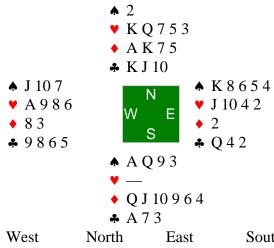
09B1438ADBDBB87CC178405A8D16

Board 1South Deals
E-W Vul



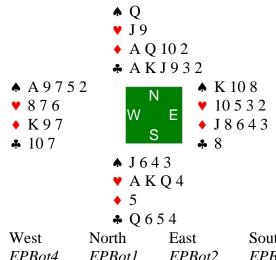
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 ^	Pass	$4 \mathrm{NT}^3$
Pass	5 ∨ ⁴	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

0BE76B258354CB72F8B1DDA193D7

Board 2South Deals
Both Vul



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

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=1/5 or 4/5

6 ♣ by South

0A2F0560FFBED719D17617E3D979

Board 3 **♠** A K 8 5 South Deals **♥** K N-S Vul ♦ AJ10 ♣ AJ954 **▲** J9743 **♠** Q 6 2 ♥ J 10 6 2 **9** 9 8 7 5 3 ◆ Q74 **♦** 832 S **♣** Q **4** 10 6 **▲** 10 ♥ A Q 4 ♦ K965 **♣** K 8 7 3 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣

Pass 6 A Pass
Pass
6 A by South

1 🛦

Pass

1 NT

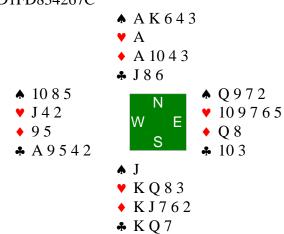
Pass

Made 7 — NS +1390

Pass

0B042D61BFD658E35D1FD834267C

Board 4South Deals
Both Vul

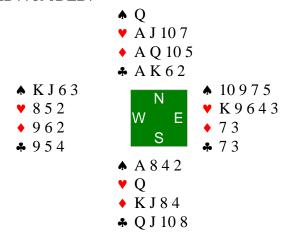


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ♠ ¹	Pass	$3 \diamond^2$
Pass	3 🔻	Pass	4 ♣ ³
Pass	$4 \mathrm{NT^4}$	Pass	5 ♣ ⁵
Pass	6 🔸	Pass	Pass
Daga			

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Cue bid, a !C stopper
 - 4. Blackwood 1430, for !D
 - 5. A=1/5 or 4/5
- 6 ♦ by South

088BD329C14954B14ED77890DEB7

Board 5South Deals
None Vul

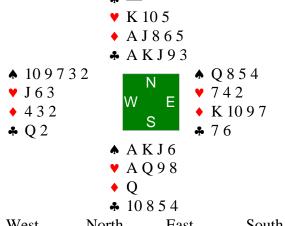


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🔻	Pass	1 🛦
Pass	2 ♣ ¹	Pass	3 .
Pass	4 •	Pass	$4 \wedge 2$
Pass	$4 \mathrm{NT}^3$	Pass	5 ♥ ⁴
Pass	5 NT ⁵	Pass	6 ♣ ⁶
Pass	7 🚓	Pass	Pass
Pass			

- 1. Fourth suit game force
- 2. Cue bid, a !S stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0
- 5. King ask by 5 NT
- 6. K=0
- 7 ♣ by North

09A38768B3C5E761D6B2415DFFDC

Board 6South Deals
E-W Vul

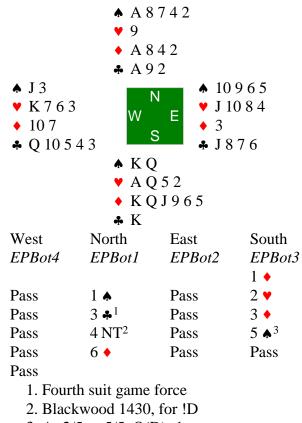


west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	$3 \diamond^2$
Pass	$4 \wedge 3$	Pass	5 ♣ ⁴
Pass	5 ♦	Pass	6 ♣ ⁵
Pass	Pass	Pass	

- 1. Inverted minors
- 2. shortness
- 3. Exclusion, for !C
- 4. 1 out of 4
- 5. no !C queen
- 6 ♣ by South

0B27BDACDE584F163A7E6C14F027

Board 7South Deals
Both Vul



3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

0B23E53F1E74FB178C5CD2E66CBE

Board 8 **▲** A Q J 8 South Deals **v** 7 • K 10 8 4 Both Vul ♣ A Q 9 8 **★** K 9 5 4 **▲** 10 6 3 ♥ Q 10 9 2 ♥ J865 **•** 9 ♦ A 5 S **4** 10 7 6 3 ♣ J 5 4 2 **↑** 72 ♥ A K 4 3 ◆ QJ7632 **♣** K West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ 2 • Pass 1 🛦 Pass Pass $4 \, NT^1$ Pass 5 **♣**² **5** • Pass Pass Pass

- 1. Blackwood 1430, for !D
- 2. A=1/5 or 4/5
- 5 ♦ by South

Pass

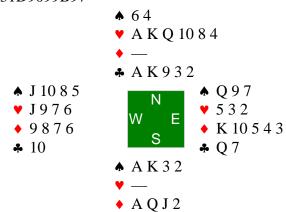
08281AA1B3FBB77C5E664BD3F220

Board 9 **∧** A K 2 South Deals **y** 5 None Vul ♦ A K 10 5 ♣ J 10 9 5 4 **↑** 10 4 3 **★** 8765 ♥ J 10 9 8 3 **∨** K 7 4 **♦** 96 **♦** 87 S ♣ A82 **♣** K 7 6 3 **♠** QJ9 **♥** A Q 6 2 ◆ QJ432 **♣** Q West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ 2 • Pass 2 🚓 Pass **4** ♥² Pass 3 **v**¹ Pass $4 \, NT^4$ 4 **♠**³ Pass Pass Pass 5 • ⁵ Pass 6 🔸 Pass Pass Pass 1. Splinter 2. Cue bid, a !H stopper 3. Cue bid, a !S stopper 4. Blackwood 1430, for !D 5. A=0/5 or 3/5

6 ♦ by South

0A878B46F5C873C17231D9099B97

Board 10South Deals
N-S Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 2 **v**¹ Pass 3 **♣**² Pass **3** 🔻 Pass $4 NT^3$ **5** ♦ ⁴ Pass 5 **Y** Pass 6NT Pass 6 🔻 Pass Pass Pass Pass

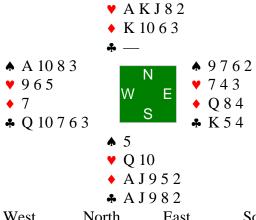
♣ J8654

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !H
- 4. A=0/5 or 3/5

6 N by South

1AC50E2805EC75C9507CB61ADC45

Board 11South Deals
N-S Vul



♦ KQJ4

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

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

191B09F52D574544FF49EBEE3C97

Board 12 \triangle AKJ3 South Deals ▼ K 9 8 6 E-W Vul ♣ A 10 7 5 2 **♦** Q 7 5 4 **▲** 10986 ♥ Q73 ♥ A 10 2 ◆ J743 ♦ Q 10 9 8 2 S ***** 83 **4** 4 **A** 2 ♥ J 5 4 ♦ A K 6 5 **♣** KQJ96 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass Pass 1 NT 1 🔻

