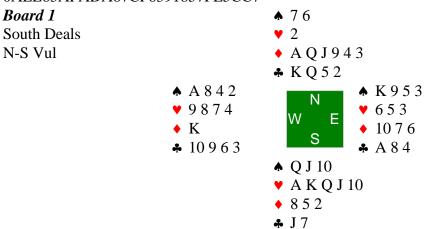
0AEE63AFADA87CF6391857FE5CC7



Shape 2164 4333 3532 4414 HCP 12 7 14 7 Losers 5 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	

3 N by North

09E1B73BB05F356FDBD751206EEA

Board 2 **♦** Q94 South Deals ♦ AJ54 E-W Vul ♣ KQ10876 **↑** A 7 6 2 **▲** 10 8 5 3 **♥** KQJ9 **v** 10 7 6 5 **◆** 10 8 3 ★ K 9 6 S ♣ J4 **4** 3 2 ♠ KJ A 8 4 3 2 ◆ Q72

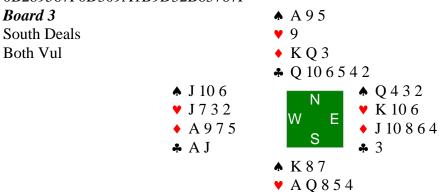
Shape 3046 4432 2533 4432 HCP 12 3 14 11 Losers 5 10 7 8

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 v	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \blacktriangle^2$	Pass	3 y	
Pass	3 NT	Pass	Pass	
Pass				
1. forcing 1 NT				

♣ A 9 5

- 2. limit raise or better in !C
- 3 N by North

0B289567F0D309A1B9D32B63767F

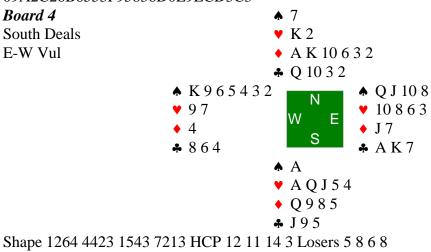


***** K 9 8 7 Shape 3136 4351 3514 3442 HCP 11 6 12 11 Losers 6 8 6 9

1 0 12 11 120	3013 0 0 0 7	
North	East	South
EPBot1	EPBot2	EPBot3
		1 🔻
$1 \mathrm{NT^1}$	Pass	2 🚓
$2 \blacktriangle^2$	Pass	3 v
3 A	Pass	5 ♣
Pass	Pass	
ng 1 NT		
raise or bett	er in !C	
outh		
– NS +600		
	North EPBot1 1 NT¹ 2 ♠² 3 ♠ Pass ng 1 NT	EPBot1 EPBot2 1 NT¹ Pass 2 ♠² Pass 3 ♠ Pass Pass Pass ng 1 NT raise or better in !C outh

• 2

09A2C26B6553F95836D0E9ECD3C3

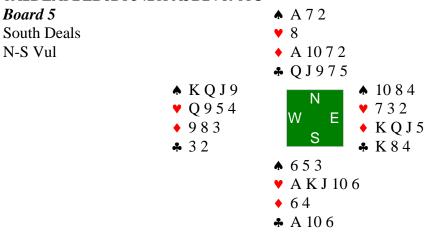


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	$4 \mathrm{NT}^3$
Pass	5 ∨ ⁴	Pass	6 🔸
Pass	Pass	Dbl	Pass
Pass	Pass		
1 6 .	1 NIT		

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3. Blackwood 0314, for !D
- 4. A=2/5 or 5/5, Q(D)=0
- 6 ◆× by South

Down 1 — NS -100

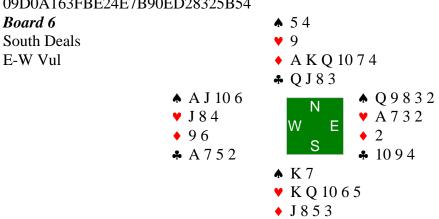
0A2DEAFBEB6DF3421FA5BB76901C



Shape 3145 3343 3523 4432 HCP 11 9 12 8 Losers 7 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
4 ♣ by So	uth		
Made 4 —	- NS +130		

09D0A163FBE24E7B90ED28325B54



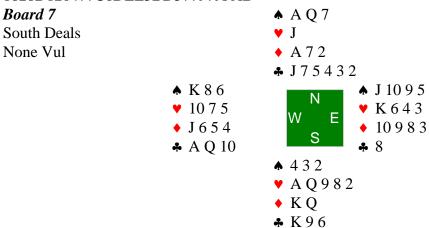
Shape 2164 5413 2542 4324 HCP 12 6 12 10 Losers 5 8 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	

♣ K 6

- 3 N by North

1828D120477C6DEE3BD577979FAB



Shape 3136 4441 3523 3343 HCP 12 4 14 10 Losers 7 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1	1 NIT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

1AAFD7B8FC45EE60EF345F5E57A2

Board 8 **♠** 6 South Deals **v** 10 N-S Vul ♦ AJ9754 ♣ A K 7 5 3 **★** KJ97 **▲** 10 8 5 4 3 **♥** QJ6 ♥ K 5 4 3 **♦** 82 S ♣ QJ86 **♣** 942 **♠** A Q 2 ♥ A 9 8 7 2 ◆ K 10 6 3 **.** 10

Shape 1165 5413 3541 4324 HCP 12 5 13 10 Losers 5 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	5 ♦	Pass	Pass
Pass			
1 forci	ng 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !D

5 ♦ by South

19B3E96FDF617053596AE2783C13 Board 9 **★** 3 2 South Deals E-W Vul ◆ A 10 9 8 5 2 ♣ AQJ82 ♠ Q 10 9 8 7 6 4 **♦** KJ5 **v** A 9 4 3 ♥ J872 ♦ QJ3 S **4** 943 **4** 65 **♠** A **♥** K Q 10 6 5 ♦ K764 **♣** K 10 7

Shape 2065 7402 1543 3433 HCP 11 3 15 11 Losers 5 7 5 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	5 ♦	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
5 ♦ by So	uth		

5 ♦ by South

18236ADCB7D9E7978F6FFDE24779

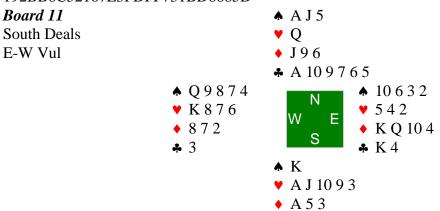


Shape 1237 4342 3523 5341 HCP 12 10 12 6 Losers 6 7 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1 fami	1 NIT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

192BB6C52167E3FDFF731BD6685D



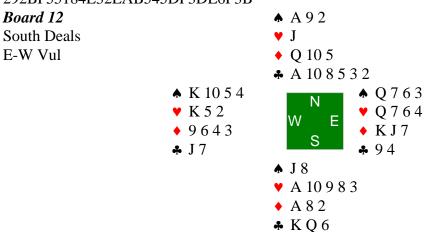
Shape 3136 4342 1534 5431 HCP 12 8 15 5 Losers 8 8 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2 limit	raise or hett	er in IC	

♣ QJ82

- 2. limit raise or better in !C
- 3 N by North

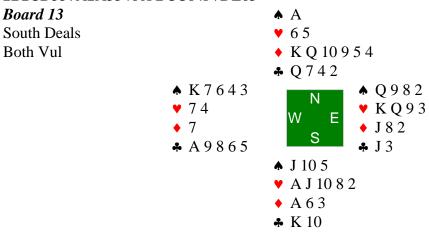
292BF55184E32EAB545DF3DE6F3B



Shape 3136 4432 2533 4342 HCP 11 8 14 7 Losers 7 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	– NS +400		

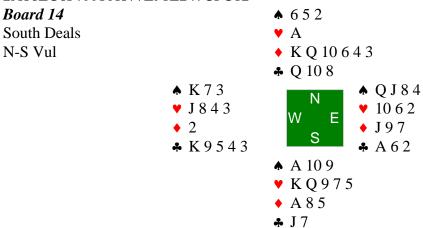
2B2CD557A2A55460FBCC84F7DE63



Shape 1264 4432 3532 5215 HCP 11 9 13 7 Losers 5 8 8 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
3 N by No	orth		
Made 3 —	- NS +600		

2A86EC6F799FA877E91E247CFC12



Shape 3163 4333 3532 3415 HCP 11 8 14 7 Losers 6 10 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	

4 ♦ by South

2822D3EBF8755563CA6038AA505B

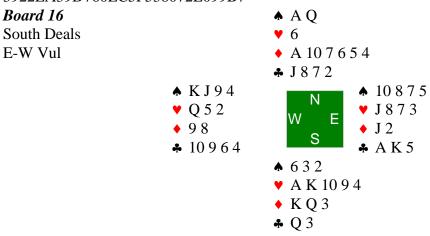
Board 15 **♦** A 5 South Deals **v** 7 None Vul ◆ QJ7542 ♣ K Q 8 2 **♦** KQJ7 **▲** 1098632 ♥ J 10 5 ♥ K932 **♦** 10 9 S **♣** J 6 5 3 ♣ A 7 4 ♥ AQ864 ♦ AK863 **4** 10 9

Shape 2164 6403 1552 4324 HCP 12 7 13 8 Losers 5 7 5 9

6 ♦ by South

U -	_ ,	• • • • • • • • • • • • • • • • • • • •	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	6 ♦
Pass	Pass	Pass	
1. forci	ing 1 NT		
2. limit	raise or bett	er in !D	
3. Blac	kwood 0314,	, for !D	
4. A=1	/5 or 4/5		

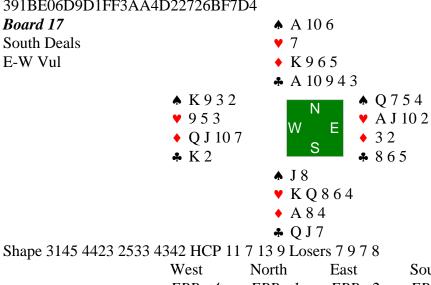
3922EA39D760EC5F538072E099B7



Shape 2164 4423 3532 4324 HCP 11 9 14 6 Losers 7 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	
3 N by No	orth		
Made 4 —	- NS +430		

391BE06D9D1FF3AA4D22726BF7D4



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	- NS +400		

3BE5B7506B24FEC37325927F18A9

Board 18South Deals
Both Vul

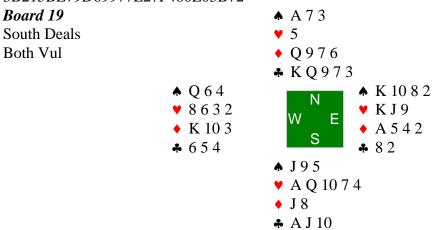
- **▲** 10 6 3 **♥** 8
- ◆ A K 10 6
- ♣ KJ874
- A 9 8▼ K 9 7 4◆ J 3 2
- ◆ J 3 2 ♣ Q 10 3
- W E S Q J 7 4 ♥ Q 5 3 • Q 8 7 5 • 9 5
- **★** K 5 2
- ♥ AJ1062
- **♦** 94
- ♣ A 6 2

Shape 3145 4342 3523 3433 HCP 11 7 12 10 Losers 7 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 **.** by South

3B215BE79D69977E27F480E03B72



Shape 3145 4342 3523 3433 HCP 11 11 13 5 Losers 6 8 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
4 ♣ by So	outh		
Made 4 —	- NS +130		

39E17366B12388579C62F21BECD8

Board 20South Deals
E-W Vul

- **★** 10 4
- **y** 9
- ◆ A K J 10 6 5
- ♣ K 10 8 4
- A 5 3 2▼ K J 5▼ 7 3

♣ 9732

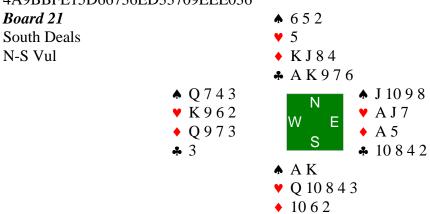
- W E S K Q 8 6 ▼ 8 7 4 2 • Q 8 • Q 6 5
- **▲** J97
- ♥ A Q 10 6 3
- **♦** 942
- ♣ A J

Shape 2164 4423 3532 4324 HCP 11 9 12 8 Losers 6 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 •	Pass	Pass
Pass			
4 0 .	4.3.700		

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 4 ♦ by South

4A9BBFE15D66736ED33709EEE036



Shape 3145 4324 2533 4441 HCP 11 10 12 7 Losers 7 9 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forcii	ng 1 NT		

♣ QJ5

- 2. limit raise or better in !C
- 4 ♣ by South

4823F952A9D037756BCF6D3F7FEC

Board 22 **A** A 9 4 South Deals **9** 6 ♦ KJ7 None Vul ♣ A 9 7 6 4 3 **★** K 10 6 2 **♦** Q8753 **∨** K9843 ♥ Q 10 **♦** 98 ♦ 65432 **4** 10 2 **♣** Q **♠** J ♥ AJ752

