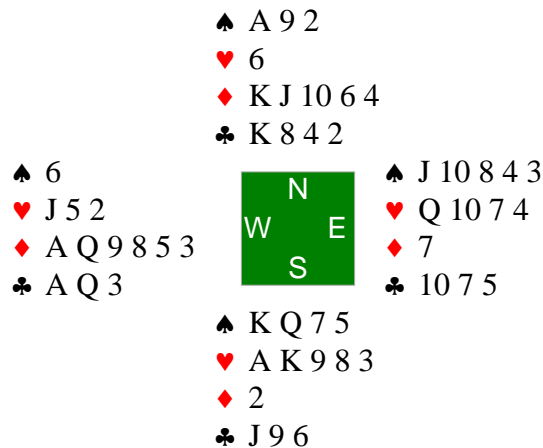


Board 3
 South Deals
 None Vul



NS 3N; NS 3♠; NS 3♥; NS 3♣; NS 2♦; Par +400; NS 3N=

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

Auction Commentary: Responder cannot double for penalty, as a double in this position is a negative double, and guarantees the 4 ♠s. So responder is forced to pass, and hopes that since opener is short in ♦s and will re-open the auction with a Takeout double. When this happens, responder is very happy to convert the T/O double to a penalty double, simply by passing.


Opening Lead: 6 ♥ (A singleton is a great lead against this suit contract. Not only is it partner's suit, but when partner sees your void next, there are ruffing tricks coming your way.)

Planning the Play: Declarer needs to count losers when planning in a suit contract. We see 1 ♠ loser, and 2 ♥ losers, and 2 ♣ losers. Declarer also knows that when LHO passed, converting the double for penalty, it means that North has a bunch of trumps. There are going to be ♦ losers here.

After the AK♥, South sends back the 9♥ for North to trump. This is called a Suit Preference Ruff signal, asking North to return the higher of the 2 remaining side suits -- which is a ♠.

1. South wins AK♥.
2. North ruffs the 9♥.
3. North cashes the A♠, and dutifully sends a ♠ back to South.
4. Declarer ruffs this time, and should play that A♦ and another ♦ to prevent more ruffs. And there are still those other losers that didn't go away. West should be down 4, losing 800 points.

Board 5
North Deals
N-S Vul

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

EW 1N; EW 1♠; NS 1♥; EW 1♣; Par -90: EW 1N=

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

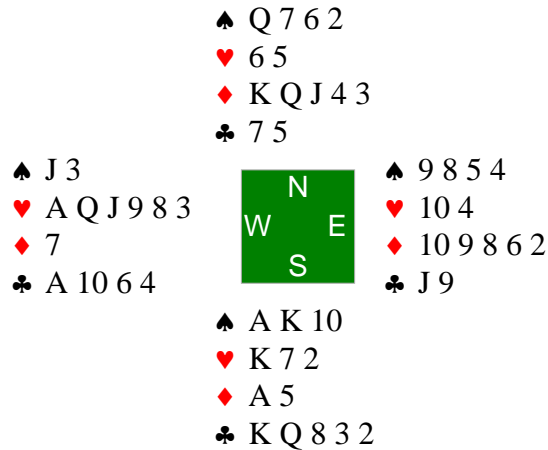
Auction Commentary: Responder does not have enough HCP to bid at the 2-level and now can bid 2♥, showing a 5 or 6-card suit. Low values even if partner rebids 1NT.

Opening Lead: Q♠ (This is the top of partner's suit. When West returns a small ♠, having played "high-low," East will know partner is now void in ♠s. If West had 3 pieces in partner's suit, the opening lead would have been the smallest one.)

Planning the Play: Counting losers, Declarer finds 3 ♠s, 2 ♥s, and a possible 3rd trump. After 3 ♠ losers, the leader discards a low ♦ or a low ♣. Partner can now see no future in the 2 suits on the table and continues with a 4th ♠. Although it gives a ruff and discard the leader must NOT overruff as there is a possible trump promotion holding the 9♥.

After losing to the A♥, the East hand plays another ♠, thus defeating the hand with the 9♥ and achieving an UPPERCUT!

Board 11
 South Deals
 None Vul



S 4♠; S 3N; N 3♠; S 3♦; N 2♦; S 2♣; EW 1♥; N 1♣;
 Par +420: S 4♠=

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

Auction Commentary: After LHO overcalls 1♥, North makes a negative double guaranteeing a 4-card ♠ suit. North does not hold enough HCP to make a 2-level bid in ♦s, and does not want to bypass the 4♠s. (And the point count on this negative double is unlimited.) Opener adds the two hands together, and decides that their 19 HCP plus partner's (at least) 6 points are worth a game try. Holding a stopper in the overcalled suit, South bids 3NT.

Opening Lead: Q♥ (the top of a broken sequence)

Planning the Play: In NT, count your winners: 4♠s, and 1♥, and 4♦s. You see 9 tricks off the top, and you and run for your life without another heart stopper! "Take 'em and run!"