

Weak 2 suiter Openers

Board 1
 North Deals
 None Vul

♠ K Q 10 6 4
 ♥ 5 4
 ♦ Q 8 7 4
 ♣ 7 5

♠ A 8 2
 ♥ 9 3 2
 ♦ 10 6 5
 ♣ K J 9 3

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

♠ J 7 3
 ♥ A K 8 6
 ♦ K 9 2
 ♣ A 6 4

| | | | |
|------|------------------|------|-------------------|
| West | North | East | South |
| | 2 ♠ ¹ | Pass | 2 NT ² |
| Pass | 3 ♦ ³ | Pass | 3 ♠ |

- All pass
1. Weak 5 card suit/4+ minor (alert)
 2. Strong relay (alert)
 3. Minimum with 4+ diamonds (alert)

South makes a game try with 2 NT to find out which minor North has and how strong they are.

North shows a minimum strength hand with diamonds. South would need to face a maximum hand to bid game, therefore signs off in 3 ♠.

North should make 9 tricks in this contract.

Board 2
 East Deals
 N-S Vul

♠ A 6 5
 ♥ 7 5 3 2
 ♦ A 8
 ♣ J 9 4 2

♠ 8 4 3
 ♥ A
 ♦ K Q 10 4 3
 ♣ A K 8 7

♠ K 7 2
 ♥ Q J 10 8 4
 ♦ J 9 7 5 2
 ♣ —

♠ Q J 10 9
 ♥ K 9 6
 ♦ 6
 ♣ Q 10 6 5 3

| | | | |
|-------------------|-------|------------------|-------|
| West | North | East | South |
| | | 2 ♥ ¹ | Pass |
| 2 NT ² | Pass | 3 ♦ ³ | Pass |

- 5 ♦ All pass
1. Weak 5 card suit/4+ minor (alert)
 2. Strong relay (alert)
 3. Minimum with 4+ diamonds (alert)

West has enough high-card strength to try for game in whichever minor suit East holds.

3 ♦ shows a minimum hand with diamonds after which West bids the diamond game.

Without a hold in spades, West chooses diamonds over no-trumps.

On this occasion, 5 ♦ is the only game that makes.

Board 3
 South Deals
 E-W Vul

♠ Q 4
 ♥ A J 10 5
 ♦ K 8 3
 ♣ K J 9 2

♠ A 6
 ♥ K Q 4
 ♦ 9 5
 ♣ A Q 10 8 6 3

♠ 9 8 5 2
 ♥ 9 7 3 2
 ♦ Q J 10
 ♣ 7 4

♠ K J 10 7 3
 ♥ 8 6
 ♦ A 7 6 4 2
 ♣ 5

| | | | |
|------|-------|----------|-------|
| West | North | East | South |
| | | | 2 ♠ |
| 3 ♣ | Dbl | All pass | |

After South's 2 ♠ opening, West has a very reasonable 3 ♣ overcall. However, North has a strong hand to defend 3 ♣ and should double for penalties. South must trust their partner and pass.

On the opening lead of ♠ Q, the defence can take one spade, two heart, two diamond and three club tricks for +1100 (down 4).

Remember after such an opening bid, any double from your partner is for penalties. West will not look back on the hand very happily. They were just unlucky.

Board 4
 West Deals
 Both Vul

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

♠ 5
 ♥ K Q 9 7 4
 ♦ K J 10 9 3
 ♣ 8 2

♠ A Q J 7
 ♥ 8 2
 ♦ A 5
 ♣ A Q 9 6 3

♠ 10 9 8 6 3
 ♥ A 6 5
 ♦ Q 7 2
 ♣ J 4

| | | | |
|------------------|-------|-------------------|----------|
| West | North | East | South |
| 2 ♥ ¹ | Pass | 2 NT ² | Pass |
| 3 ♠ ³ | Pass | 3 NT | All pass |

1. Weak 5 card suit/5+ minor (alert)
2. Strong relay (alert)
3. Maximum with 5 diamonds (alert)

East is strong and hence bids 2 NT to check which minor partner holds.

Had West held clubs, East may have chosen to play game in that minor. However, since West has diamonds, 3 NT looks like the best game to play.