Shape 3136 5251 1534 4522 HCP 12 6 16 6 Losers 7 8 6 8

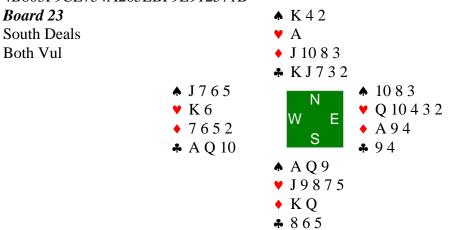
<i>522</i> 11C1 1	2 0 10 0 100	C15 / 0 0 0	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	$4 \mathrm{NT}^3$
Pass	5 ∀ ⁴	Pass	6 ♣
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
2 Dloo	lawood 0214	for IC	

◆ A Q 10 ♣ K J 8 5

- 3. Blackwood 0314, for !C
- 4. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

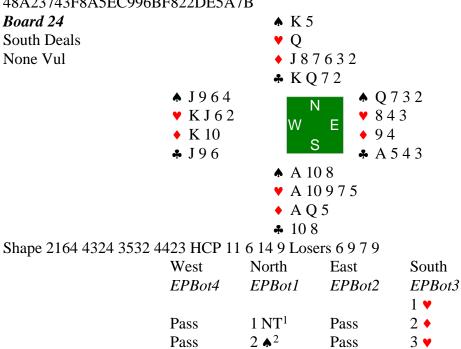
4B803F9CE754A265EBF9E912571B



Shape 3145 3532 3523 4243 HCP 12 6 12 10 Losers 7 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
4 ♣ by So	outh		
Made 4 –	-NS + 130		

48A23743F8A5EC996BF822DE5A7B



Pass

Pass

3 ♠

Pass

2. limit raise or better in !D

1. forcing 1 NT

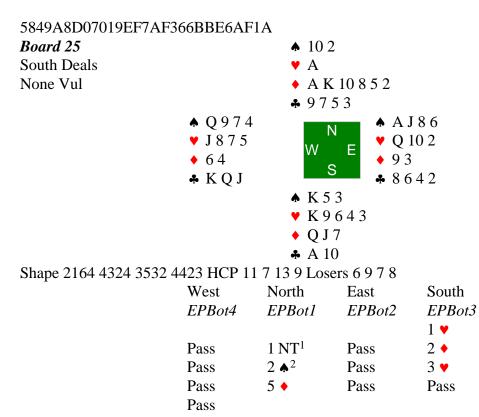
Made 3 — NS +400

3 N by North

Pass

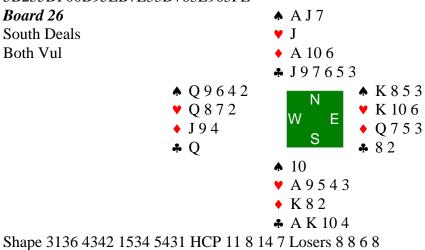
Pass

3 NT



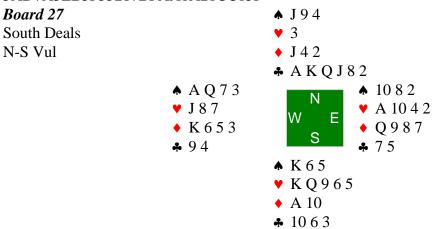
- 1. forcing 1 NT
- 2. limit raise or better in !D
- 5 ♦ by South

5B255DF00B95EB7E33D763E963FE



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 4 –	– NS +630		

5AD7A3EB3F55287BFAA1A21CC15F



Shape 3136 3442 3523 4342 HCP 12 6 12 10 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	

4 ♣ by South

5ABD6CEFF7B3174159508B6F68E2

♠ 9 Board 28 **v** 85 South Deals • A K Q 4 N-S Vul ♣ QJ10954 **♠** QJ2 **★** K 8 7 6 4 3 ♥ AJ 10 **9** 9 7 6 **◆** 10 8 6 2 **♦** 753 S **♣** K 6 3 ***** 2 **♦** A 10 5 ♥ KQ432 **♦** J9

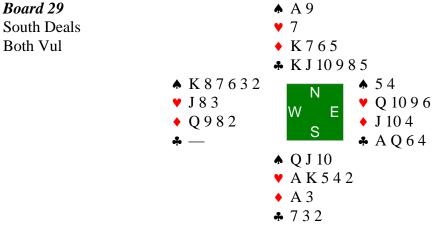
Shape 1246 6331 3523 3343 HCP 12 3 14 11 Losers 5 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	Pass
Pass			
1 forci	ng 1 NT		

♣ A87

- 2. limit raise or better in !C
- 4 ♣ by South

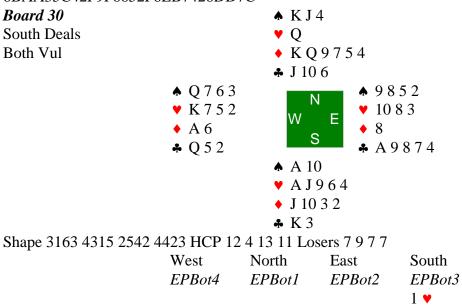
6B2EE79AB3931BFBC5D66762FDE9



Shape 2146 2434 3523 6340 HCP 11 9 14 6 Losers 6 8 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Made 4 —	- NS +630		

6BAA35C42F9F6652F6EB7426DD7C



1. forcing 1 NT

2. limit raise or better in !D

 $1 NT^1$

 $2 \wedge^2$

3 ♠

Pass

Pass

Pass

Pass

Pass

2 •

3 ♥

3 NT

3 N by North

Pass

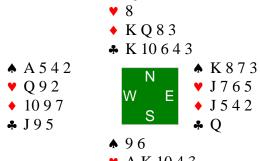
Pass

Pass

Pass

69E96332142FBC415D9BD4E763F5

Board 31 South Deals E-W Vul



♠ QJ10

♥ A K 10 4 3

♦ A 6

♣ A 8 7 2

Shape 3145 4441 2524 4333 HCP 11 7 15 7 Losers 6 9 6 10

		•100,010	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1~\mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	6 ♣
Pass	Pass	Pass	
1. forc	ing 1 NT		
2. limi	t raise or bett	er in !C	
3. Blac	kwood 0314	, for !C	

4. A=1/5 or 4/5

6 ♣ by South

Down 1 — NS -50

68316711FBA1EF4F655CCF377CEF

Board 32 South Deals None Vul

♠ A Q 4 **v** 85

J

♣ KJ98542

▲ J952 ♥ AJ43 ♦ K74

♣ 63



★ K 8 7 6 3 **♥** Q 6

986532

- **▲** 10
- **∨** K 10 9 7 2
- ♦ A Q 10
- ♣ A Q 10 7

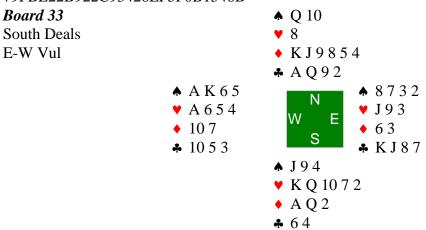
Shape 3217 5260 1534 4432 HCP 11 5 15 9 Losers 6 7 5 9

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 ♥	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \blacktriangle^2$	Pass	3 🔻	
Pass	3 A	Pass	$4 NT^3$	
Pass	5 ♠ ⁴	Pass	6 ♣	
Pass	Pass	Pass		
1. forci	ng 1 NT			
2. limit raise or better in !C				

- 3. Blackwood 0314, for !C
- 4. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

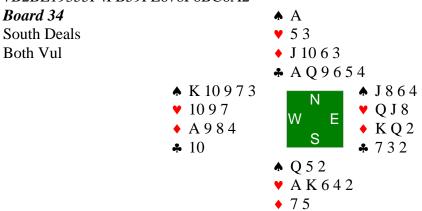
79FBE22B922C93426EF5F0B1546B



Shape 2164 4324 3532 4423 HCP 12 5 12 11 Losers 6 10 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	uth		
Made 4 — NS +130			

7B2BE19355F4FB59FE678F6BC6A2

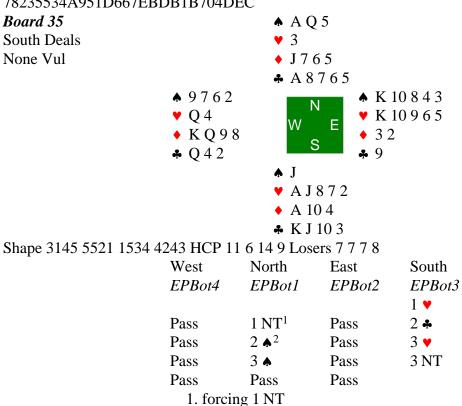


Shape 1246 4333 3523 5341 HCP 11 9 13 7 Losers 6 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	- NS +600		

♣ KJ8

78235534A951D667EBDB1B704DEC



3 N by North

Made 3 — NS +400

2. limit raise or better in !C

798155F3651B313A6FEF72AFD4E4

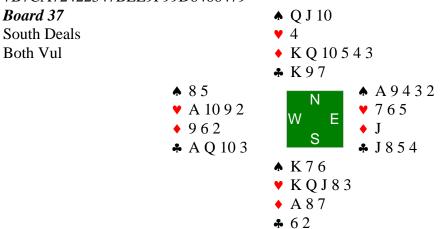
▲ 1098 Board 36 South Deals **♥** A E-W Vul ♦ AQ95 ♣ Q 10 7 6 4 ♠ Q632 **★** KJ75 ♥ Q985 **∨** K 10 3 **♦** 764 ♦ KJ32 S **4** 3 2 ***** 85 **∧** A4 ♥ J7642 **◆** 10 8

Shape 3145 4342 2524 4432 HCP 12 11 13 4 Losers 6 8 7 9

-			
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	5 *
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
5 ♣ by So	uth		
Made 6 —	- NS +420		

♣ A K J 9

7B7CA72422347BEE9F99D6466479



Shape 3163 5314 3532 2434 HCP 11 6 13 10 Losers 6 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forcii	ng 1 NT		
2. limit	raise or bette	er in !D	
3 N by No	orth		
Made 3 —	- NS +600		

8AAF5025EBD9722B0C69BFFFD055

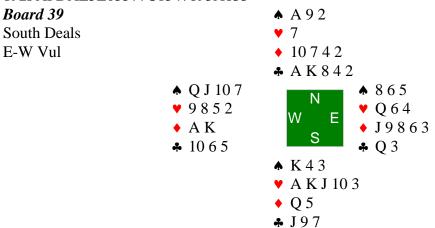
♠ Q87 Board 38 **y** 7 South Deals N-S Vul ◆ A 7 5 4 ♣ AJ854 **▲** J 10 4 3 **★** K 9 6 2 **9** 9 5 4 ♥ K 10 3 2 ♦ K93 ♦ J 10 8 6 S ♣ K73 **.** 9 **♠** A 5 ♥ AQJ86 ◆ Q 2 ♣ Q 10 6 2

Shape 3145 4441 2524 4333 HCP 11 7 15 7 Losers 7 8 6 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 ♥ ³
Pass	4 ♠ ⁴	Pass	5 4
Pass	Pass	Pass	
1. forci	ng 1 NT		
0 11			

- 2. limit raise or better in !C
- 3. Cue bid, a !H stopper
- 4. Cue bid, a !D stopper
- 5 ♣ by South

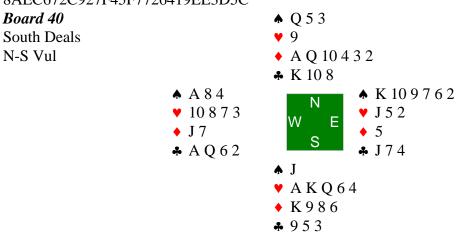
892FAFDAE5E03577C1547893A633



Shape 3145 3352 3523 4423 HCP 11 5 14 10 Losers 7 10 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
4 ♣ by So	outh		
Down 1 –	− NS −50		

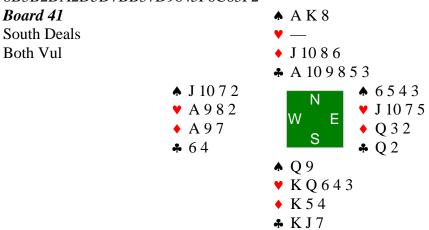
8AEC672C927F45F7726419EE3D5C



Shape 3163 6313 1543 3424 HCP 11 5 13 11 Losers 6 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	
3 N by No	orth		
Made 3 —	- NS +600		

8B3B2DA2D5D7BB37D9645F6C63F2

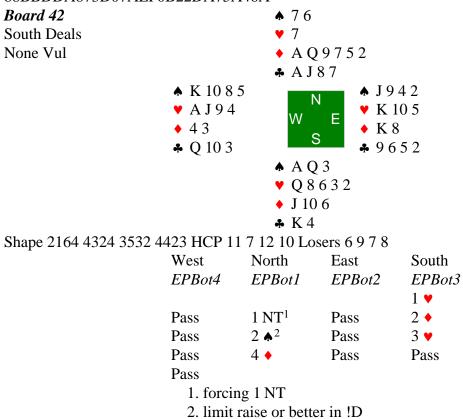


Shape 3046 4432 2533 4432 HCP 12 5 14 9 Losers 6 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1 forci	ng 1 NT		

