

7) (opponent) -----	(partner) -----	(opponent) -----	(you) -----
1NT	pass	2D*	pass
2H	pass	3NT	<u>Pass</u>

We had intended to make a bid if 2D* had proved to be weak; by the opps bidding 3NT it is clear that they are strong and that we should keep quiet.

8) (opponent) -----	(partner) -----	(opponent) -----	(you) -----
1NT	pass	2D*	pass
2H	pass	pass	<u>Double</u>

The opps are weak and so we enter the fray -we double for takeout

9) (opponent) -----	(partner) -----	(opponent) -----	(you) -----
1NT	pass	2D*	pass
2H	pass	pass	<u>2SP</u>

The opps are weak and so now we bid. We overcall 2Sp.

10) (you)	(partner)	11) (you)	(partner)
1S-----	2C	1H-----	1NT
2D-----	<u>2H</u>	2C -----	<u>2D</u>

We bid 4th suit forcing. ie 2H.
We are saying to partner, " we have enough points for game but I can't bid 3NT on my own , can you ? . I do have half a guard in the unbid suit HRts " .

We bid 2D because they are long and because we don't like either of partner's suits. Partner may not be expecting this response but they should work it out.

12) (declarer)	(dummy)	13) (declarer)	(dummy)
AKQJ87	10932	AKJ108	92
65	AQ4	5	AQ7
43	AKQ	AKQJ	7654
AKJ	432	AKQ	6543

(only 12 cards in dummy on some scripts ; no matter. You can still plan the play)

- 1) Win Ace Hrts
- 2) Play Ace sp
- 3) Play K sp
- 4) Play Ace Di
- 5) Play K di
- 6) Play Q Di *throwing a heart*
- 7) Ace Cl
- 8) K cl
- 9) play J cl and trump it in dummy
- 10) Claim the rest

- 1) play Ace Hrts
 - 2) Play 9 spades
if the 9 spades wins , and it had better if we are to make 7SP !
 - 3) Play 2 sp to the Jsp
 - 4) Play Ace sp.
 - 5) Play K sp
 - 6) Claim the rest
- {{NB the only difficulty on the hand was drawing trumps. With 7 trumps (as with 8) we always finesse for a missing Queen).