5 4

Pass

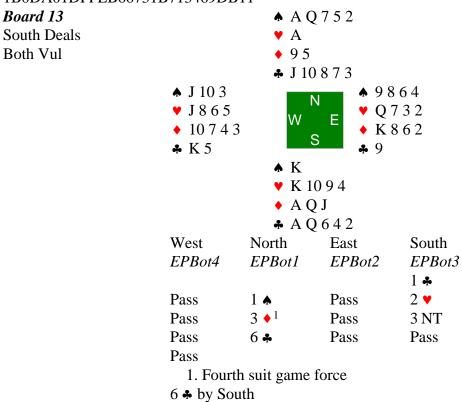
Pass

Pass

Pass

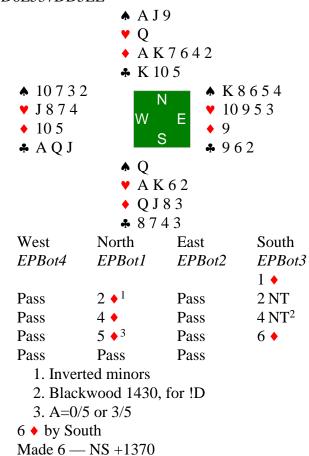
5 ♣ by South

1B0DA01DFFEB66731B713469DB11



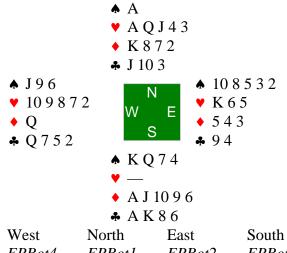
1A2C6F8434D31A75FD6E537DD5EE

Board 14South Deals
N-S Vul



1B0D9588CF7FFE75B4DD50824374

Board 15South Deals
Both Vul



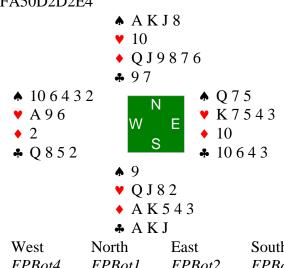
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	4 ♣ ³
Pass	4 ♥ ⁴	Pass	$4 \mathrm{NT}^5$
Pass	5 ♦ ⁶	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !C stopper
- 4. Cue bid, a !H stopper
- 5. Blackwood 1430, for !D
- 6. A=0/5 or 3/5

6 ♦ by South

1831116829CEBB285BFA50D2D2E4

Board 16South Deals
None Vul



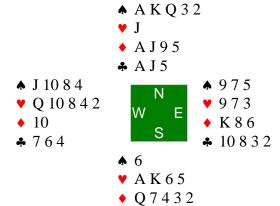
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \mathrm{NT}^2$
Pass	5 ♣ ³	Pass	5 ◆
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

5 ♦ by South

19232539C3FE51F658A463F81A3A

Board 17South Deals
E-W Vul



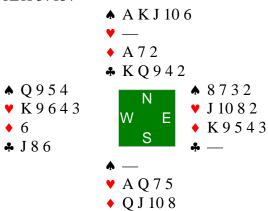
. 1
outh
PBot3
•
♦ 2
♣ ³
♣ 5
ass

Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !C stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 6 ♦ by South

1B2533EF1C1DF35C6538E1F37157

Board 18South Deals
Both Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ $2 \blacktriangle^1$ 3 **♣**² Pass **Pass** Pass **3** 🔻 Pass **4 ♥**³ **5** ♥⁵ $4 \, NT^4$ Pass Pass $5 \, NT^6$ 6 **♣**⁷ Pass Pass Pass Pass Pass

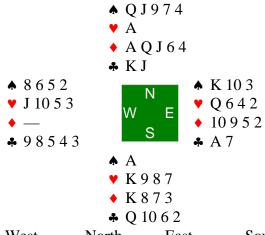
♣ A 10 7 5 3

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !C
- 5. A=2/5 or 5/5, Q(C)=0
- 6. King ask by 5 NT
- 7. K=0

6 ♣ by South

1A8E671D3F7928E426DDF81C74D9

Board 19South Deals
N-S Vul



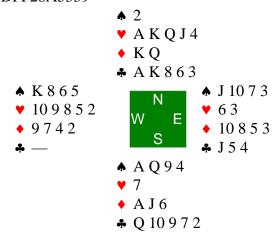
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🚓
Pass	2 v ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♥ ⁴
Pass	6 ♦	Pass	Pass
Daga			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

1B8FC7854E71B9F369DFF28A5339

Board 20 South Deals Both Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 v ¹	Pass	3 ♣ ²
Pass	3 A	Pass	$4 NT^3$
Pass	5 ♦ ⁴	Pass	6 *
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !C
- 4. A=0/5 or 3/5

6 ♣ by South

1801D3B0AB9A5A64E8BB54FF227A

Board 21 **▲** A 3 South Deals **♥** A None Vul ◆ J 10 9 7 6 2 ♣ KJ64 **∧** K 7 4 **♦** 9852 **♥** K 10 9 5 ♥ Q642 **♦** 85 **4** S ♣ Q875 **4** 10 9 3 2 ♠ QJ106 ♥ J873 ♦ A K Q 3 ♣ A West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 3 **♥**¹ **4** ♣²

1. Splinter

Pass

Pass

Pass

- 2. Cue bid, a !C stopper
- 3. Cue bid, a !H stopper

4 **♥**³

5 **y**⁵

Pass

4. Blackwood 1430, for !D

Pass

Pass

Pass

Pass

 $4 NT^4$

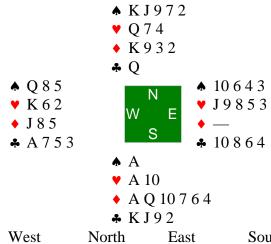
6 •

5. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

1AA43DC711661DD20476D0465C3D

Board 22South Deals
N-S Vul

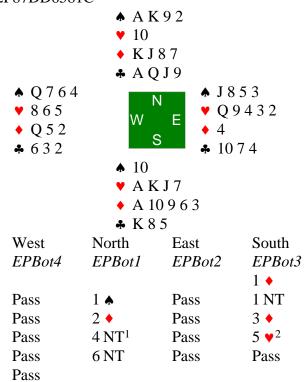


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	3 .
Pass	3 ∨ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	4 ♠ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 4 ⁵	Pass	5 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 5 ♦ by South