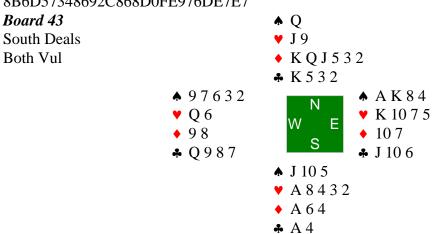
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

88BBDDA873D07AEF0B22DA75A46A



4 ♦ by South

8B6D57348692C868D0FE976DE7E7



Shape 1264 4423 3532 5224 HCP 12 11 13 4 Losers 6 8 8 9

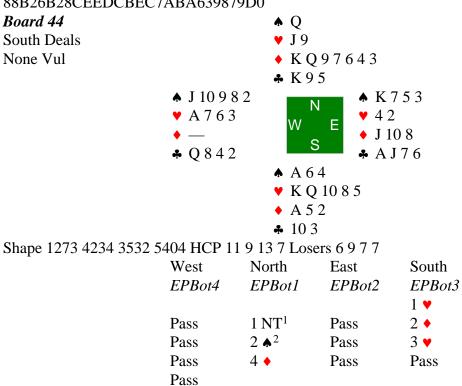
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	5 ♦	Pass	Pass
Pacc			

Pass

- 1. forcing 1 NT
- 2. limit raise or better in !D

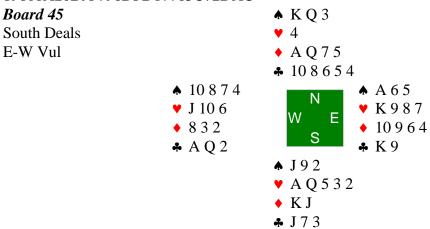
5 ♦ by South

88B26B28CEEDCBEC7ABA639879D0



- 1. forcing 1 NT
- 2. limit raise or better in !D
- 4 ♦ by South

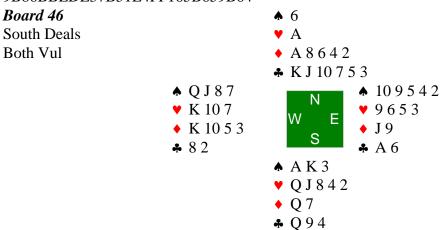
89601A20B9F796DFD17763C72DAC



Shape 3145 3442 3523 4333 HCP 11 10 12 7 Losers 6 8 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forcir	ng 1 NT		
2. limit	raise or bette	er in !C	
4 ♣ by Sou	ıth		
Down 1 —	- NS −50		

9B86BBEDE37B51E4FF165B659B64

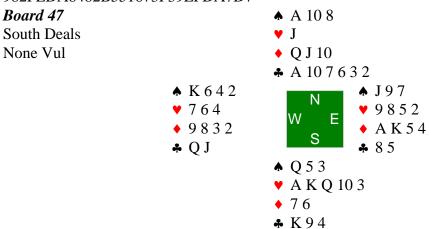


Shape 1156 5422 3523 4342 HCP 12 5 14 9 Losers 5 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	5 4	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 5 **4** by South

982FEDA8482B551673F39EFDA7D7

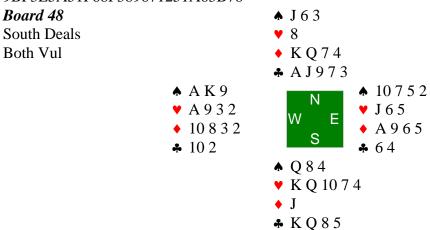


Shape 3136 3442 3523 4342 HCP 12 8 14 6 Losers 7 9 6 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1 formi	1 NIT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

9BF3E5A51F68F389671251A63B78



Shape 3145 4342 3514 3442 HCP 11 5 13 11 Losers 7 10 5 8

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 v	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \blacktriangle^2$	Pass	3 v	
Pass	4 🚓	Pass	Pass	
Pass				
1. forcing 1 NT				

- 2. limit raise or better in !C
- 4 ♣ by South

Down 1 — NS -100

98A5481FEBE66163F07B8A58947A

Board 49 **♠** Q South Deals **♥** K 5 None Vul ♦ KJ6542 ♣ QJ86 **♦** J 10 7 **∧** K98642 **7** 6 2 ♥ Q 4 3 ◆ A 10 3 • Q S ♣ K743 **4** 10 5 2 **A** A 5 3 ♥ AJ1098

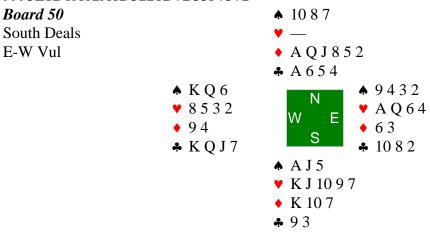
Shape 1264 6313 3532 3334 HCP 12 7 13 8 Losers 6 8 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1 6 .	1 3 700		

987♣ A9

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

9993E8D0A02A6D3228D7B35F7572

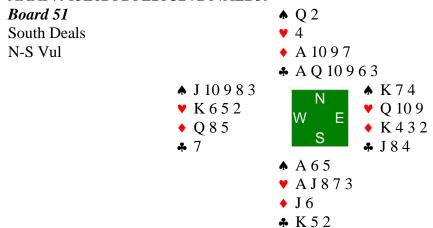


Shape 3064 4423 3532 3424 HCP 11 6 12 11 Losers 6 9 8 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🔸	Pass	Pass
Pass			
1. forci	ng 1 NT		
	<u> </u>		

- 2. limit raise or better in !D
- 4 ♦ by South

AAAF7913E6DFDFE26CB7B14AEB39

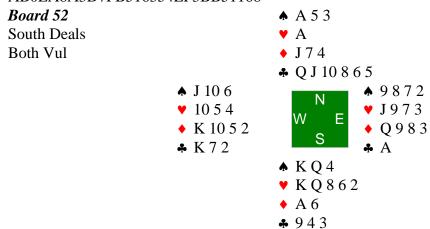


Shape 2146 3343 3523 5431 HCP 12 9 13 6 Losers 6 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 4 ♣ by South

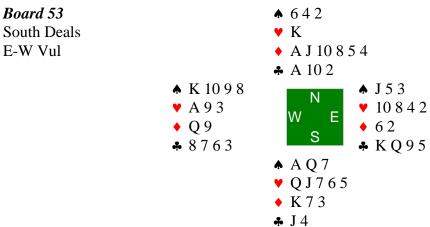
AB0EA8A3D7FB516354EF3BB51168



Shape 3136 4441 3523 3343 HCP 12 7 14 7 Losers 7 8 6 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 ^	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 4 —	- NS +630		

A9B3CAAE61D3FED0A82462117817

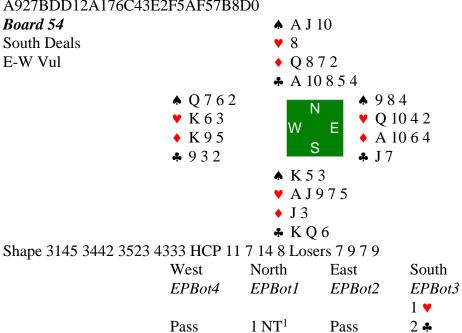


Shape 3163 3424 3532 4324 HCP 12 6 13 9 Losers 8 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🔸	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	

4 ♦ by South

A927BDD12A176C43E2F5AF57B8D0



1. forcing 1 NT

2. limit raise or better in !C

 $2 \wedge^2$

3 ♠

Pass

Pass

Pass

Pass

3 ♥

3 NT

3 N by North

Pass Pass

Pass

ABE33167AF97AADF70EA59F314C5

Board 55 **★** K 3 South Deals **v** 2 Both Vul ◆ Q 10 3 2 ♣ A Q J 10 8 4 **A** A 8 6 4 2 **♦** Q 7 5 **v** 10 8 5 3 **♥** K 7 4 965 ♦ A K 7 4 S **♣** 73 **4** 96 **♦** J 10 9

♥ AQJ96

→ J 8

♣ K 5 2

Shape 2146 3442 3523 5332 HCP 12 9 12 7 Losers 5 8 8 9 West North East

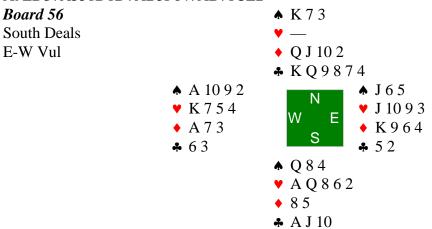
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			

1. forcing 1 NT

2. limit raise or better in !C

3 N by North

A9ED37A351D1D7AB3F647AB71CE2



Shape 3046 3442 3523 4432 HCP 11 5 13 11 Losers 5 10 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forcii	ng 1 NT		
2. limit	raise or bett	er in !C	
4 st by So	uth		
Made 4 —	- NS +130		

B9F18B5FAD1774226364F1E9DF77

Board 57South Deals
E-W Vul

- ★ 10 8
 ★ K
 ★ A 8 7 5
 ★ K Q 10 7 3 2
 W E
 S Q 9 7 6 2
 ♥ Q 10 3
 ★ 10 9 6 2
 ♣ 8
- A 5 4 3▼ A 9 5 2◆ Q J 3♣ 9 6
- ♠ K J
- ♥ J8764
- ♦ K4
- ♣ AJ54

Shape 2146 5341 2524 4432 HCP 12 4 13 11 Losers 6 8 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

B8A62BE7556A507928DF0C9173F7

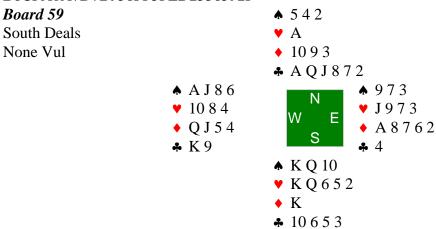
Board 58 **★** K 7 5 South Deals **y** 5 None Vul ◆ K 10 8 7 **♣** KQ632 **♠** Q 6 2 **▲** J 10 9 8 3 **v** 832 ♥ J964 ◆ A Q J 2 **♦** 65 S **4** 975 ♣ A 10 **▲** A4 ♥ A K Q 10 7 943

Shape 3145 5422 2533 3343 HCP 11 6 14 9 Losers 6 9 7 9

3 7 3 11C1 1	I U I T / LUS		
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Made 3 —	- NS +400		

♣ J84

B8CFA0A7D7B958FF5FED2536592F



Shape 3136 3451 3514 4342 HCP 11 5 13 11 Losers 7 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
	4 3 700		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

B8E95927FF6398AFDF3CB8CF5461

Board 60 **♠** Q 6 South Deals **y** 4 None Vul ♦ A K 9 5 ♣ QJ10874 **▲** AJ74 **★** K 10 3 2 **♥** J 6 5 **∨** K973 ♦ Q3 ◆ J8764 S **4**9653 **♦** 985 ♥ A Q 10 8 2 **◆** 10 2

Shape 2146 4450 3523 4324 HCP 12 7 13 8 Losers 6 7 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ing 1 NT		

♣ A K 2

- 2. limit raise or better in !C
- 4 ♣ by South

B963EF79E7243BB65F9FC12156F8

Board 61 South Deals E-W Vul

10945A54AKJ976

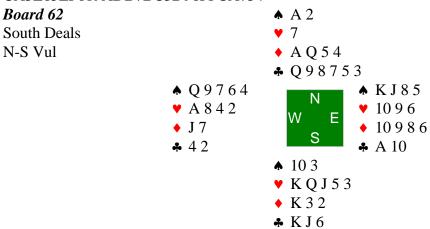
- ★ K J 5 2♥ Q 9 8 2
- ◆ K 7 6 **♣** 10 2
- W E S A Q 7 3 7 6 3 10 8 3 8 3
- **♦** 86
- ♥ A K J 10 4
- ◆ Q92
- ♣ Q 5 4

Shape 3136 4342 2533 4432 HCP 12 7 12 9 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 **4** by South

CA3E65EF619ADB7BC3D96FFCA734



Shape 2146 4342 2533 5422 HCP 12 8 13 7 Losers 5 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 3 N by North

CB6F6335D9AA75C2E9D4E31F1B7F

♠ Q 4 3 Board 63 South Deals **y** 8 Both Vul ♦ Q96 ♣ A K 5 4 3 2 **▲** J8765 **A** A K 9 2 ♥ Q92 ♥ J643 ◆ J 10 7 3 ♦ K85 **.** 6 **4** 108 **▲** 10 ♥ A K 10 7 5 ♦ A 4 2

Shape 3136 4432 1534 5341 HCP 11 11 14 4 Losers 6 8 6 9

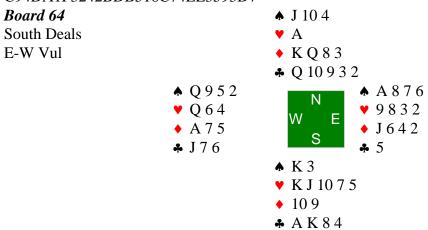
6 ♣ by South

Down 1 — NS –100

J . I I I I			
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	$4 \mathrm{NT}^3$
Pass	5 ∀ ⁴	Dbl	6 *
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3. Blac	kwood 0314,	, for !C	
4. A=2	/5 or 5/5, Q(0	C)=0	

