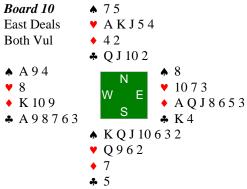
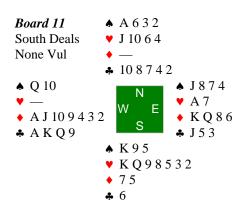


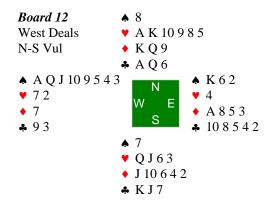
North has a perfect 3 ♠ opening, and in fact North-South can make 4 ♠ on their combined 16 points even if East-West do find their ♣ ruff. West can always make 5 ♥, and East will do so if North-South do not find their ♦ ruff. There will be some interesting competitive bidding on this hand!



East has a sound $3 \bullet$ opening, and South will probably overcall $3 \spadesuit$; West may choose to raise to $4 \bullet$. Once again, there could be some lively bidding; as the cards lie, North-South can make $3 \lor \text{ or } 3 \spadesuit$, and East-West can make $6 \bullet !$



South will open a normal $3 \checkmark$, and West will overcall $4 \checkmark$. North should raise South to $4 \checkmark$, and East should bid $5 \checkmark$. At this vulnerability, North-South should bid $5 \checkmark$; this will fail by 1 trick, but even if they are doubled the penalty is only -100 against the 400 that East-West can make in $5 \checkmark$.



West should open a highly disruptive 4 ♠, and North will probably try 5 ♥. This contract can be beaten by two tricks on the following difficult defence. East leads A • and gives his partner a • ruff; West returns a LOW • to East's K, and receives a second • ruff. Note that 4 ♠ can be made.