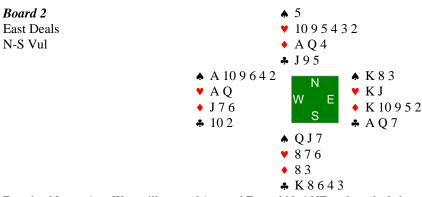
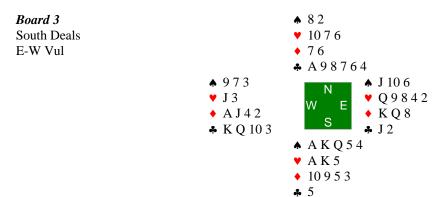


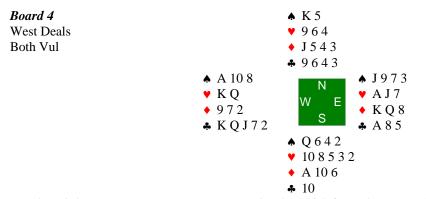
North should open 1 \clubsuit to which South responds 1 \blacklozenge . North rebids 1 \clubsuit , and South must now show shape and strength by bidding 2 \bigstar . North may try 2 NT, and South should persist with 4 \bigstar . As the cards lie, 6 \bigstar can be made North-South, but reaching the best game of 4 \bigstar should be a good score. West will probably lead J \blacklozenge . South can make 12 tricks by leading twice towards the KQ \bigstar .



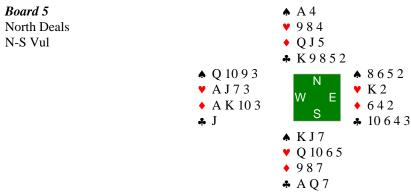
East should open 1 \blacklozenge . West will respond 1 \blacklozenge , and East rebids 1 NT to show the balanced 16 count. West now knows that the partnership has enough for game, and that East has at least 2 \blacklozenge , so bids 4 \bigstar . North will probably lead 10 \heartsuit . West should play off the two top trumps, leaving the Q \blacklozenge at large, and establish extra tricks in the \blacklozenge suit by leading towards the K \blacklozenge in dummy.



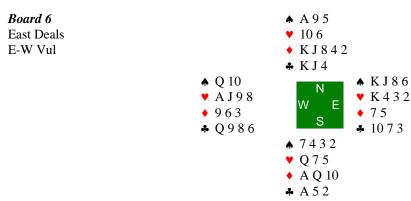
South opens 1 \bigstar ; North has nothing to say with just 4 points, and that may end the auction. South has an easy 8 tricks (5 \bigstar , AK \checkmark and A \bigstar), but can try for a 9th by ruffing a \blacklozenge in the dummy. East-West can prevent this by leading trumps whenever they can.



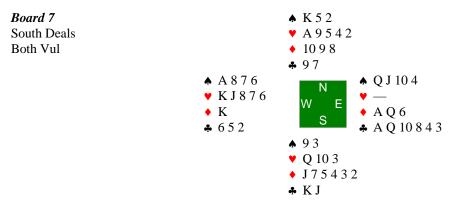
West has a balance 15 count, so opens 1 \clubsuit . East makes the straightforward response of 1 \clubsuit , and West rebids 1 NT. East simply raises this to 3 NT, knowing that the partnership has at least 30 and at most 32 points. North will probably lead a low \blacklozenge , showing an honour in the suit. After South takes the A \blacklozenge and continues the suit, West should make 10 tricks by way of 1 \clubsuit , 3 \heartsuit , 1 \blacklozenge and 5 \clubsuit .



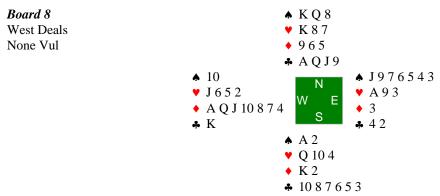
Neither North nor East has an opening bid, so South will open 1 NT and likely play there. The fate of the hand depends on which 4-card major West chooses to lead; a \bigstar lead immediately gives declarer 3 tricks in that suit, whereas a \checkmark lead gives the defence a head start. Declarer has just 5 top tricks, and will probably try for 2 more in the club suit - unlucky on the bad break! Could be a range of results on this hand.