♣ QJ97

C94DA1F3242BDB516C74EE3593D7



Shape 3145 4441 2524 4333 HCP 12 5 14 9 Losers 6 9 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 4 ♣ by South

CB8FDB7EEFFE67E46784A976765A

Board 65 South Deals **♥** A 6 Both Vul 987643 **♣** A K J 9 7 **★** KJ 108 **♦** Q 9 7 4 3 2 ♥ Q 10 4 3 **∨** K 2 ♦ K 5 2 S ♣ Q 10 4 3 2 ***** 86 **A** A 6 5 ♥ J9875 ♦ A Q J 10 **4** 5

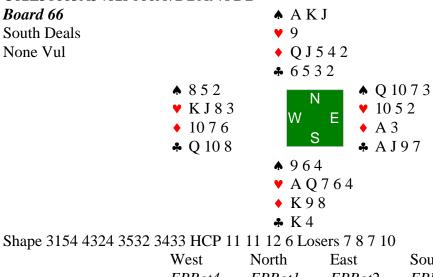
Shape 0265 6205 3541 4432 HCP 12 7 12 9 Losers 5 5 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	$2 NT^3$	3 ♦
3 A	5 ♦	Pass	6 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 3. Unusual 2 NT

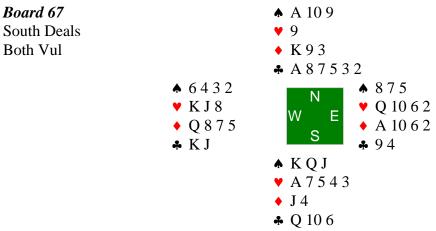
6 ♦ by South

C82E31683A5482F066A7DBA97FDB



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	uth		
Down 1 –	-NS - 50		

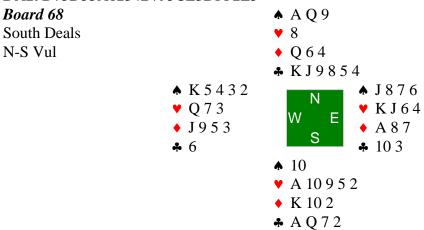
DB23B499BC11067B6BD16BEEE7D3



Shape 3136 3442 3523 4342 HCP 11 6 13 10 Losers 7 9 7 8

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 ♥	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \blacktriangle^2$	Pass	3 y	
Pass	3 A	Pass	3 NT	
Pass	Pass	Pass		
1. forcing 1 NT				
2. limit raise or better in !C				
3 N by North				
Made 3 —	NS +600			

DA29D73D53A6234B795CE3DFF2E5

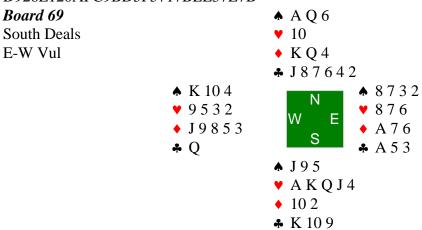


Shape 3136 4432 1534 5341 HCP 12 9 13 6 Losers 6 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 3 N by North

D926E120AFC9BD5F5717BEE37E7B

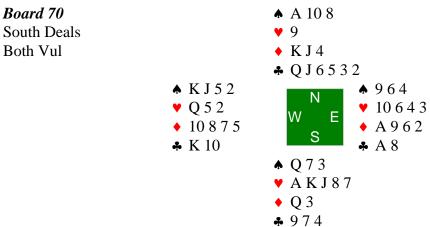


Shape 3136 4333 3523 3451 HCP 12 8 14 6 Losers 6 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 3 N by North

DB22E4BFE718412AA953FB559FF3



Shape 3136 3442 3523 4342 HCP 11 8 12 9 Losers 7 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
4 ♣ by So	outh		
Down 1 –	− NS −100		

DA2C2AE175645997FACFE0135FBF

Board 71 **∧** A K 4 South Deals **y** 6 N-S Vul ◆ A 6 3 2 ***** 86432 **♦** Q765 **▲** J 10 9 3 ♥ J 7 2 **9** 9 8 4 3 ♦ Q 5 4 ♦ K 9 7 S ♣ A 10 5 ♣ K 7 **♦** 82 ♥ A K Q 10 5 ♦ J 10 8 **♣** QJ9

Shape 3145 4432 2533 4333 HCP 11 7 13 9 Losers 7 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	– NS +600		

DBCD9F575A0AE9B323FFE9287363

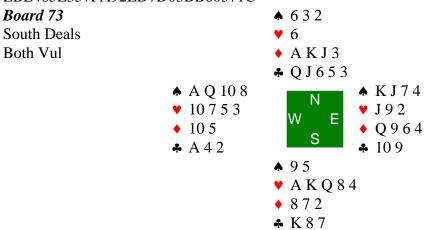
▲ 10 7 4 Board 72 South Deals **♥** A 10 Both Vul • Q * KQ87632 **▲** A 9 6 5 **♠** QJ32 **v** 863 ♥ KQJ ♦ J 10 9 5 4 ♦ 8732 **♣** J 10 **∧** K8 **9** 9 7 5 4 2 ♦ A K 6 ♣ A 9 5

Shape 3217 4342 2533 4351 HCP 11 10 14 5 Losers 6 8 7 9

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 v	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \triangleq^2$	Pass	3 v	
Pass	4 🚓	Pass	Pass	
Pass				
1. forcing 1 NT				

- 2. limit raise or better in !C
- 4 ♣ by South

EBE465E357FA92ED7D03BB60371C



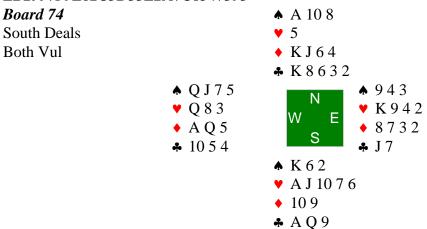
Shape 3145 4342 2533 4423 HCP 11 7 12 10 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚣	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
1 • b C-	41-		

4 ♣ by South

Down 1 — NS -100

EB2997F9E62C5D33E2A7C8547393



Shape 3145 3442 3523 4333 HCP 11 4 14 11 Losers 7 10 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forcir	ng 1 NT		
2. limit	raise or bette	er in !C	
4 ♣ by So	uth		
Made 4 —	NS +130		

E96D32A32558F7EBBF720F52DCA5

Board 75 **★** KJ5 South Deals **y** 5 E-W Vul ♦ KQ64 ♣ Q9875 **♦** 983 **♦** A 10 6 4 **∨** K976 **v** 10 4 3 ◆ A 7 5 3 ♦ J92 S **4** 10 3 **♣** K 6 4 **♠** Q 7 2 ♥ AQJ82 **◆** 10 8

Shape 3145 4333 3523 3442 HCP 11 8 14 7 Losers 6 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	NS +400		

♣ AJ2

E863457BA3EFFF1ED937A4269855

Board 76South Deals None Vul

♦ 8 6 4♥ K♦ Q 7 3

↑ 1097♥ Q96↑ K6542♣ 53

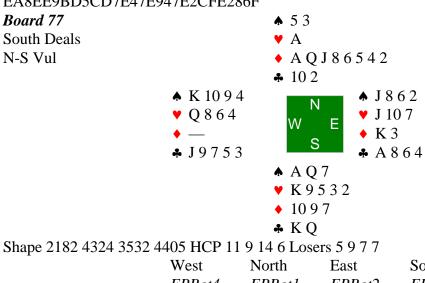
- **♦** J 5 3
- ♥ AJ1054
- ♦ A J
- ♣ K72

Shape 3136 4432 3523 3352 HCP 12 9 14 5 Losers 7 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			

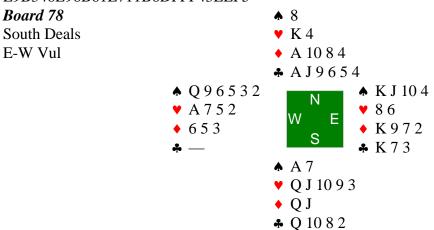
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

EA8EE9BD5CD7E47E947E2CFE286F



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 v
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	
4 ♦ by So	uth		

E9B346E96B61E711B6DFFF43EEF5



Shape 1246 4243 2524 6430 HCP 12 10 12 6 Losers 6 8 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1. forcir	ng 1 NT		

- 2. limit raise or better in !C
- 3 N by North

FB3D73B7E559E8E1AF4338E25757

Board 79South Deals
Both Vul

♠ A 5♥ 6♦ Q J 3 2♣ K Q 7 6 3 2

♣ J984♥ AKQ5♦ 1095♣ 95

W E S K 10 6 3 2
V 10 3 2
K 8 6 4
4

- **♦** Q7 **∀** J9874
- A 7
- ♣ AJ108

Shape 2146 5341 2524 4432 HCP 12 6 12 10 Losers 5 8 8 8

West North East

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

Down 1 — NS –100

FAABBE6F91F268C9D3312E67FF19

Board 80 **♦** 652 South Deals **y** 8 ♦ KQ53 N-S Vul ♣ A Q 7 4 3 **▲** 10 8 7 3 **♦** Q94 **♥** J 7 2 **♥** K 10 6 3 ◆ J 10 7 6 ♦ A 9 8 2 S **♣** K 10 5 **.** 9 ♠ AKJ ♥ AQ954 **•** 4

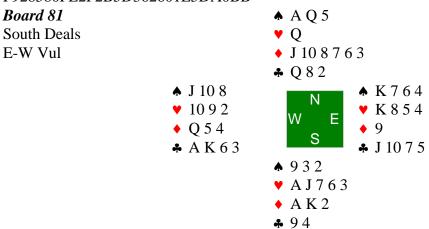
Shape 3145 3343 3514 4441 HCP 11 10 15 4 Losers 6 9 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	4 ♦ ³
Pass	5 4	Pass	Pass
Pass			

♣ J862

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Cue bid, a !D stopper
- 5 ♣ by South

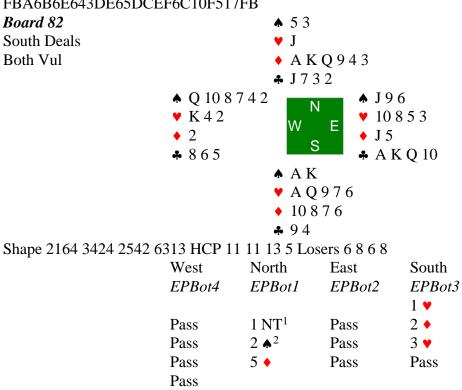
F928580FE2F2B5D362601E5DA0BB



Shape 3163 4414 3532 3334 HCP 11 7 12 10 Losers 7 8 8 9

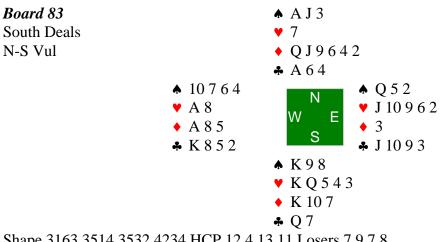
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	
4 ♦ by So	uth		
Made 5 —	- NS +150		

FBA6B6E643DE65DCEF6C10F517FB



- 1. forcing 1 NT
- 2. limit raise or better in !D
- 5 ♦ by South

FA33A46D1ED69EB0C5DF60EF2A5C



Shape 3163 3514 3532 4234 HCP 12 4 13 11 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forcii	ng 1 NT		

- 2. limit raise or better in !D
- 3 N by North

FAEFE8953F10A7D2775C49ED6B73

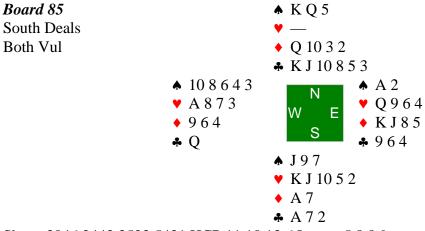
♦ J 10 Board 84 **y** 5 South Deals N-S Vul ◆ AJ64 ♣ AJ9732 **▲** A K 8 4 **↑** 76532 ♥ Q 10 8 6 ♥ J72 **◆** 10 8 2 ♦ K 5 3 ♣ K 10 6 ***** 8 **♦** Q9 A K 9 4 3 ◆ Q97 ♣ Q 5 4

Shape 2146 5431 2533 4333 HCP 11 5 13 11 Losers 7 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 ♥
Pass	4 🐥	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 4 ♣ by South

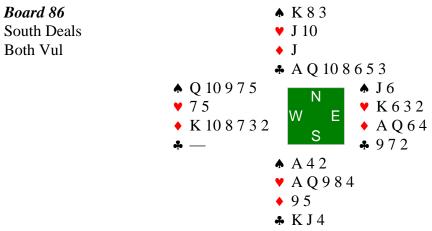
0B7D2314A3E79AF3BDDA23DAF765



Shape 3046 2443 3523 5431 HCP 11 10 13 6 Losers 5 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	- NS +600		