192B21DF638A1B71E2F87DD6581C

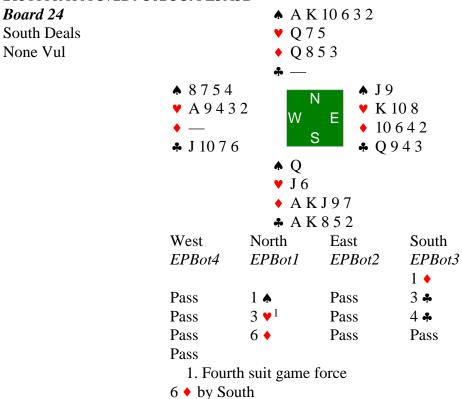
Board 23South Deals
E-W Vul



- 1. Blackwood 1430, for !D
- 2. A=2/5 or 5/5, Q(D)=0

6 N by South

2831118A601C72D9C02CC9FE3A3D



Down 1 — NS -50

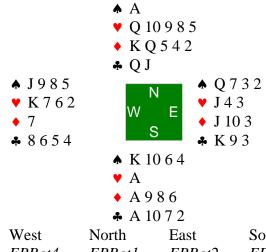
2BED260D37625D56C039C8BC367E

Board 25 **▲** KQJ63 South Deals ♥ Q75 Both Vul ♦ KJ83 **♣** J **↑** A 7 5 **↑** 10982 ♥ J6432 **9** 8 **♦** 65 **♦** 10 7 S **4** 7 5 4 ♣ K 10 8 3 2 **4** ♥ A K 10 ♦ AQ942 ♣ A Q 9 6 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ **3** ♣ Pass 1 🛦 Pass Pass 3 **♥**¹ Pass 3 NT $4 \, NT^2$ Pass 4 🔷 Pass 5 **♣**³ Pass Pass 6 🔸 Pass Pass Pass 1. Fourth suit game force 2. Blackwood 1430, for !D 3. A=1/5 or 4/5

6 ♦ by South

2A25BE4FDB89C6C471B4CC9C5A7D

Board 26South Deals
N-S Vul



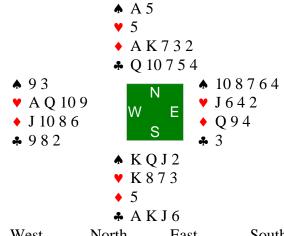
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	2 4 ¹	Pass	3 .
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	$5 \triangleq^3$	Pass	6 •
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

2931A1B79D7FF46C635D0B57E290

Board 27South Deals
E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	$3 \diamond^2$
Pass	4 ♥ ³	Pass	$4 \wedge 4$
Pass	$4 \mathrm{NT}^5$	Pass	5 ♥ ⁶
Pass	6 *	Pass	Pass
ъ			

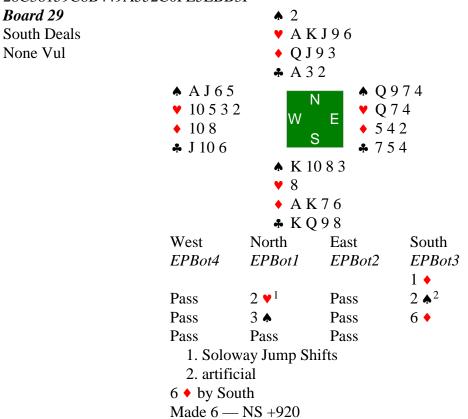
- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Splinter
 - 4. Cue bid, a !S stopper
 - 5. Blackwood 1430, for !C
 - 6. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

2B872F5FF23DC95C1131DB83BAF1

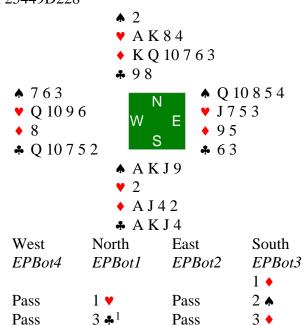
Board 28 **★** K 10 7 6 South Deals **♥** A 9 4 Both Vul • A ♣ A K Q 5 4 **▲** J952 **♠** Q8 ♥ J 10 6 3 2 ♥ Q875 **♦** 953 ◆ J 7 6 4 2 S **.** 8 ♣ J 3 **▲** A 4 3 **♥** K ♦ K Q 10 8 **4** 10 9 7 6 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 1 NT 1 🛦 Pass Pass 7 🚓 Pass Pass Pass 7 ♣ by South

28C38159C8B449A552C0FE5EBB3F



298981709970B74FD0F25449D228

Board 30 South Deals E-W Vul



Pass

Pass

Pass

 $4 \, NT^2$

6 •

Pass 1. Fourth suit game force

4 •

 $5 \triangleq^3$

- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

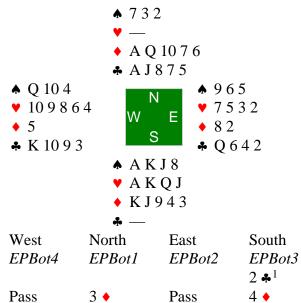
Pass

Pass

Pass

2BA7ACE6AFF47CB317765BFE1C12

Board 31South Deals
Both Vul



Pass

Pass

6 **♣**³

Pass

Pass Pass

Pass

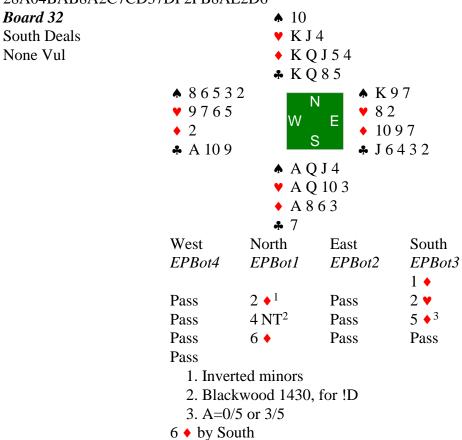
- 1. strong
- 2. Exclusion, for !D

5 **v**²

7 •

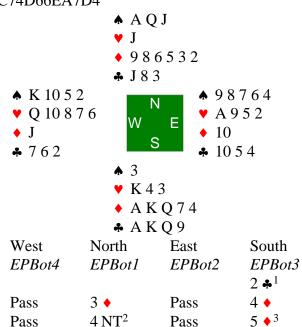
- 3. 2 out of 4
- 7 ♦ by North

28A04BAB8A2C7CD37DF2FB8AE2D6



2B1DED3D0BF255777C74D66EA7D4

Board 33South Deals
Both Vul



Pass

Pass

Pass

Pass

2. Blackwood 1430, for !D

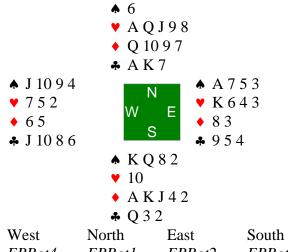
6 •

- 3. A=0/5 or 3/5
- 6 ♦ by North

1. strong

28439389C0E8CA8C7B1476D25DB1

Board 34South Deals
None Vul



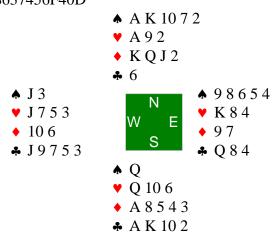
EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 **v**¹ $3 \diamond^2$ Pass Pass **3** ♠ Pass $4 NT^3$ 5 **♠**⁴ 6 • Pass Pass Pass Pass Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

