

## Board 2

East Deals  
N-S Vul

		♠ A 6 5		
		♥ K J		
		♦ K Q 4 3		
		♣ Q J 10 2		
♠ K J 10 9 8				♠ 4 3 2
♥ 5 4 3				♥ Q 10 8 7 2
♦ 9 5				♦ A 8 6 2
♣ A 8 7				♣ 6
		♠ Q 7		
		♥ A 9 6		
		♦ J 10 7		
		♣ K 9 5 4 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	
		Pass	Pass	
2 ♠	2 NT	Pass	3 NT	
All pass				

**Auction Commentary:** In the third seat, West opens 2 ♠. Here's why -- partner passed, RHO passed, and West has only 9 HCP. So, LHO is marked with a good hand. Even though this 2 ♠ preempt is a ♠ card short, when you are short in the other major, and you want the lead of a ♠, you should jump in. North isn't going to let your preempt stand, and they are not going to bid ♠s! North doesn't have tolerance for a takeout double (♥s), so bids 2 NT (showing a 15-18 balanced "1 NT opener equivalent" that isn't afraid of ♠s. South raises to 3 NT, knowing there are enough combined points to bid game. If the 3rd hand passes here, the normal lead is 7 ♥, (4th best), and 3 NT is cold. Only a spade lead defeats the contract.

**Opening Lead:** 2 ♠ (holding 3+ cards in partner's suit, lead low - this gives partner count on the suit to know how many ♠s declarer has)

**Planning the Play:** In NT, count winners: 4 ♣ tricks, 1 ♠ trick, 2 ♥ tricks, and 3 ♦ tricks... but that's before the ♠ lead. Now, the defenders will get the A ♦, and the A ♣, which is also the entry to a total of 4 ♠ tricks. 3 NT will go down 2 tricks, for +200 reward.

### Takeaways:


2 NT has many faces! Like every auction, this bid means something different depending upon where it comes in the auction.

- A 2 NT opener is balanced with 20 or 21 HCP. "Systems are on!"
- 1x - 2 NT overcall is the Unusual 2 NT, showing 5/5 in the two lowest unbid suits.
- 1M - P - 2 NT by agreement is Jacoby 2 NT, showing 4+pcs in the major and 12+ points.  
(There is much more followup in this system. Don't use a system if you only know 1 bid!)
- 1x - P - 1y - P  
2 NT -- this 2 NT jump-rebid by opener shows no fit, and a balanced hand with 18 or 19 HCP.
- 2x weak - 2 NT overcall shows a 1 NT hand (15-18) with at least one stopper in the weak suit.

**Board 3**  
 South Deals  
 E-W Vul

**Strong Jump**

♠ 7 4  
 ♥ 10 6 2  
 ♦ K 5 2  
 ♣ K 10 9 7 4

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

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

**Auction Commentary:** Over a Weak Two opening, a jump is strong: 15-17 HCP, a guaranteed 6-card suit, and at least 2 of the top 3 honors. There is no WEAK OVER WEAK. If they are weak you are strong. Responder to the weak opener cannot bid at the 4-level now. Advancer, with 3-card support for partner's suit, accepts the invitation to game.

**Opening Lead:** 2 ♦ (Lead LOW from 3 cards, except if you have an Ace in the suit. Against a suit contract, we NEVER lead away from an Ace. This usually gives away a trick!)

**Planning the Play:** In a suit contract, count your losers: 2 ♦s, 1 ♥ and 1 ♣ trick -- too many losers. Examining the best option to eliminate one, it doesn't look like the ♣ suit will be of much help. (If we held QJT ♣ instead of QJ3 ♣, we could try it. But when the K ♣ is in North, and they cover the Q ♣ with the K ♣, their T ♣ will be set up.) We're going to have to try the ♥ finesse.

NOTE: If the K ♥ is in the North hand, even with 25 HCP and a 9-card fit, defended properly, nobody can make this contract. ;)

**Takeaway:**

An overcall at the 2-level is just competing as if they opened 1 ♦. This West hand is too strong to "just overcall" that way. The jump-overcall over the preempt much better describes the hand; and accurately describing your hand at the first opportunity gives the partnership the best chance at getting to the right contract!

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

	Overcalls		
	♠ Q 3		
	♥ A 7 3 2		
	♦ 6 4		
	♣ A Q 9 8 2		
♠ K J 9 6 2	<div style="display: inline-block; text-align: center;"> <div style="border: 1px solid black; padding: 5px; margin: 0;">             N              W     E              S           </div> </div>	♠ A 8 5 4	
♥ J 4		♥ K Q 10 8 5	
♦ 8 3 2		♦ K 7	
♣ J 10 7		♣ K 4	
	♠ 10 7		
	♥ 9 6		
	♦ A Q J 10 9 5		
	♣ 6 5 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♥	3 ♦
All pass			

**Auction Commentary:** South makes a "weak-jump" 3 ♦ overcall, and shows not much else with no outside entry. This promises a 6-card suit, with 3 of the top honors. Without the preemptive jump-overcall, West would have been able to show the ♠s, but is not good enough to bid them at the 3-level. EW have now missed their ♠ fit, and being vulnerable cannot afford to bid again.

**Opening Lead:** J ♥ (top of a doubleton in partner's suit)

**Planning the Play:** Declarer in a suit contract counts losers: 2 ♠ losers, 1 ♥, 1 ♦, and 2 ♣ losers. This is 2 losers too many, although South's disruptive 3 ♦ call didn't really expect to make the contract! Declarer wins the opening lead with the A ♥ in dummy and finesses to the Q ♦. It worked, so back up to the A ♣ and finesse again (in case RHO had Kxx). When the K ♦ is played, win the A ♦ and draw the final trump. Now lead toward the Q ♣, hoping that LHO produces the K ♣. When this doesn't happen, DUCK the trick, hoping the K ♣ is in RHO and is a doubleton. South will lose 1 ♣ trick, 1 ♥ trick, 2 ♠ and no ♦s. Look at that - the contract makes for +110! If left undisturbed, EW will find ♠s and make 3, for -140 for your side.

**Takeaways:**

Remember that in order to determine whether or not you can safely preempt this to the 3-level, use this formula:

Add up the length of the suit plus the number of honors in the suit -- 6 (length) + 3 (honors) =9  
 If it adds up to 7, safely bid at the 1-level. If it adds up to 8, safely bid at the 2-level. Since it adds up to 9, you can safely bid this at the 3-level.