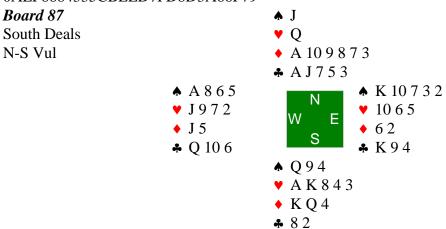
0BA319E345CBEE2BFA53FFA11B9A



Shape 3217 2443 3523 5260 HCP 11 10 14 5 Losers 6 8 7 6

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Down 1 —	− NS −100		

0AEF6684335CBEED7FD8D3A66F79

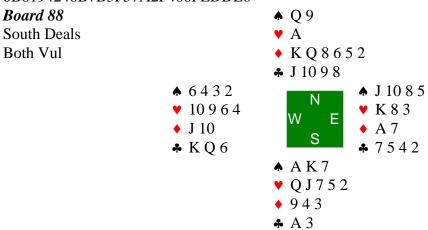


Made 4 — NS +630

Shape 1165 5323 3532 4423 HCP 12 6 14 8 Losers 6 9 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
3 N by No	orth		

0B8194246B7B3F57A2F466FEDDE6



Shape 2164 4324 3532 4423 HCP 12 8 14 6 Losers 6 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	outh		
Made 5 —	- NS +150		

09F3992E60E13524D39C5FBF4A67

Board 89South Deals
E-W Vul

- A Q 9 8
 ✓ 3
 A J 10 7
 A 7 5 4 2
 N
 W
 E
 V K 7 6 5
 A 2 2
- A 10 7V A 9 4◆ Q 6 5 4♣ J 8 6
- ♥ QJ1082 ♦ K3
- **♣** K 10 9

Shape 3145 4432 3523 3343 HCP 11 6 12 11 Losers 7 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 A	Pass	4 .
Pass	Pass	Pass	
1. forcii	ng 1 NT		
2. limit	raise or bette	er in !C	
4 sh by So	uth		

1B1EA774ED6E306AC590D7F4279A

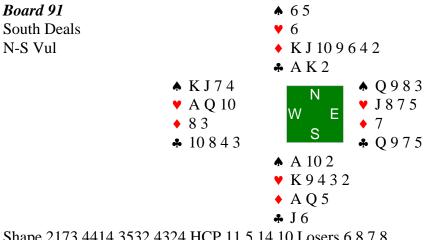
Board 90 **A** A 9 3 South Deals **v** 7 ♦ KQ7543 Both Vul **♣** K 5 3 **▲** J 7 5 4 ♠ Q 10 8 ♥ Q94 ♥ A 6 5 2 **♦** 82 96 S ♣ A 10 8 2 ♣ Q964 **★** K 6 2 ♥ KJ1083 ◆ AJ10 **♣** J 7

Shape 3163 3424 3532 4324 HCP 12 10 13 5 Losers 6 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2 11 1			

- 2. limit raise or better in !D
- 3 N by North

1AB7EF76DDBC6E50DA0D16EC60AF

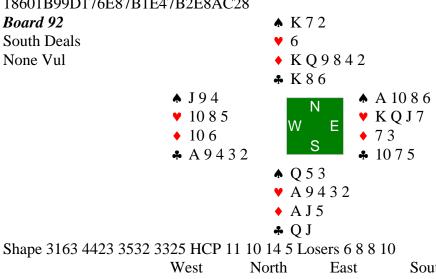


Shape 2173 4414 3532 4324 HCP 11 5 14 10 Losers 6 8 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	

- 4 ♦ by South

18601B99D176E87B1E47B2E8AC28



West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 🔻	
Pass	$1 \mathrm{NT^1}$	Pass	2 •	
Pass	$2 \blacktriangle^2$	Pass	3 v	
Pass	3 A	Pass	3 NT	
Pass	Pass	Pass		
1. forcing 1 NT				
2. limit	raise or bette	er in !D		
3 N by North				
Made 4 —	NS +430			

1B2F76E9A35796D0F6EC1580F62C

Board 93 South Deals Both Vul

A 5 2✓ 4✓ K 10 9 7 5 3

♠ Q 8 7 6 3♥ K 7 3◆ Q♣ 8 6 4 2

* A J 10

N
W
E
S

* K 10

* 10 9 8 5

• J 8 4

* K 9 7 3

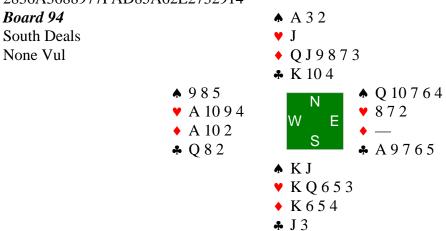
- **▲** J94
- ♥ AQJ62
- ◆ A 6 2
- **♣** Q 5

Shape 3163 2434 3532 5314 HCP 12 7 14 7 Losers 7 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

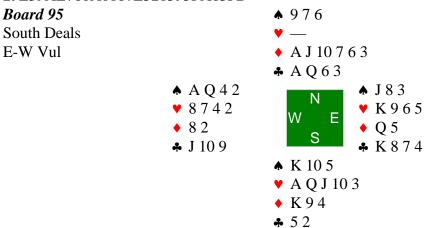
2836A3688977FAD85A62E2732914



Shape 3163 5305 2542 3433 HCP 11 6 13 10 Losers 7 7 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forcir	ng 1 NT		
2. limit	raise or bette	er in !D	
3 N by No	rth		
Made 3 —	- NS +400		

29E39AE760A0187E321395FA63FD



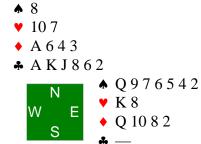
Shape 3064 3424 3532 4423 HCP 11 9 13 7 Losers 6 9 7 9

	1 / 10 / 200	•100///	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !D	

4 ♦ by South

2BA7DB71AB817D1348677C64E473

Board 96South Deals Both Vul



♥ Q 9 5 2♦ K J 7♣ 7 5 4 3

∧ K 3

- **♦** A J 10 **♥** A J 6 4 3
- **♦** 95
- ♣ Q 10 9

Shape 1246 7240 3523 2434 HCP 12 7 12 9 Losers 6 5 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	$4 \mathrm{NT^3}$	Pass	5 ♠ ⁴
Pass	6 ♣	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Blackwood 0314, for !C
- 4. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

2BEB672CDD9754A5E333B2583BD1

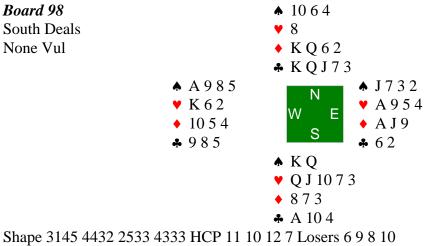
♠ Q63 Board 97 South Deals Both Vul ♦ K 10 9 8 ♣ A K 10 7 6 3 **▲** AJ72 **∧** K94 **v** 653 ♥ J 10 9 4 2 ♦ A43 **♦** 7652 S ♣ Q94 **4** 5 **▲** 10 8 5 ♥ AKQ87 • QJ ♣ J82

Shape 3046 3541 3523 4333 HCP 12 4 13 11 Losers 5 9 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1 forci	na 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

28DDBBAB6F25DCC0633AD415637A

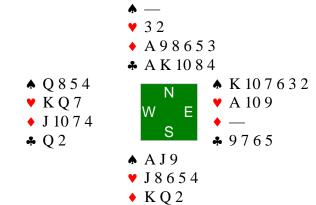


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1 forci	ng 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

2B977FFCA95B96E77A66E6EB454C

Board 99South Deals Both Vul



♣ J 3

Shape 0265 6304 3532 4342 HCP 11 7 12 10 Losers 5 7 8 8

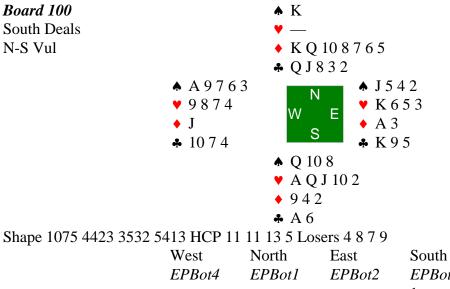
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Dbl	Pass
Pass	$4 \mathrm{NT^3}$	Pass	5 ♠ ⁴
Pass	6 ♦	Pass	Pass
Dbl	Pass	Pass	Pass
1. forci	ng 1 NT		
2 limit	raise or bott	or in ID	

- 2. limit raise or better in !D
- 3. Blackwood 0314, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ◆× by South

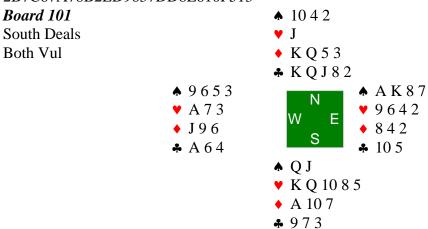
Down 1 — NS -200

2AE91EAF63ACF6BFFCDD5E74DB67



- 1. forcing 1 NT
- 2. limit raise or better in !D
- 4 ♦ by South

2B7C67A78B2ED9637DD8E610F513



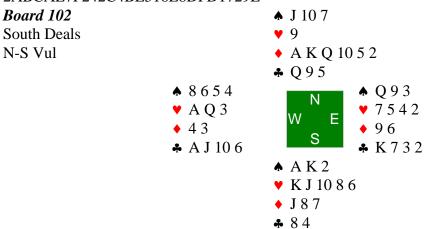
Shape 3145 4432 2533 4333 HCP 12 7 12 9 Losers 6 9 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	

4 ♣ by South

Down 1 — NS -100

2ABCAE7F242C4BE516E8DFD1729E



Shape 3163 3424 3532 4324 HCP 12 5 12 11 Losers 6 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 •	Pass	Pass
Pass			
1. forcii	ng 1 NT		
2. limit	raise or bette	er in !D	
4 ♦ by So	uth		

3827ACEB9EF39C79E739566DD703

Board 103 ▲ A 6 2 South Deals **v** 2 None Vul ♦ Q86 ♣ A Q 10 7 3 2 ♠ Q 10 7 3 **♦** 854 **v** 10 8 6 ♥ J953 ◆ A 7 5 3 ♦ KJ94 S **♣** K 9 ♣ J 5 **∧** KJ9 A K Q 7 4 **◆** 10 2

Shape 3136 3442 3523 4342 HCP 12 6 13 9 Losers 6 10 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1 forci	ng 1 NT		

***** 864

- 2. limit raise or better in !C
- 3 N by North

3ABFE56BDC38693D50636FD5D207

Board 104 South Deals N-S Vul

↑ 1082
↑ 2
↑ AJ85
↑ AQ652
N
↑ Q9765
↑ J743

♦ Q 10 9

- ★ K J 4 3▼ A 10 8▼ 7 6 3♣ J 10 7

Shape 3145 5431 1534 4333 HCP 11 5 15 9 Losers 7 8 5 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	4 ♦ ³
Pass	5 ♣	Pass	Pass
Pass			

♣ K 9 8 4

- 1. forcing 1 NT
 - 2. limit raise or better in !C
 - 3. Cue bid, a !D stopper

5 ♣ by South

3BE526B97F30DE6563DD7BEB0750

♠ K 10 3 **Board 105** South Deals **v** 3 Both Vul ♦ AK83 ♣ J7543 **▲** A 9 6 4 **♦** J8752 ♥ QJ105 **9** 9 6 2 ♦ Q 5 4 **♦** 10 7 2 S **4** 10 2 **♣** K 9 **♠** Q ♥ A K 8 7 4 ♦ J96 ♣ A Q 8 6

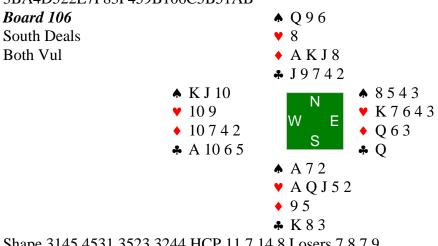
Shape 3145 5332 1534 4432 HCP 11 4 16 9 Losers 7 10 6 8

_					
West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
			1 🔻		
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓		
Pass	$2 \blacktriangle^2$	Pass	3 🔻		
Pass	3 A	Pass	$4 \mathrm{NT}^3$		
Pass	5 ♦ ⁴	Pass	6 4		
Pass	Pass	Pass			
1. forci	ng 1 NT				
2. limit raise or better in !C					

- 3. Blackwood 0314, for !C
- 4. A=1/5 or 4/5
- 6 ♣ by South

Down 1 — NS –100

3BA4D522E7F83F459B106C5B51AB



Shape 3145 4531 3523 3244 HCP 11 7 14 8 Losers 7 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	- NS +600		

