 4	 ♦ 92 ♦ 92 ♦ A43 ♣ J108652 ♠ 654 ♥ QJ863 ♥ Q1062 ♣ K ♠ AKQJ8 ♥ 754 ♦ K87 ♣ A3 	South should be stuck between opening 1♠ and 1NT. With so much concentration of values in the spade suit, 1♠ is likely to be a better bid, and when partner responds 1NT, South can now upgrade their hand and raise to 2NT showing a balanced 18–19 points. South is 1 point shy, however this sequence of bidding feels like the "lesser of all evils". North will decline the invite and end the auction in 2NT. After E/W cashes five heart tricks, they will have no choice but to surrender the lead allowing declarer to run eight tricks and make their 2NT contract for +120.
Board 35 South Deals E-W Vul ♠ A 2 ♥ Q J 8 7 2 ♠ A 9 8 6 ♣ J 9	 ▲ J4 ♥ A943 ♥ Q75 ♣ AQ63 ♥ K1065 ♥ KJ103 ♣ KQ1096 ♥ ♥ 42 ♣ K87542 	West opens 1♥ and East should make some sort of mixed raise showing four trumps and 7-9 HCP. With South being nonvulnerable, they should now attempt to describe their crazy distributional 6-5 hand. If 3♥ is available, this bid should resemble a Michaels cuebid, and tell partner they hold spades and a minor suit. North is happy to try a minor suit and can bid 4♣ asking partner to pass or correct. On a heart lead, South will dump a diamond loser and easily take 11 tricks for a pretty good score.
Board 36 West Deals Both Vul ▲ A 9 ♥ A 5 ● 10 6 3 2 ♣ A K J 5 3	 ▲ Q 10 3 ♥ K J 8 2 9 ♣ Q 8 7 6 2 ₩ E S ▲ K 7 5 4 ♥ Q 7 3 ▲ A K J 5 ♣ 10 9 ▲ J 8 6 2 ♥ 10 9 6 4 ♥ Q 8 7 4 ♣ 4 	West opens 1NT and East can look for a major fit. After a 2 ♦ response to 2♣, East will sign off in 3NT. North will probably get off to a club lead and because declarer has both the ♣10 9, they can force out the ♣Q and establish four club tricks. Trying a diamond finesse later on, declarer will be able to take two spades, a heart, three diamonds and four clubs for 10 total tricks.