2A051DAEFC21485638637456F40D

Board 35South Deals
N-S Vul



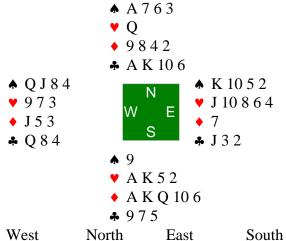
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	5 y
Pass	5 ♠ ⁵	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. !D queen and !S king

6 ♦ by South

292B6BC8DE5BB1D0351B6DD03E62

Board 36 South Deals E-W Vul



EPBot4 EPBot1 EPBot2 EPBot3 1 • 2 🔻 Pass 1 🛦 **Pass** 3 **♣**¹ Pass Pass **3** ♦ **4** ♥² 4 • Pass Pass Pass $4 NT^3$ Pass **5** ♦ ⁴ Pass 6 • Pass Pass

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5

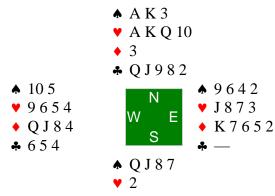
6 ♦ by South

388BE2ABB1636B53D4DC3B5FFEF0

♦ 5 Board 37 South Deals **v** A None Vul ♦ AQ95 ♣ A Q 10 9 8 5 4 **★** K 7 6 3 2 **▲** 10984 ♥ J 5 3 2 **v** 8764 **♦** 7 **♦** 643 S **♣** 762 **♣** K 3 ♠ AQJ **♥** K Q 10 9 ♦ KJ1082 **♣** J West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ Pass Pass 2 🔻 2 🚓 Pass 4 ♣ Pass 5 **.** Pass Pass 6 🚓 Pass Pass 6 ♣ by North

3A05098393C577939978F8701D6B

Board 38South Deals
N-S Vul



◆ A 10 9
 ◆ A K 10 7 3
 West North East EPBot4 EPBot1 EPBot

EPBot4 EPBot2 EPBot3 1 ♣ Pass 1 🔻 **Pass** 1 Pass $2 \bullet 1$ Pass **3** ♣ **4** ♦ ² Pass 4 ♣ Pass $4 NT^3$ Pass **5** ♦ ⁴ Pass Pass $5 \, NT^5$ Pass 6 **.** 6 Pass 7 ♣ Pass Pass

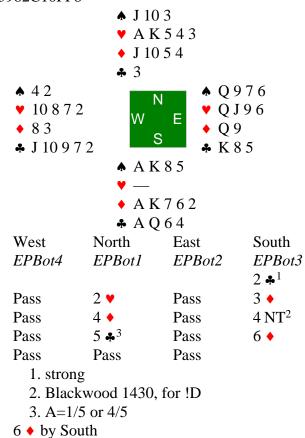
South

Pass

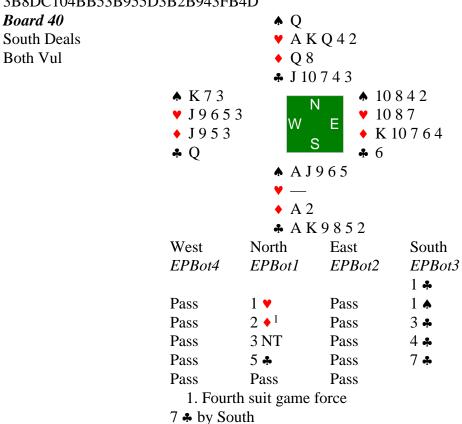
- 1. Fourth suit game force
- 2. Cue bid, a !D stopper
- 3. Blackwood 1430, for !C
- 4. A=0/5 or 3/5
- 5. King ask by 5 NT
- 6. K=0
- 7 ♣ by South

39898A55103054BE785982C10FF8

Board 39South Deals
E-W Vul

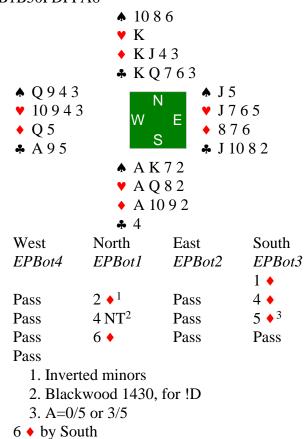


3B8DC104BB53B955D3B2B943FB4D



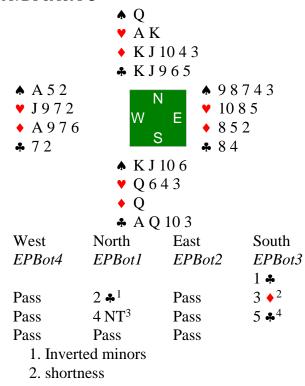
3AA48FE35E36F42A9B1B50FDFFA6

Board 41South Deals
N-S Vul



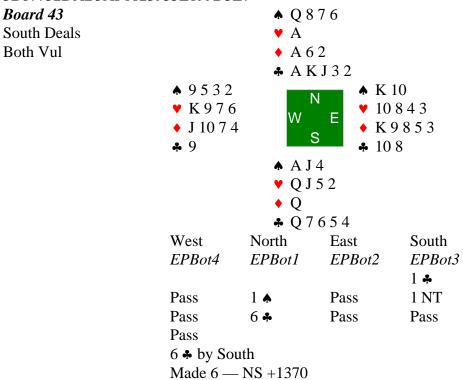
38C58B21BB99775E74A7DF6A69FC

Board 42 South Deals None Vul



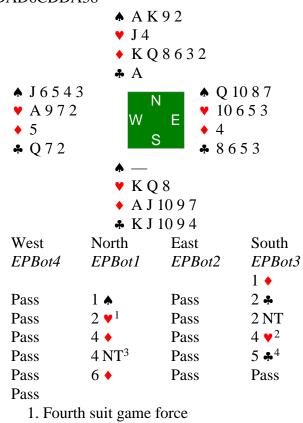
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5
- 5 ♣ by South

3B87732DAB5AF0123935E199D3E7



38332968C151316A70DAD6CDDA38

Board 44South Deals
None Vul

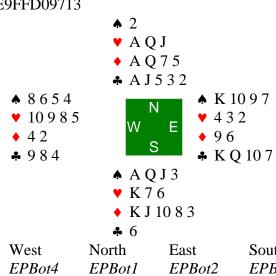


- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

6 ♦ by South

3A8F668E877678F46EE9FFD09713

Board 45South Deals
N-S Vul

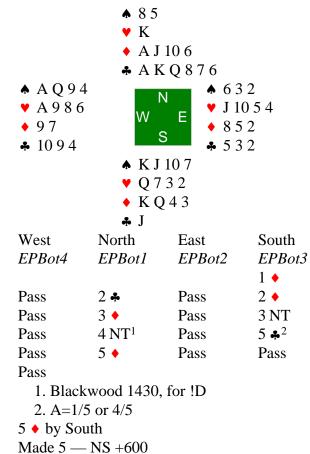


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ♠ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	5 Y
Pass	$5 \mathrm{NT^4}$	Pass	6 ♣ ⁵
Pass	6 ♦ ⁶	Pass	7 🔸
Pass	Pass	Dbl	Pass
Pass	Pass		