3B2EE764B06E8F71E799D777F45A

Board 107 South Deals Both Vul







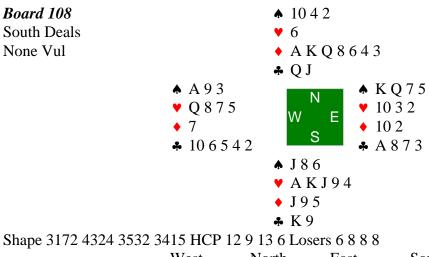
- **♦** J96
- ♥ A K Q 10 7
- A 10 9
- ***** 86

Shape 1165 5323 3532 4423 HCP 12 7 14 7 Losers 4 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1 6 .	1 N/T		

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

38EA697BA31CE1BA76887028DA1C

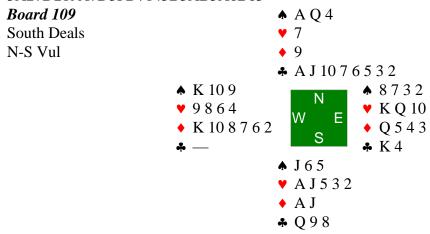


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 •	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 4 ♦ by South

Down 1 — NS -50

3A27D219A7D3FD7143B3AB3A6B63



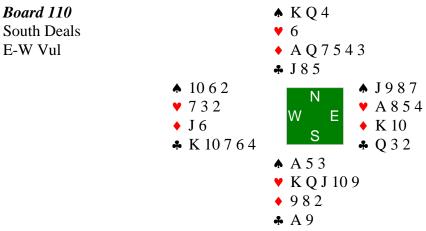
Shape 3118 4342 3523 3460 HCP 11 10 13 6 Losers 5 7 8 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	3 NT
Pass	$4 \mathrm{NT^3}$	Pass	5 ♠ ⁴
Pass	6 ♣	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Blackwood 0314, for !C
- 4. A=2/5 or 5/5, Q(C)=1

6 & by South

399124226FE4695B70CC9310B2FA



Shape 3163 4423 3532 3325 HCP 12 10 14 4 Losers 6 8 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 3 N by North

48336D6ACFF62BB45F3F91E367D5

Board 111 **A** A 9 6 South Deals **♥** J None Vul ♦ Q9 ♣ AJ97643 **▲** J 10 4 2 **★** K Q 7 3 **♥** A 10 8 6 **v** 752 **◆** 10 8 3 2 ♦ KJ76 S ♣ Q 10 ***** 8 **♦** 85 ♥ KQ943 ♦ A 5 4 ♣ K 5 2

Shape 3127 4342 2533 4441 HCP 12 11 12 5 Losers 7 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
4 ♣ by So	uth		
Made 5 —	- NS +150		

49A3D1FA755FB46D2B5CE20B2770

Board 112 **↑** 743 South Deals **y** 4 E-W Vul ♦ A K 5 2 ♣ A 10 7 4 3 **♦** K Q 5 **▲** J 10 8 6 2 ♥ QJ92 **♥** K 10 6 **◆** 10 8 6 ♦ J93 S ♣ Q 5 **♣** 962 **∧** A 9 A 8 7 5 3 • Q74

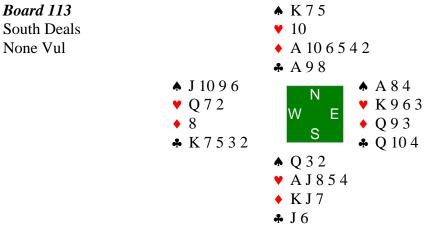
Shape 3145 5332 2533 3433 HCP 11 7 14 8 Losers 7 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	1 NT^1	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚣	Pass	Pass
Pass			
1 6 .	1 NIT		

♣ KJ8

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

486B10BEE1CADF6730D9286A9CB8

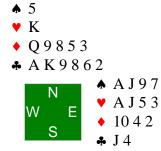


Shape 3163 3433 3532 4315 HCP 11 11 12 6 Losers 7 8 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by Sc	outh		
Made 5 –	– NS +150		

4B5F8BB55EF077E769EB15E294E3

Board 114 South Deals Both Vul



- ◆ K 7 6 ♣ 10 3
 - ★ K Q 3▼ 8 7 6 4 2◆ A J
- * Q 7 5 Shape 1156 4432 3523 5332 HCP 12 11 12 5 Losers 5 9 7 9

▲ 10 8 6 4 2

♥ Q 10 9

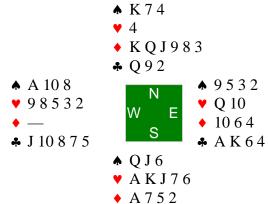
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

Down 1 — NS –100

4BEE2697A4D077F42CA27C02757F

Board 115South Deals Both Vul



. 3

Shape 3163 4234 3541 3505 HCP 11 9 15 5 Losers 6 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 ♣ ³
Pass	4 ♠ ⁴	Pass	$4 \mathrm{NT}^5$
Pass	5 ♦ ⁶	Pass	Pass
Pass			

- ass
- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3. Cue bid, a !C stopper
- 4. Cue bid, a !S stopper
- 5. Blackwood 0314, for !D
- 6. A=1/5 or 4/5
- 5 ♦ by South

4AA7DE7F51713BF2652BED138EE8

Board 116 **♦** 964 South Deals **v** 3 ♦ KQ53 N-S Vul ♣ A Q 9 6 4 **★** K 8 5 2 ♠ QJ107 ♥ Q 10 9 8 **∨** KJ4 ♦ J 10 8 4 **♦** 962 S ♣ K83 **.** 2 **▲** A3 ♥ A 7 6 5 2 • A 7 ♣ J 10 7 5

Shape 3145 4333 2524 4441 HCP 11 10 13 6 Losers 6 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	5 ♣
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
5 ♣ by So	uth		
Made 6 —	- NS +620		

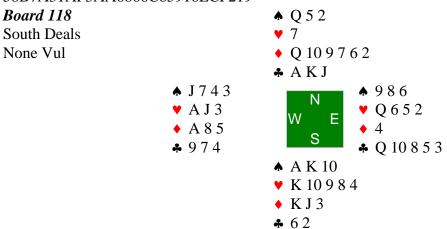
492F51A6D9FBBE6613F536E3CFAF

Board 117 A A 7 5 South Deals **v** 3 E-W Vul ♦ K74 ♣ A 10 7 4 3 2 **▲** J 10 6 4 3 **∧** K8 **v** 10 9 6 5 **∨** KJ7 ♦ A 9 3 2 ♦ Q865 S ♣ Q985 **♦** Q92 ♥ AQ842 **♦** J 10 **♣** KJ6

Shape 3136 2344 3523 5440 HCP 11 11 13 5 Losers 7 7 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	- NS +400		

58B7A31AF3AA6866C85916ECF219

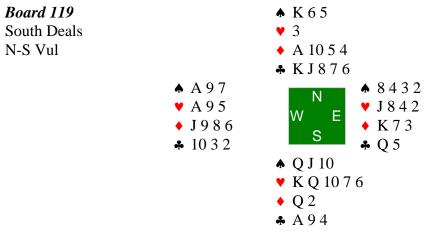


Shape 3163 3415 3532 4333 HCP 12 4 14 10 Losers 6 8 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forcin	g 1 NT		

- 2. limit raise or better in !D
- 3 N by North

5AFD2BA693ACF153EB233E5D4854

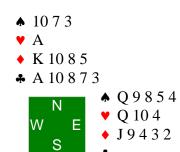


Shape 3145 4432 3523 3343 HCP 11 6 14 9 Losers 7 10 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forcii	ng 1 NT		
2. limit	raise or bette	er in !C	
4 4 by So	uth		
Made 4 —	- NS +130		

5B8BE55CE11760773FE8655033B1

Board 120 South Deals Both Vul



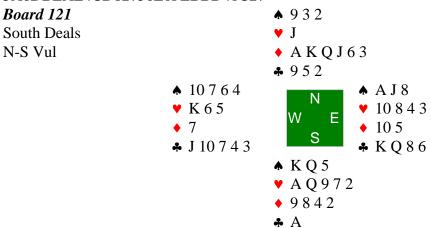
- ★ KJ6▼ 8732◆ A6
- ♣ Q964
- **♠** A 2
- **♥** KJ965
- Q 7
- ♣ KJ52

Shape 3145 5350 2524 3424 HCP 11 5 14 10 Losers 7 7 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

5A6DBEAE4CD82756E0FEBBD41C27

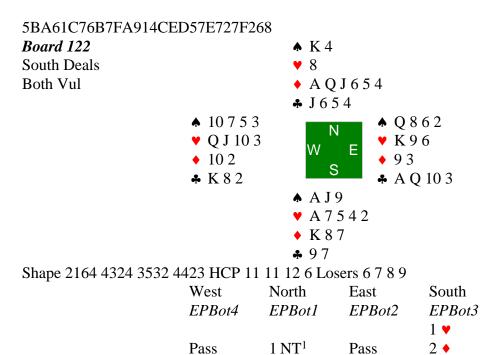


Shape 3163 3424 3541 4315 HCP 11 10 15 4 Losers 7 8 5 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 •	Pass	4 ♥ ³
Pass	5 ♦	Pass	Pass
Pass			

- - 1. forcing 1 NT
 - 2. limit raise or better in !D
 - 3. Cue bid, a !H stopper

5 ♦ by South



Pass Pass 1. forcing 1 NT

2. limit raise or better in !D

 $2 \wedge^2$

3 ♠

Pass

Pass

Pass

3 ♥

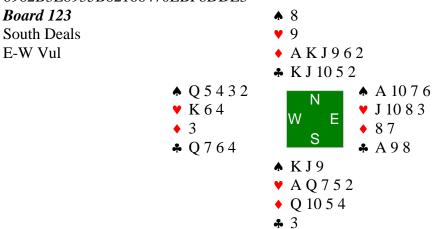
4 •

4 ♦ by South

Pass

Pass

6962B3E8935B82166470EBF8DDE3



Shape 1165 4423 3541 5314 HCP 12 9 12 7 Losers 5 9 6 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 y
Pass	5 ♦	Pass	Pass
Pass			
1. forcii	ng 1 NT		

- 2. limit raise or better in !D
- 5 ♦ by South

6A35EB9C1BF9B04562DF236FAC7A

Board 124 **♦** AJ5 South Deals **y** 8 N-S Vul ◆ Q643 ♣ KJ654 **★** K 10 6 **★** 8742 **∨** A 10 9 2 **♥** QJ6 975 ♦ KJ 10 2 S **♣** Q93 **.** 72 **♦** Q93 **♥** K 7 5 4 3 ♦ A8 ♣ A 108 Shape 3145 4342 3523 3433 HCP 11 7 13 9 Losers 7 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Made 3 —	- NS +600		

69A09747E930F651FBE7DD6B1F2E

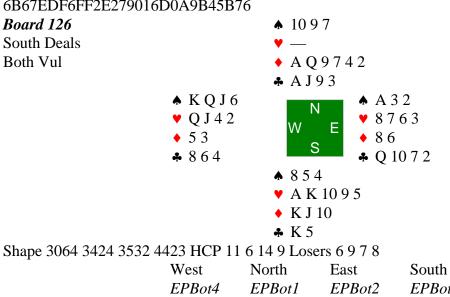
Board 125 **▲** 10 3 2 **♥** Q South Deals E-W Vul ♦ A 10 8 **♣** KQ7643 **▲** J9765 **♠** Q84 **v** 10 9 7 ♥ K853 **♦** 532 ♦ KQ96 S ♣ A 10 **♣** 92 ♠ A K ♥ AJ642 ♦ J74 ♣ J85

Shape 3136 3442 2533 5332 HCP 11 10 14 5 Losers 7 7 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	4 🐥	Pass	Pass
Pass			
1	1 NIT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

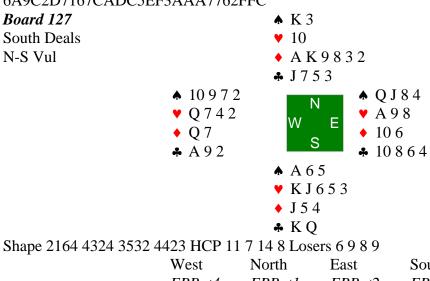
6B67EDF6FF2E279016D0A9B45B76



EPBot3 1 🔻 Pass $1 \, NT^1$ Pass 2 • $2 \wedge^2$ Pass Pass **3 ♥** Pass 4 • Pass Pass Pass

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 4 ♦ by South

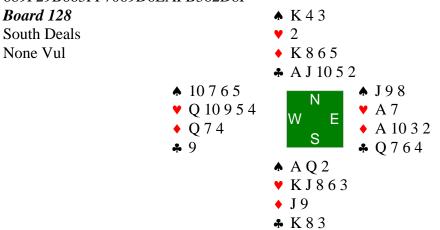
6A9C2D7167CADC5EF3AAA7762FFC



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1 forci	ng 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