With tricks in every suit and all finesses working, at least 9 tricks should be the outcome.

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Board 5
 North Deals
 N-S Vul

♠ J 9
 ♥ A 10
 ♦ 9 5 2
 ♣ A 10 9 8 7 2

♠ K Q 10 6 4 3
 ♥ 4
 ♦ A 8 7
 ♣ K 6 5

♠ 8 7 2
 ♥ K Q 8 7 6
 ♦ K Q 6 4
 ♣ 4

♠ A 5
 ♥ J 9 5 3 2
 ♦ J 10 3
 ♣ Q J 3

| | | | |
|-----------------|--------------|-----------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | Pass | 2♥ ¹ | Pass |
| 2♠ ² | Pass | 3♠ ³ | Pass |
| 4♠ ⁴ | All pass | | |

1. Weak 5 card suit/4+ minor (alert)
2. Non forcing, to play (alert)
3. Maximum hand and 3 card spade support
4. To play

Initially West bid 2♠ to play. However, with three spades, a singleton club and good red suit holdings, East can invite game with 3♠. West is strong enough to accept.

There should be only three aces to lose.

Board 6
 East Deals
 E-W Vul

♠ A Q 4 3
 ♥ A 7
 ♦ K 9 2
 ♣ A Q 5 3

♠ K 9 6
 ♥ K J 4 2
 ♦ 8 7
 ♣ K 10 9 2

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

♠ J 10 5 2
 ♥ 8 3
 ♦ Q 6 5
 ♣ J 8 6 4

| | | | |
|-------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | | 2♥ | Pass |
| 3♥ | Dbl | Pass | 3♠ |
| Pass | 4♠ | All pass | |

West's raise to 3♥ is not invitational to game and is designed to make it harder for the opponents to judge the level to play the board.

North makes a take-out double with South bidding 3♠. However, North cannot tell whether their partner is very weak or has enough to make game. Therefore, as North is so strong, they will raise to 4♠. However, there should be 4 losers.

Note: 3♥ is one down but N/S would never defend that contract. The pre-emption has thus worked.

Board 7
 South Deals
 Both Vul

♠ K 9 8 2
 ♥ A K Q 9
 ♦ 10 6
 ♣ Q 8 5

♠ A 7
 ♥ 7 4 3 2
 ♦ K Q 9 7 3
 ♣ 7 2

♠ 4 3
 ♥ J 10 8
 ♦ A J 8 5 2
 ♣ K 9 6

♠ Q J 10 6 5
 ♥ 6 5
 ♦ 4
 ♣ A J 10 4 3

| | | | |
|-------------|------------------|-------------|-----------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | | | 2♠ ¹ |
| Pass | 2NT ² | Pass | 3♥ ³ |
| Pass | 4♠ | All pass | |

1. Weak 5 card suit/5+ minor (alert)
2. Strong relay (alert)
3. Maximum with 5+ clubs (alert)

North has just enough to try for game and hence bids 2NT.

South shows a maximum hand with clubs (3♥) causing North to jump to 4♠.

The contract should make an overtrick.

NB: because South is vulnerable, they should have a 5+ card minor for their opening bid.

Board 8
 West Deals
 None Vul

♠ 6 5
 ♥ A K 10 7 5
 ♦ Q 9 5 2
 ♣ 10 5

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

♠ A Q 8 2
 ♥ 4 2
 ♦ K 8 6
 ♣ A K 9 3

♠ J 9 7 4
 ♥ 3
 ♦ A J 7 3
 ♣ J 8 4 2

| | | | |
|-------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| Pass | 2♥ | Dbl | 3♣ |
| Pass | 3♦ | All pass | |

South has no desire to play in hearts, doubled, which would happen if they passed East's take-out double.

Thus, with 4 cards in each minor, they bid 3♣, requesting North to pass if their minor is clubs or to bid 3♦ with diamonds.

North should not draw trumps but try to ruff hearts in the South hand and black suits in the North hand. The contract should fail by two tricks but this gives North-South a better score (-100) than had North not opened and East played in 1NT or 2NT making 8 tricks (-120).