- 1. Splinter
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. !D queen no !S king no !C king
- 5. King ask by available bid
- 6. K=0
- 7 ♦× by South

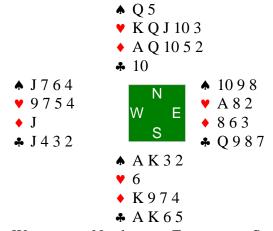
3BF78FEF9594F833AB7712DC6E62

Board 46South Deals
Both Vul



3899810AC44B725EF2ED39F08C98

Board 47South Deals
None Vul

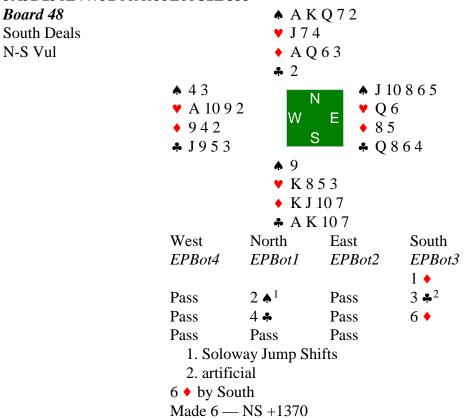


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 .	Pass	4 🔸
Pass	4 ♥ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	6 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5

6 ♦ by South

3A3D251E4475B06A055E68C2EC33



390BBAC16F8AB170C9DE5450FB4A Board 49 **♠** A South Deals ♥ A Q 10 7 2 E-W Vul ♦ Q984 ♣ AJ3 **♦** Q763 **▲** J8542 **v** 654 **♥** K983 **♦** J 6 **•** 5 S ***** 854 ♣ K 10 6 2 **∧** K 10 9 **♥** J ◆ A K 10 7 3 2 **♣** Q97 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 **v**¹ Pass 3 **♦**² Pass Pass 3 NT

> Pass Pass

Pass

1. Soloway Jump Shifts

3 ♠

6 •

 $4 NT^3$

Pass

Pass

5 ♥⁴

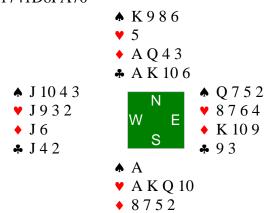
Pass

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

48AB2F69F4EF3E11511741D8FA70

Board 50South Deals
None Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • 2 🔻 Pass 1 **Pass** Pass 3 **♣**¹ Pass **3** ♦ **4** ♥² 4 • Pass Pass $4 NT^3$ Pass **5 ♥**⁴ Pass Pass 6 • Pass Pass

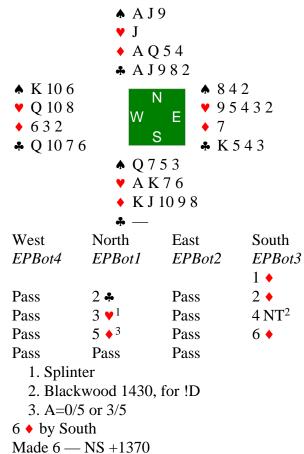
♣ Q875

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

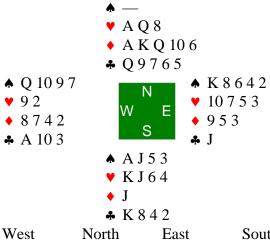
4A2FE6BC07F41777A8E09E5E9253

Board 51South Deals
N-S Vul



498061C3AAD0F74DDF63976D947D

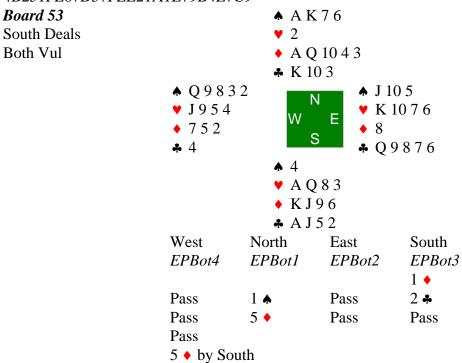
Board 52South Deals
E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 + 1	Pass	$3 \diamond^2$
Pass	4 ♠ ³	Pass	5 ♣ ⁴
Pass	6 4	Pass	Pass
Pass			

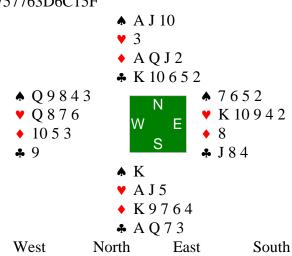
- 1. Inverted minors
- 2. shortness
- 3. Exclusion, for !C
- 4. 1 out of 4
- 6 ♣ by South

4B251FE67D57FEE21A1E79B4E7C9



4A2D97FD2E13D4FA757763D6C15F

Board 54South Deals
N-S Vul



VV CSL	NOLUI	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 📤	Pass	3 .
Pass	4 ♥ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♣ ⁵	Pass	7 🚓
Pass	Pass	Pass	

- 1. Splinter
- 2. Blackwood 1430, for !C
- 3. A=0/5 or 3/5
- 4. King ask by 5 NT
- 5. K=0
- 7 ♣ by North

49814809BE4EC079FA1670211ED9

Board 55 **♦** Q 6 4 3 ♥ A K Q 10 9 South Deals E-W Vul ♦ A 9 5 4 **♦** 972 **★** K 10 8 5 ♥ J875 **v** 632 ♦ J 10 3 **•** 6 S **♣** K95 ♣ J 10 7 6 3 ♠ A J **y** 4 ♦ KQ872 ♣ AQ842 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 🚓 **1** 🔻 Pass Pass $2 \blacktriangle^1$ Pass 2 NT 4 • $4 \, NT^2$ Pass Pass Pass 5 **v**³ Pass 7 NT

- Pass 1. Fourth suit game force
- 2. Blackwood 1430, for !D

Pass

3. A=2/5 or 5/5, Q(D)=0

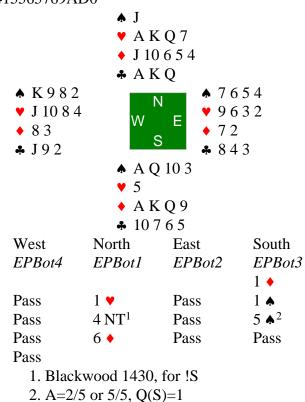
7 N by South

Pass

Down 2 — NS -100

4B8FCF8F34B5DCFA415565769AD0

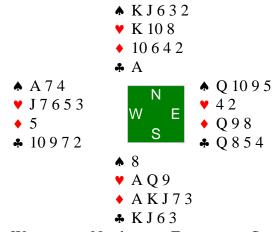
Board 56South Deals
Both Vul



6 ♦ by South

48E3016E31486C8EF03976DA3118

Board 57South Deals
None Vul



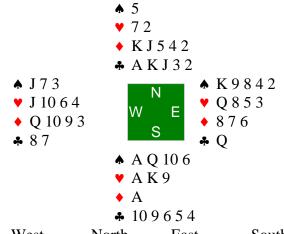
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	3 .
Pass	3 ∨ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	5 ♣ ³	Pass	6 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

