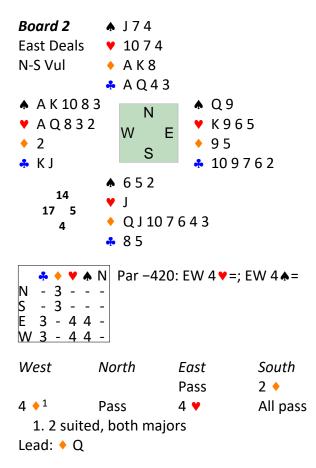


Over 1 ♥, a takeout double is also possible, but facing a passed hand it's better to show your long suit. North-South may work out that 5 ♦ is a good save against 4 ♠.

If East-West are in 4 ♥, they'll go down on a spade lead, because South gets a ruff. On a diamond lead, 4 ♥ should make if declarer ducks twice in trumps - they must keep a trump in dummy, to avoid being forced again.

If the eventual contract is  $4 \triangleq$ , declarer has ten tricks, as long as they remember to win the first heart.

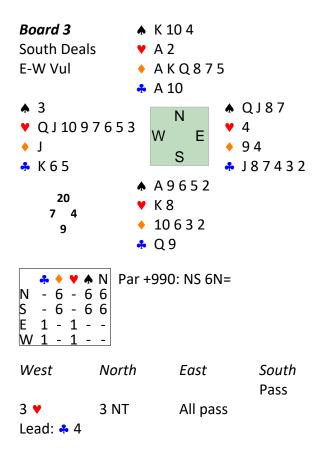


Did you open 2 ◆, 3 ◆ or pass? 3 ◆ is too much in second seat at unfavourable vulnerability.

West's 4 • is part of Leaping Michaels, a way to show specific 2suited hands over opening weak twos. 4 • would show clubs and a major.

North might be tempted to double 4  $\diamond$ , but that's not a good idea, because it invites South to bid 5  $\diamond$ . You don't expect to make 5  $\diamond$ , and you don't want to sacrifice at this vulnerability.

After South leads  $\blacklozenge$  Q, North should leave them on lead, so that South can lead a club through dummy. Now a third round of clubs can be ruffed with the jack, but declarer should still pick up North's trumps by leading the first honour from West.

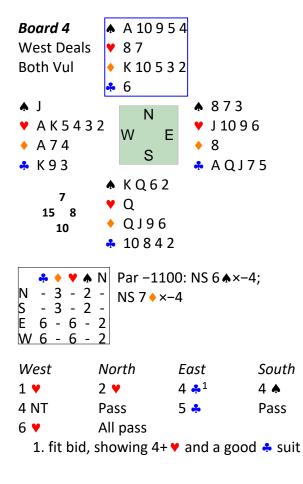


West is vulnerable and in second seat, but with an 8-card suit it is worth getting in the way. In this case, the preemptive opening stops North-South from reaching a good slam.

3 NT is easy to play, of course.

If North plays in 6 • and gets a club lead, they may guess right; if not, they may still make by eliminating hearts and exiting with a club.

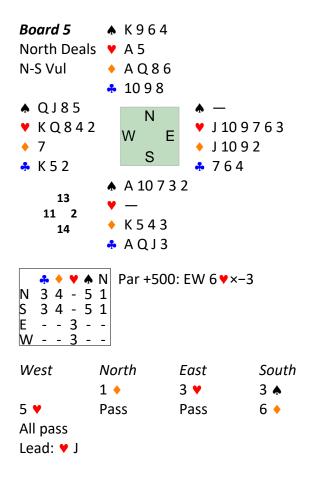
If South plays in spades, they should make by playing safe in trumps.



East's fit bid sets Hearts as trumps and shows good clubs. With this helpful information, West knows to bid on over 4  $\clubsuit$ , and they also know that slam is likely to be good.

Other partnerships may play splinters. In that case, East will bid 4 ◆ over 2 ♠, and East-West should still reach slam.

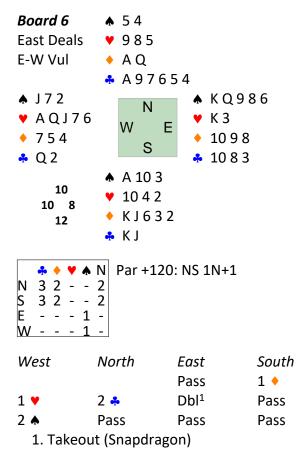
North-South may save in 6  $\clubsuit$ , which costs only 1100 (or less if the defenders don't get both diamond ruffs).



The favourable vulnerability allows East to interfere with the opponents' auction by bidding 3 ♥.

West should join in, and it's much more effective to bid 5 ♥ straight away, rather than bidding 4 ♥ then 5 ♥. Bidding 5 ♥ may cause the opponents to misjudge and get too high or too low.

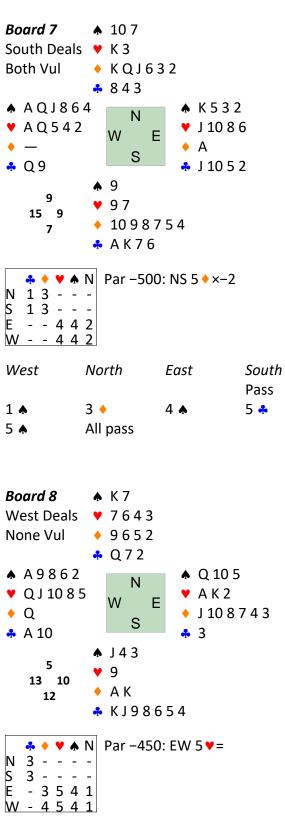
Over 5 ♥, North has a difficult bid, and may either bid 5 ♠ or make a forcing pass. 5 ♠ is just making if declarer plays carefully, but South may decide to bid to the six-level.



East's double shows spades and secondary heart support, offering a choice of suits to compete in.

2 A is one down, but that's OK as North-South can make a partscore.
2 V would go more down on good defence, as North can throw a spade on the third round of diamonds, then and get one or two spade ruffs.

If North is in 3 **\***, after three rounds of hearts and a spade switch, declarer should make by cashing two top clubs then throwing a spade on a diamond.



Facing a passed hand, North should bid 3 • even though the hand is balanced and has some defence.

With surprising 6-card support for diamonds, South saves in 5 ◆. However, if the opponents bid on to 5 ♠, South really wants a club lead. Hence South bids 5 ♣ not 5 ◆. As a passed hand, this must be showing diamond support.

In this case, West probably will bid 5  $\clubsuit$ , and a club lead is necessary to beat it.

Although South has a broken suit and some defence, it's probably right to interfere with the opponent's two-over-one auction (even more so if East has made a bid that shows spade support). Then North might raise and South might save, though neither of these bids is clear.

In 5 A, West can get a diamond ruff for two down, as long as they lead a diamond at trick one (or A and switch to a diamond).

If East-West get to  $5 \blacklozenge$ , it can be beaten with a heart ruff.  $5 \lor$  will always make as the cards lie.

West	North	East	South
1 🔺	Pass	2 🔶	3 🐥
3 💙	4 🐥	4 🔺	5 🐥
Dbl	All pass		