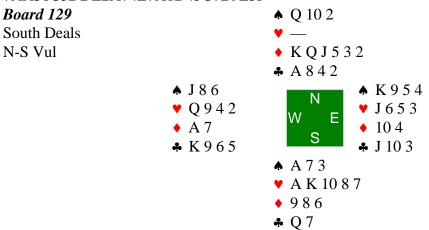
689F29B663FF7069D6EAFB362D8F



Shape 3145 3244 3523 4531 HCP 11 11 14 4 Losers 7 8 7 8

West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
			1 🔻		
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓		
Pass	$2 \blacktriangle^2$	Pass	3 y		
Pass	3 A	Pass	3 NT		
Pass	Pass	Pass			
1. forcing 1 NT					
2. limit raise or better in !C					
3 N by North					
Made 3 —	NS +400				

7AA36C3DDE2A74E7A1D45C7B9E3F

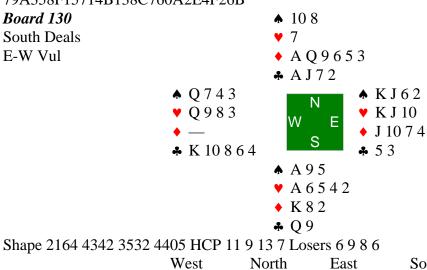


Shape 3064 4423 3532 3424 HCP 12 5 13 10 Losers 5 10 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	

- 3 N by North

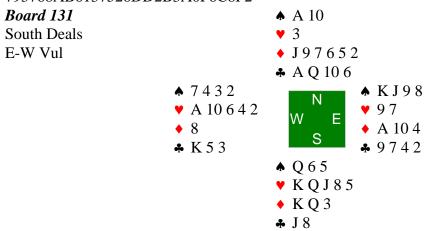
79A358F15714B138C760A2E4F26B



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🔸	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 4 ♦ by South

793768AB6137526DD2B3A0F6C8F2



Shape 2164 4234 3532 4513 HCP 11 8 14 7 Losers 6 9 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	uth		
Made 4 —	- NS +130		

7B2B9669E99FDFFF75746618E203

Board 132South Deals Both Vul

A 4 2✓ 2✓ K 7 6 5

▲ J 9 8 3▼ 8 7 6◆ A Q J 4♣ 6 4



- **♦** K 10
- ♥ AQJ53
- ♦ 1098
- ♣ QJ7

Shape 3145 4423 2533 4342 HCP 11 8 13 8 Losers 7 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 –	– NS +600		

78ABD3F6A86F7D5237C5296758D3

Board 133South Deals
None Vul

↑ 7 5♥ 6↑ A J 5 3↑ A K 10 7 4 2

★ K Q 6 2♥ Q 9 7◆ Q 7 6 4♣ J 3

- ♠ A J
- ♥ AJ1054
- ◆ K82
- **4** 965

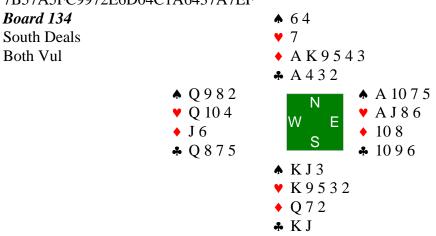
Shape 2146 5422 2533 4342 HCP 12 5 13 10 Losers 6 9 8 7

West North East

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	5 🚓	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 5 **4** by South

7B57A5FC9972E6D04C1A6437A7EF

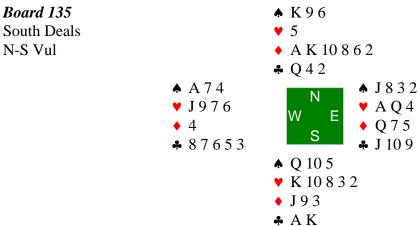


Shape 2164 4423 3532 4324 HCP 11 9 13 7 Losers 6 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \wedge^2$	Pass	3 y
Pass	5 ♦	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 5 ♦ by South

7ADD2D9B76AE366CF83C88D3646F

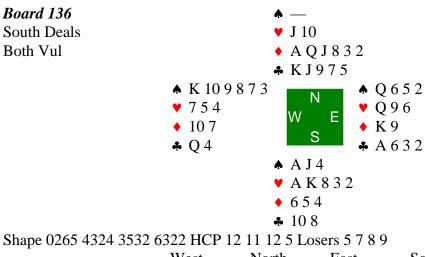


Shape 3163 4333 3532 3415 HCP 12 10 13 5 Losers 6 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \triangleq^2$	Pass	3 ♥
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 3 N by North

7BA6E35487C9D3E5FB5E7FBCE666



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \wedge^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

7AE77B01AE5BE35F70B58C516BEC ♠ Q♥ Q 5 **Board 137** South Deals N-S Vul ♦ J852 ♣ A K 10 9 8 3 **♦** A 9 2 **▲** K 10 8 7 4 3 **∨** K76 **v** 10 8 4 ◆ Q974 ♦ K 10 3 S **4** 7 5 2 **♣** J **♦** J 6 5 ♥ AJ932 ♦ A 6 ♣ Q 6 4

Shape 1246 6331 3523 3343 HCP 12 7 12 9 Losers 7 8 8 9

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 🔻	
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓	
Pass	$2 \triangleq^2$	Pass	3 🔻	
Pass	4 🚓	Pass	Pass	
Pass				
1. forcing 1 NT				

- 2. limit raise or better in !C
- 4 ♣ by South

886915EB6F00D7F79BBF72D06AED

♦ K 10 **Board 138** South Deals **v** 10 None Vul ◆ A Q 7 3 ♣ QJ9876 **♦** Q 9 8 4 2 **▲** AJ53 **v** 865 **∨** K974 ♦ K98 ◆ J62 S **4** 104 **4** 53 **↑** 76 ♥ AQJ32 **♦** 10 5 4 ♣ A K 2

Shape 2146 4432 2533 5332 HCP 12 9 14 5 Losers 5 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1 forci	nσ 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

8A7DEF996DD63BA87712E933CFE2

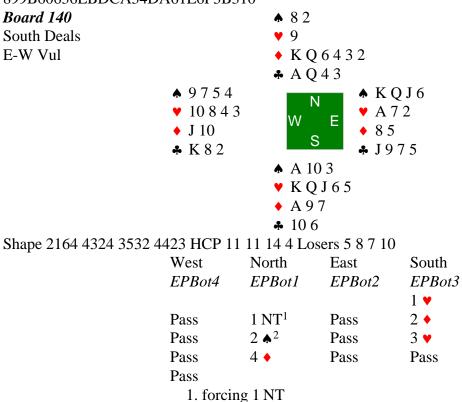
Board 139 ♦ 964 South Deals **v** 3 N-S Vul ◆ A K J 3 **♣** K 9 7 4 3 **♦** K 10 5 3 2 **∧** AJ7 ♥ A 9 7 4 ♥ Q 10 6 **♦** 642 ♦ Q985 S **.** 8 **4** 10 6 2 **♠** Q8 **♥** KJ852 **◆** 10 7 **♣** A Q J 5

Shape 3145 3343 2524 5431 HCP 11 9 13 7 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !C
- 4 ♣ by South

899B60636EBDCA34DA61E6F3B310



4 ♦ by South

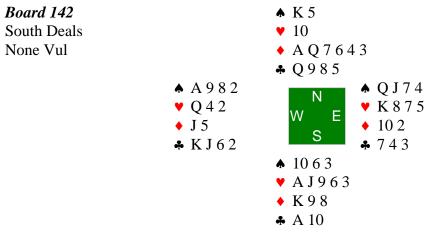
Made 5 — NS +150

2. limit raise or better in !D

8892EB026858BFF2FF25E96812D8 **♠** Q63 **Board 141** South Deals ♥ Q None Vul ♦ KJ 10 5 4 2 **♣** K 9 7 **★** K 8 7 5 2 **▲** J 10 4 **9** 9 8 7 **♥** A 10 3 2 **•** 6 97 S ♣ J 10 4 2 ♣ A Q 8 3 **∧** A 9 ♥ KJ654 ◆ AQ83 **4** 65 Shape 3163 3424 2542 5314 HCP 11 11 14 4 Losers 7 8 6 9

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 🔻	
Pass	$1 \mathrm{NT^1}$	Pass	2 •	
Pass	$2 \triangleq^2$	Pass	3 v	
Pass	3 A	Pass	3 NT	
Pass	Pass	Pass		
1. forci	ing 1 NT			
2. limit	raise or bett	er in !D		
3 N by N	orth			
Made 3 — NS +400				

88E9107B648DE3D35AA8177AAAFC



Shape 2164 4423 3532 4324 HCP 11 6 12 11 Losers 5 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	outh		
Made 5 —	– NS +150		

8AAEF74A2FEFF0575B9135E23963

Board 143 ▲ J 5 3 **♥** Q South Deals N-S Vul ♦ AJ10 ♣ KJ10872 **★** K 10 9 4 ♠ Q872 **♥** K953 **♥** 876 9642 ◆ Q73 S

- **∧** A 6
- ♥ AJ1042

♣ A Q 4

- ♦ K85
- **4** 653

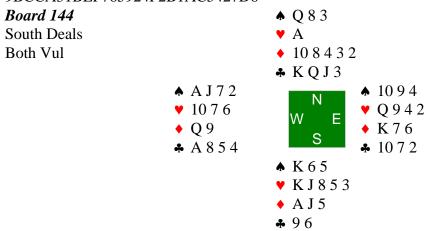
Shape 3136 4333 2533 4441 HCP 12 10 12 6 Losers 8 8 8 8

. 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚓	Pass	Pass
Pass			
1 forci	na 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

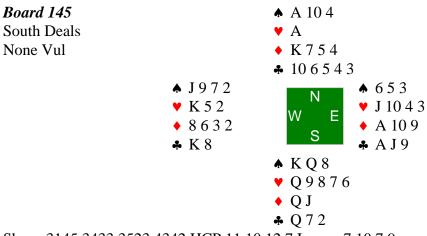
9BCCA31BEF765924F2B1AC5427D6



Shape 3154 3433 3532 4324 HCP 12 5 12 11 Losers 6 10 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 •
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	uth		
Down 1 –	− NS −100		

980EB8A1D21FEEA4E9677B1B57F5



Shape 3145 3433 3523 4342 HCP 11 10 12 7 Losers 7 10 7 9

West	North	East	South			
EPBot4	EPBot1	EPBot2	EPBot3			
			1 🔻			
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓			
Pass	$2 \triangleq^2$	Pass	3 v			
Pass	3 A	Pass	4 .			
Pass	Pass	Pass				
1. forcing 1 NT						
2. limit	2. limit raise or better in !C					
4 ♣ by So	uth					
Down 1 —	− NS −50					

9AB3675D233FDF28B16FDA51BAE4

Board 146South Deals
N-S Vul

▲ J 10 8

Y —

◆ Q 10 9 6

♣ A K J 10 9 6

♦ 952▼ A 1073◆ A J 74♣ 82



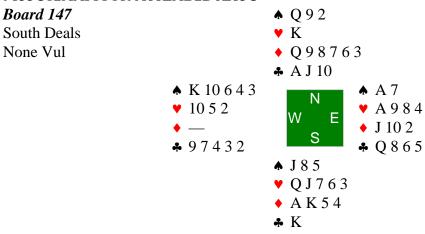
- **▲** A73
- **♥** KJ862
- ♦ K 2
- ♣ Q 7 4

Shape 3046 4432 3523 3442 HCP 11 7 13 9 Losers 6 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚣	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

9853C12AAFFF189A68EAB2D0E83C



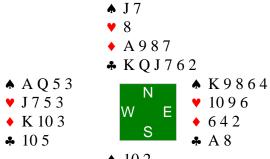
Shape 3163 2434 3541 5305 HCP 12 11 14 3 Losers 7 8 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 2. limit raise or better in !D
- 3 N by North

ABE66BEF3F9855463753FC61F9A3

Board 148 South Deals Both Vul



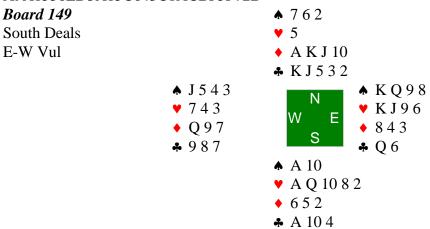
- **▲** 10 2
- ♥ A K Q 4 2
- ◆ Q J 5
- **4** 9 4 3

Shape 2146 5332 2533 4432 HCP 11 7 12 10 Losers 6 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

A9A1536ED3A15C643C1ACBF5F72B



Shape 3145 4432 2533 4333 HCP 12 11 14 3 Losers 7 8 7 11

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	5 ♣
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
5 ♣ by So	uth		
Made 6 —	- NS +420		

AB75EBA5D711F6E08C5F6B12683F

Board 150 ▲ 10 4 2 South Deals **v** 7 Both Vul ♦ AQJ9 **♣** KJ652 **▲** KJ98 **A** A 6 5 3 ♥ A 9 2 ♥ J 10 6 4 ♦ K 5 3 1084 S ***** 873 **4** 94 **♠** Q 7 **♥** KQ853 **♦** 762