4BAF679AF7B96950C0B11575DB47

Board 58South Deals
Both Vul

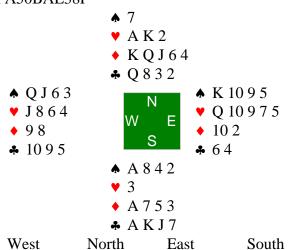


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	2 •
Pass	$3 \blacktriangle^2$	Pass	$4 \mathrm{NT}^3$
Pass	5 ∨ ⁴	Pass	$5 \mathrm{NT}^5$
Pass	6 ♦ ⁶	Pass	7 🚓
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Splinter
- 3. Blackwood 1430, for !C
- 4. A=2/5 or 5/5, Q(C)=0
- 5. King ask by 5 NT
- 6. K=1
- 7 **.** by South

488149DBF95C54B711FA50BAE38F

Board 59South Deals
None Vul



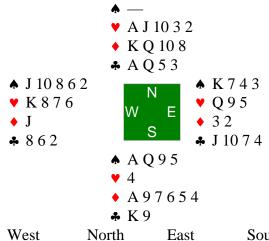
EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \bullet 1$ Pass **4** ♥² **5** ♦ ⁴ Pass $4 NT^3$ Pass 6 🔷 Pass Pass Pass Pass

- 100
- 1. Inverted minors
- 2. Splinter
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

4A877D9FC2CE95FC76F497664BC8

Board 60South Deals
N-S Vul

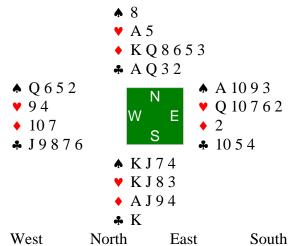


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 ^	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	5 y
Pass	5 NT ⁵	Pass	6 ♣ ⁶
Pass	6 ♦ ⁷	Pass	7 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. !D queen no !S king no !C king
- 6. King ask by available bid
- 7. K=0
- 7 ♦ by South

4B4FA5D7AC5A7C2498D4C6BE67D3

Board 61South Deals
Both Vul

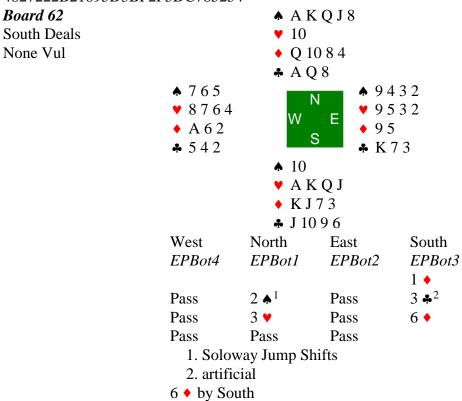


EPBot4 EPBot1 EPBot2 EPBot3 1 • $2 \bullet 1$ 2 🔻 Pass Pass **4** ♥² Pass 4 • Pass $4 NT^3$ Pass 5 **♣**⁴ Pass Pass 6 • Pass Pass

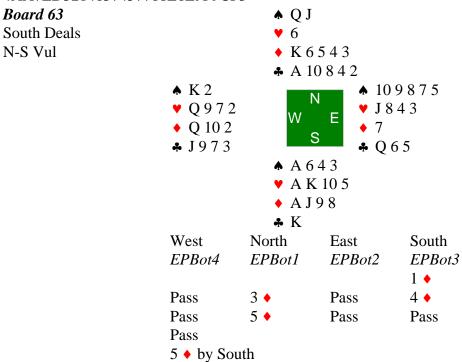
- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5

6 ♦ by South

4827222B21895D3BF2F5DC785254



4AA7ED3214637457788E6E9F9CF3



49894140F2B93790358A7EE244D8

Board 64 South Deals E-W Vul A Y Q J 8 4 D J 4 2 J 10 9 7 5 S J 4 2 J 10 9 7 5 S J 4 2 J 10 9 7 5 S J 4 2 J 10 9 7 5 S J 4 2 J 10 9 7 5

• A 10 6 2

♣ A K 10 7

★ K Q 5 3

♣ J 6 5 4

∨ 82 **→** 973

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

- Pass
 - 1. Soloway Jump Shifts
 - 2. artificial
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5

6 ♦ by South

5A250EE940A5305F74EC461ADCDD

Board 65 South Deals N-S Vul

∧ A K 9 4 **♥** KJ5 ♦ K8632 **\$** 8 **♦** Q632 **▲** J875 **v** 8432 **9** 7 **♦** J9 ♦ Q 4 S ♣ J9763 **♣** K 5 4 **▲** 10 ♥ A Q 10 6 ◆ A 10 7 5 ♣ A Q 10 2

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

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. no !D queen
- 6 ♦ by South

5ABDCD9F6B48CBB569CAF3D11163 Board 66 **★** 3 **♥** K 10 9 6 South Deals N-S Vul ♦ AKQ ♣ QJ952 **∧** K9654 **▲** J 10 7 2 ♥ A85 ♥ Q 4 3 **♦** 5432 ♦ J 10 9 7 6 S **4** 10 **4** 6 **▲** A Q 8 ♥ J72 **8** ♣ AK8743 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ 2 🚓 Pass 1 🔻 Pass $4 \diamond^2$ Pass 3 **♠**¹ Pass **5** ♦ ⁴ $4 NT^3$ Pass Pass Pass 6 🚓 Pass Pass

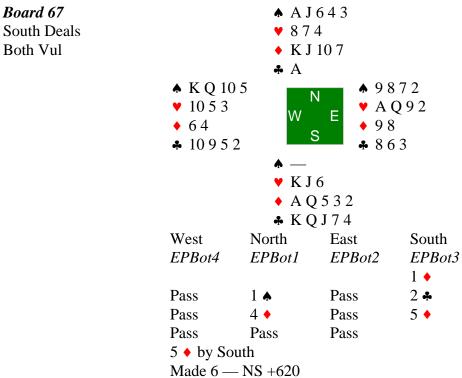
1. Splinter

Pass

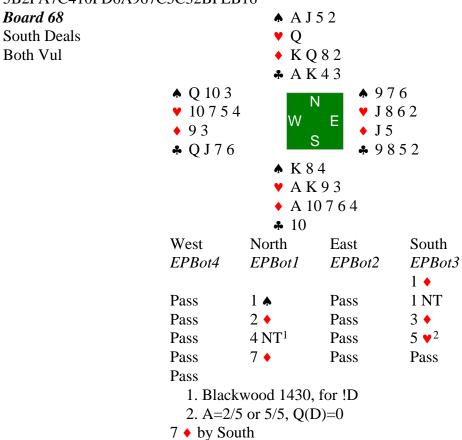
- 2. Cue bid, a !D stopper
- 3. Blackwood 1430, for !C
- 4. A=0/5 or 3/5