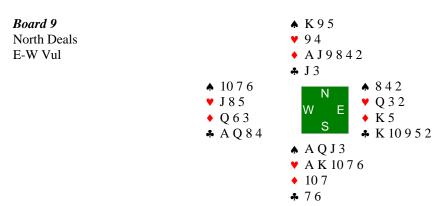
East will pass, and South will open 1 NT on the balanced 12 count. With 12 points North should invite to game by bidding 2 NT, and South will pass. West should lead a low \checkmark , and East-West can take the first 4 tricks in that suit. South has 8 top tricks (1 \bigstar , 5 \blacklozenge and two \clubsuit), and may try for one more by finessing in \clubsuit - this time it works!



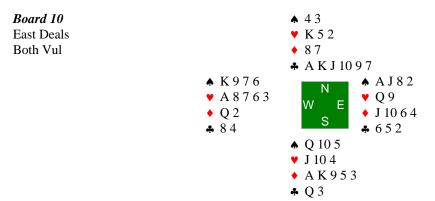
South should not be tempted to open a weak $2 \blacklozenge$, and the suit is not good enough. West and North should pass; East will bid $1 \clubsuit$. West responds $1 \blacktriangledown$, and now it depends on what East rebids; if he rebids $2 \clubsuit$, that will probably end the auction; if he chooses $1 \clubsuit$ instead (looking for major fit), West can raise to $2 \clubsuit$, and now the \bigstar game may be found. Against $4 \clubsuit$, South will probably lead a \blacklozenge , the unbid suit, and East has an easy ride to 11 or 12 tricks by way of setting up the \clubsuit suit for extra tricks.



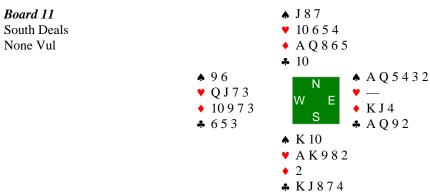
West should open 1 \blacklozenge , and the hand is a little too strong for 3 \blacklozenge , and it is not good practice to open a preemptive bid in a minor while holding a 4-card major. While North has a good hand, does not really have the shape for a take out double, does not have a hold in opponents suit, and does not have a 5-card suit to overcall, so may choose to pass. East may pass or bid 1 \blacklozenge , and it is not easy to see where this will end up. As the cards lie, neither side has a game contract.



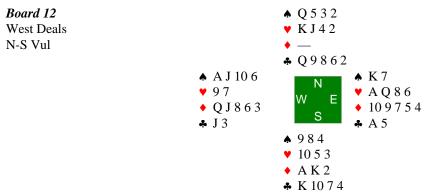
North has a standard $2 \\ \bullet$ opening, and South should somewhat reluctantly pass this. North should make at least 10 tricks, losing just $2 \\ \bullet$ and the K $\\ \bullet$, and may make 11 or even 12 if East-West do not find their $\\ \bullet$ tricks in time; North can set up extra tricks in the $\\ \bullet$ suit to dispose of his $\\ \bullet$ losers.



East passes and South opens a standard 1 NT. Although North has only 11 points, should raise to 3 NT, and he has a very good 6-card suit to provide lots of tricks. West will probably lead a \checkmark , but this contract should make by way of 6 \clubsuit tricks, the AK \blacklozenge plus one tricks in the majors.



South opens a routine $1 \\ \checkmark$, and North makes a routine raise to $2 \\ \checkmark$. The bad lie in the opponents' \checkmark suit means that South can make no more than 8 or 9 tricks.



Neither West nor North can open, so East bids $1 \\ \bullet$. Despite having a 5-card fit for his partner's $\\ \bullet$, West should still explore for a possible major fit by bidding $1 \\ \bullet$. East has a slightly difficult rebid, with $2 \\ \bullet$ being the best shot; this should end the bidding. This contract should make 10 tricks, losing just the two top $\\ \bullet$ and a $\\ \bullet$.