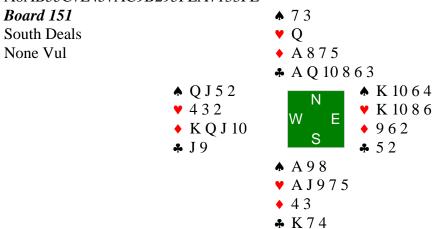
Shape 3145 4432 2533 4333 HCP 11 5 13 11 Losers 7 10 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		

♣ A Q 10

- 2. limit raise or better in !C
- 4 ♣ by South

A8AB55C7E457AC9B295FEA7133FE

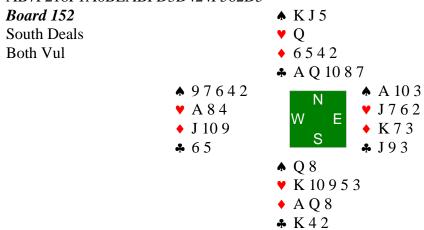


Shape 2146 4432 3523 4342 HCP 12 6 12 10 Losers 6 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1 forci	ng 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

AB7F218F1A6BEABFD3D424F562D5

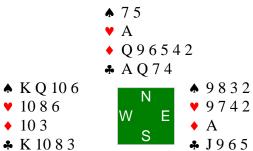


Shape 3145 3433 2533 5332 HCP 12 9 14 5 Losers 7 10 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Made 4 —	- NS +630		

AA8BE4EFA6F05E7417FE2E9F605D

Board 153 South Deals N-S Vul



- **♠** AJ4
 - ♥ KQJ53
 - ♦ KJ87

Shape 2164 4414 3541 4324 HCP 12 5 15 8 Losers 5 9 6 8

v 10 8 6

♣ K 10 8 3

♦ 10 3

West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
			1 🔻		
Pass	$1 \mathrm{NT^1}$	Pass	2 •		
Pass	$2 \triangleq^2$	Pass	3 🔻		
Pass	3 NT	Pass	$4 NT^3$		
Pass	5 ♠ ⁴	Pass	6 ♦		
Pass	Pass	Pass			
1. forcing 1 NT					
2 limit	raise or bette	er in ID			

- 2. limit raise or better in !D
- 3. Blackwood 0314, for !D
- 4. A=2/5 or 5/5, Q(D)=1
- 6 ♦ by South

A922F1E9DD7B71175A6F433CA76C

Board 154 **▲** A 8 4 South Deals **y** 5 ♦ A K 9 5 E-W Vul **4** 10 8 6 5 3 ♠ KQJ **▲** 1097652 **∨** K 10 9 4 J 8 7 ◆ J 6 4 2 83 S **4** 4 2 ♣ A 7 **♠** 3 **♥** AQ632 • Q 10 7 **♣** KQJ9

Shape 3145 6322 1534 3442 HCP 11 5 14 10 Losers 7 9 5 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
3 N by No	orth		
Made 3 —	– NS +400		

B93B60A66B33FF9C75D17A12A2E0

Board 155South Deals E-W Vul

♦ 962♥ A 10975♦ 98♣ K 8 2

W E S ★ KJ75 ▼ 864 • Q7 • Q543

♠ Q 8 3♥ K Q J 3 2♦ A J 5

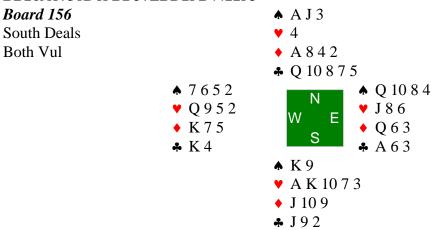
4 76

Shape 3064 4324 3532 3523 HCP 12 8 13 7 Losers 6 9 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	6 ♦	Pass	Pass
Pacc			

- Pass
 - 1. forcing 1 NT
 - 2. limit raise or better in !D
 - 3. Blackwood 0314, for !D
 - 4. A=1/5 or 4/5
- 6 ♦ by South

BB26A8731D6FBD57EBD2FB4422F5



Shape 3145 4333 2533 4432 HCP 11 9 12 8 Losers 7 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 🔻
Pass	3 ^	Pass	4 🚣
Pass	Pass	Pass	
1. forcii	ng 1 NT		
2. limit	raise or bette	er in !C	
4 ♣ by So	uth		
Down 1 —	− NS −100		

C9913CE2A343E56218EFB7F27A58

Board 157 South Deals E-W Vul

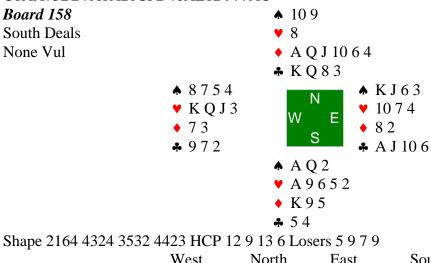
- **∧** K 7 **v** 10
- ◆ AQJ1084
- ♣ J 10 6 5
- **♦** Q964 ♥ K 5 4 3
- ♦ K 6 ♣ K72
- **▲** 10832 ♥ A72 **♦** 9 5 S ♣ Q843
- **▲** AJ5
- ♥ QJ986
- ♦ 732
- ♣ A 9

Shape 2164 4324 3532 4423 HCP 11 6 12 11 Losers 6 9 8 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	3 A	Pass	4 •
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
1 hy So	urth.		

4 ◆ by South

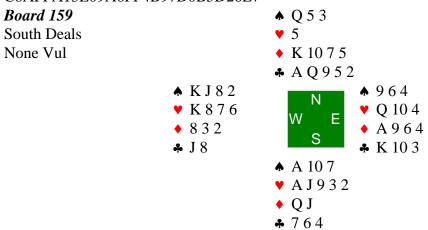
C8AA73BB7A1A20CFD46AE1D977AC



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			
1. forcin	g 1 NT		

- 2. limit raise or better in !D
- 3 N by North

C8AFFA13E09A6FF4B97D0B5D26E7

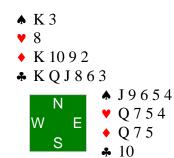


Shape 3145 3343 3523 4432 HCP 11 9 12 8 Losers 6 9 9 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	4 🚓
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !C	
4 ♣ by So	uth		
Down 1 –	-NS - 50		

CAE53FDB63EE6C839977585133AC

Board 160 South Deals N-S Vul



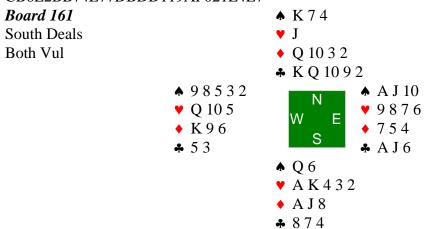
- A Q 10▼ K 6 3◆ J 8 4 3♣ 9 5 2
- **★** 872
- ♥ AJ1092
- ♦ A 6
- ♣ A 7 4

Shape 2146 5431 3523 3343 HCP 12 5 13 10 Losers 5 8 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

CB6E2BB74E77DBDD119AF021E4E7

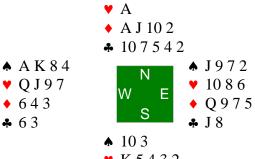


Shape 3145 3433 2533 5332 HCP 11 10 14 5 Losers 6 10 8 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		
Made 3 —	- NS +600		

DBC5ED31769771DE731823EBA867

Board 162 South Deals Both Vul



♦ Q65

- ♥ K 5 4 3 2
- ♦ K8
- ♣ A K Q 9

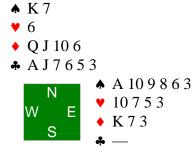
Shape 3145 4342 2524 4432 HCP 11 4 15 10 Losers 7 10 5 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	3 A	Pass	4 ♦ ³
Pass	5 4	Pass	Pass
Pass			

- 1. forcing 1 NT
 - 2. limit raise or better in !C
 - 3. Cue bid, a !D stopper
- 5 ♣ by South

D96F25F1F3507D6817439FAC57A8

Board 163South Deals E-W Vul



- ♠ Q J♥ Q J 9♠ A 9 5 4♣ 10 8 4 2
- **♦** 542
- ♥ A K 8 4 2
- **♦** 82
- **♣** K Q 9

Shape 2146 6430 3523 2344 HCP 11 7 12 10 Losers 6 7 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Dbl	Pass
Pass	3 .	Pass	Pass
Pass			
1	1 NTT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 **4** by South

DAA15F2FF0D41BE3DF6755BE2059

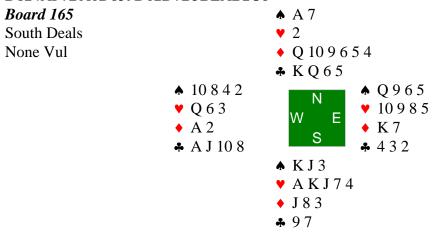
♦ Q93 **Board 164** South Deals ♦ K Q 7 4 N-S Vul **♣** KQ9876 **▲** J 10 8 7 **★** K 6 5 2 ♥ K 10 9 7 5 2 **♥** J 4 ◆ AJ83 92 S ♣ J 10 3 **4** 4 **▲** A4 AQ863 **♦** 10 6 5 ♣ A 5 2

Shape 3046 4621 2533 4243 HCP 12 6 14 8 Losers 4 7 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 y
Pass	3 NT	Pass	Pass
Pass			
1. forcii	ng 1 NT		

- 2. limit raise or better in !C
- 3 N by North

D824AF7BA0D859D02D7B5BEAB2C6



Shape 2164 4423 3532 4324 HCP 11 5 13 11 Losers 5 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 •
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	3 A	Pass	4 🔸
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bett	er in !D	
4 ♦ by So	uth		
Made 4 —	- NS +130		

E9790DD3A35F9C6370EB4679EFE6

Board 166South Deals E-W Vul

★ K
▼ K 5
◆ Q J 8 7
◆ Q J 10 8 6 3
▼ Q 10 9

♠ Q 6 3 2♥ A 7 4♦ K 10 9 3♣ 9 7

- W E S A 108754

 ▼ Q 109

 52

 52
- **♦** J9
- ♥ J8632
- ♦ A 6 4
- ♣ A K 4

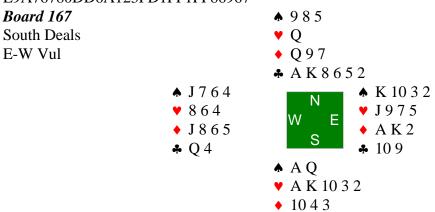
Shape 1246 6322 2533 4342 HCP 12 6 13 9 Losers 6 8 8 8 West North East

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	3 NT	Pass	Pass
Pass			

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

Down 3 — NS -150

E9A76780DD6A123FD1FF1FF86967



Shape 3136 4432 2533 4342 HCP 11 11 14 4 Losers 7 8 8 11

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	3 y
Pass	4 🐥	Pass	5 ♣
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
5 & by So	uth		
Made 5 —	- NS +400		

♣ J 7 3

EBDF8B9122F62763FB99EF75E856

♦ J9 **Board 168** South Deals **♥** K Both Vul ◆ 10 9 4 2 ♣ AK9875 **♦** A 10 7 5 3 **★** 842 ♥ AQ62 **v** 10 7 4 ◆ K763 ◆ QJ8 S **.** 3 ♣ J 10 2 **♦** KQ6 ♥ J9853 ♦ A 5

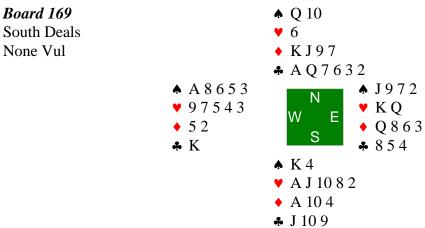
Shape 2146 3433 3523 5341 HCP 11 10 12 7 Losers 7 9 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			
1 forci	ng 1 NT		

♣ Q 6 4

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

E8E3981F692179EE7BCFF6B2FF67



Shape 2146 4243 2533 5521 HCP 12 8 13 7 Losers 6 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		
	_		

- 2. limit raise or better in !C
- 4 **4** by South

EA6F7925F37F13D86DC0DA92A727

Board 170
South Deals
N-S Vul

A Q 9 2

A 10 7

A J 10 9 3 2

A J 8 6 5

K J 10

J 9 6 4

8 6

★ 43

♥ AQ732

♦ A K 10 7

9 9 8 5 4

♦ K85

\$ 54

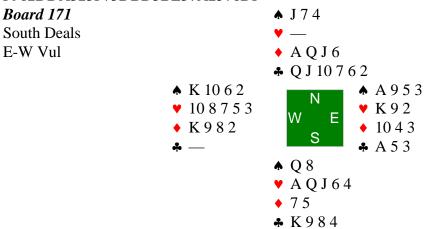
• Q32

♣ K Q 7

Shape 3136 4432 2533 4342 HCP 11 10 13 6 Losers 7 8 6 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 v
Pass	3 A	Pass	3 NT
Pass	Pass	Pass	
1. forci	ng 1 NT		
2. limit	raise or bette	er in !C	
3 N by No	orth		

F962DDA323F75DBD3BE37A2576DF



Shape 3046 4333 2524 4540 HCP 11 11 12 6 Losers 6 9 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			
1. forci	ng 1 NT		

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South