6 ♣ by South

5B1FE5DD25F45042452AFC093E5C

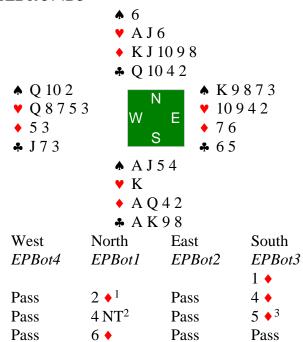


5B2FA7C410FD6A967C5C32BFEB16



588169F388DB59797C0EB69374D3

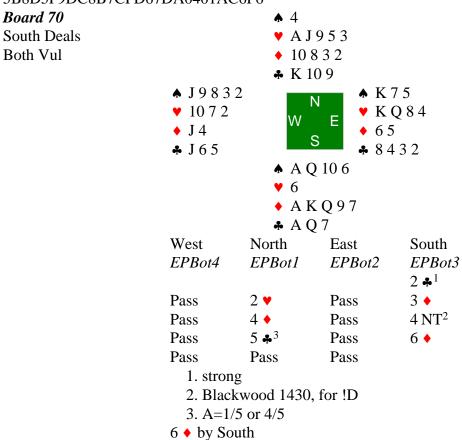
Board 69 South Deals None Vul



- 1. Inverted minors
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 6 ♦ by South

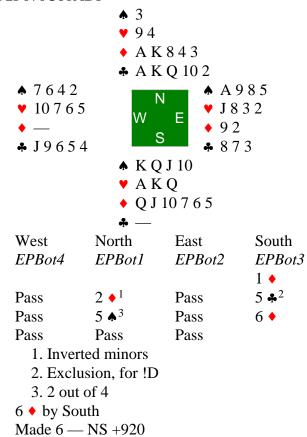
Pass

5B8D5F9DC8B7CFD67DA0401AC6F6



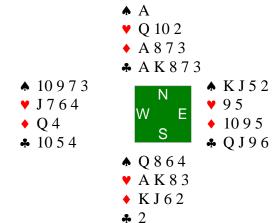
586BABA390B34C5AF2F070C81ADF

Board 71South Deals
None Vul



59236B8E7AC4D6A3F3BA54BCE349

Board 72South Deals
E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ◆	Pass	3 NT
Pass	4 •	Pass	4 ♥ ¹
Pass	$4 \mathrm{NT}^2$	Pass	5 ♥ ³
Pass	6 ♦	Pass	Pass
D			

- Pass
 - 1. Cue bid, a !H stopper
 - 2. Blackwood 1430, for !D
 - 3. A=2/5 or 5/5, Q(D)=0

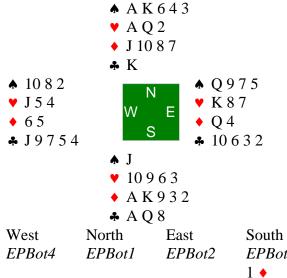
6 ♦ by South

681329C7AC0EF37155CF5DC157F5

Board 73 **♠** A K 10 South Deals ♥ Q 10 6 4 None Vul • K ♣ AQ963 **♦** Q 9 6 4 2 **★** 8753 **9** 9 8 2 ♥ A 7 5 3 ◆ Q732 ♦ J 10 6 5 S **♣** J **4** 10 **♠** J ♥ KJ ♦ A 9 8 4 ♣ K 8 7 5 4 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 & 2 🚓 Pass 1 🔻 Pass 5 **v**² Pass $4 NT^1$ Pass Pass 6 🕹 Pass Pass Pass 1. Blackwood 1430, for !C 2. A=2/5 or 5/5, Q(C)=06 ♣ by South

6A051749BCEE64DD5C22703826C6

Board 74South Deals
N-S Vul

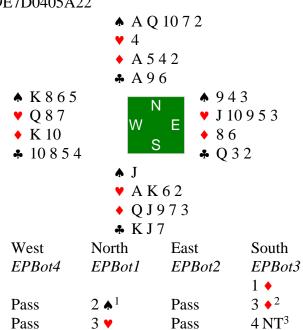


- EPBot3 1 • Pass $2 \blacktriangle^1$ Pass $3 \diamond^2$ Pass 4 ♣ Pass $4 NT^3$ **5 ♥**⁴ 6 • Pass Pass Pass Pass Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

6923ED3A991C5BF439E7D0405A22

Board 75South Deals
E-W Vul



Pass

Pass

6 •

ass Pass Pass Pass 1. Soloway Jump Shifts

5 ♦ ⁴

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

Pass Pass

6B898FB54F64571D4698F3F87ED1

Board 76 **♦** 8 South Deals **♥** A K J 7 Both Vul ◆ Q 10 9 7 **♣** KJ95 **♦** 542 **▲** J 10 9 7 3 **Q** 5 4 3 **9** 9 8 6 2 ♦ A 6 4 **♦** 5 2 S **4** 10 6 4 **4** 73 **♠** A K Q 6 **v** 10 ◆ KJ83 ♣ A Q 8 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass Pass 2 🛦 **1** 🔻

> Pass 1. Fourth suit game force 6 N by South

3 **♣**¹

6 NT

Pass Pass

3 NT

Pass

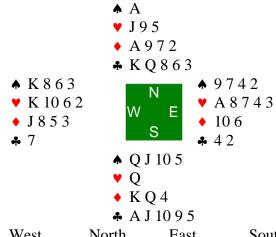
Made 6 — NS +1440

Pass

Pass

6A1DF7A781B94DD35CFB8156D37E

Board 77South Deals
N-S Vul

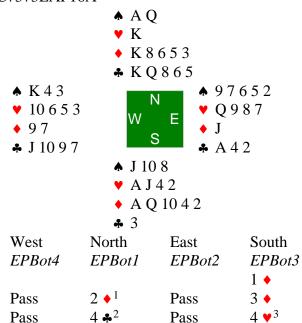


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	2 •
Pass	$3 \triangleq^2$	Pass	4 ♦ ³
Pass	$4 \mathrm{NT^4}$	Pass	5 ♣ ⁵
Pass	6 ♣	Pass	Pass
Dogg			

- Pass
 - 1. Inverted minors
 - 2. Splinter
 - 3. Cue bid, a !D stopper
 - 4. Blackwood 1430, for !C
 - 5. A=1/5 or 4/5
- 6 ♣ by South

692AC31BA4B85C935C7373EAF16A

Board 78South Deals
E-W Vul



Pass

Pass

Pass

4 NT⁵

6 •

- 1. Inverted minors
- 2. Cue bid, a !C stopper

4 **♠**⁴

5 **♠**⁶

Pass

- 3. Cue bid, a !H stopper
- 4. Cue bid, a !S stopper
- 5. Blackwood 1430, for !D
- 6. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

Pass

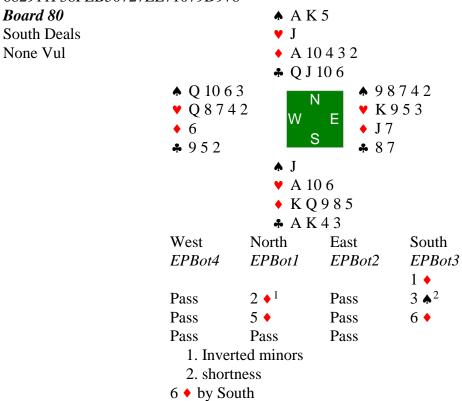
Pass

Pass

6BAC872442765DB3ECCEF79ACF58

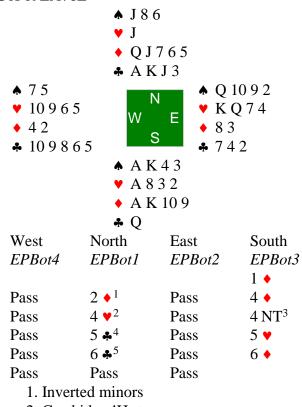
♠ Q Board 79 **♥** KJ63 South Deals Both Vul ♦ K Q 10 5 **♣** K 8 5 3 **↑** 7653 **♦** J 10 9 2 **v** 10 8 5 **9** 4 2 **♦** 42 → J 8 S ♣ A Q 7 2 ♣ J 10 6 4 ♠ AK84 ♥ A Q 7 ◆ A 9 7 6 3 **.** 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass 1 🔻 Pass 1 🛦 Pass 3 NT Pass $4 NT^1$ $5 \diamond 2$ Pass Pass **5** 🔻 Pass Pass Pass 1. Blackwood 1430, for N 2. A=0/4 or 3/4 5 ♥ by North

682911F38FEB50727EE71079D978



69AB9B5103787824D230F09EA76E

Board 81South Deals
E-W Vul

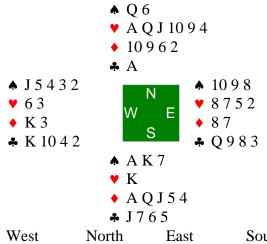


- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5. !D queen and !C king

6 ♦ by South

6B8FA80ECD4446529135DDCCFAD4

Board 82South Deals
Both Vul

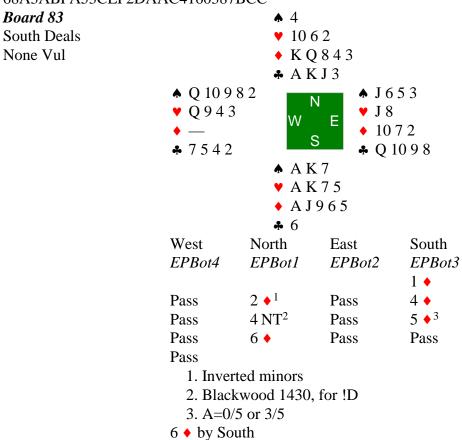


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	3 NT
Pass	4 •	Pass	4 ♠ ¹
Pass	$4 \mathrm{NT}^2$	Pass	$5 \wedge 3$
Pass	6 ♦	Pass	Pass
Dogg			

- Pass
 - 1. Cue bid, a !S stopper
 - 2. Blackwood 1430, for !D
 - 3. A=2/5 or 5/5, Q(D)=1

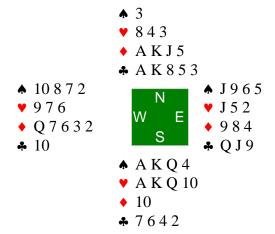
6 ♦ by South

68A3ABFA53CEF2DAAC4160387BCC



6AAFAFA25EE47ACBF1715F8903D1

Board 84South Deals
N-S Vul

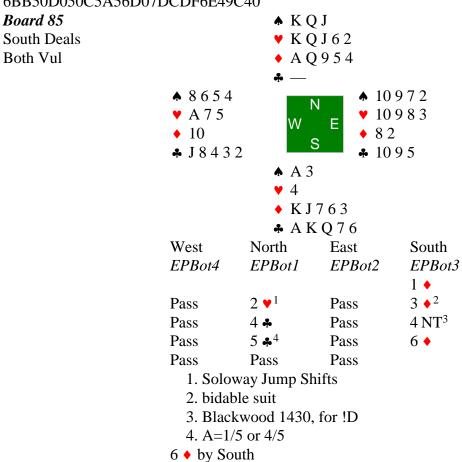


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ∨ ⁴
Pass	6 4	Pass	Pass
Pass			

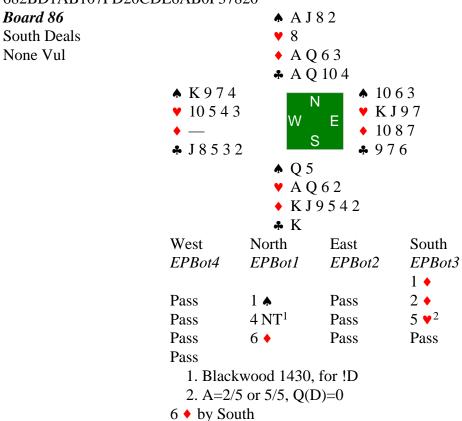
- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

6BB50D050C5A56D07DCDF6E49C40

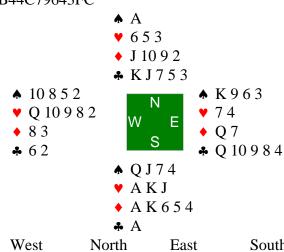


682BD1AB107FD20CDE6AB0F37820



6A2567BAAFFE7EF29B44C79643FC

Board 87South Deals
N-S Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	3 .	Pass	3 ♦
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	5 Y	Pass	6 ♦ ⁵
Pass	Pass	Pass	

- 1. strong
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5. no !D queen
- 6 ♦ by South

692BC9C968B412D1427E22347EC9 Board 88 **▲** A 9 5 4 South Deals **♥** KQ72 E-W Vul 9875 ♣ A **★** K Q 8 2 **▲** J763 Ν **v** 10 6 4 3 **9** 8 W **♦** 63 **♦** 10 4 S **4** 97653 ♣ J 10 4 **▲** 10 **♥** A J 5 ♦ A K Q J 2 ♣ KQ82 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • **3** ♣ Pass 1 🔻 **Pass**

> Pass Pass

Pass

Pass

Pass

1. Fourth suit game force

3 **♠**¹

5 🛦

7 •

 $4 NT^2$

Pass

Pass

Pass

Pass

4 • **5** ♦ ³

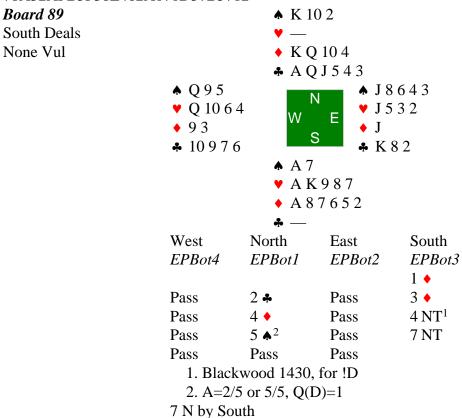
6 **♣**⁴

Pass

- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. !D queen and !C king

7 ♦ by South

78A32AFB5F38E462A070D37B5712



Down 1 — NS -50

7A2BE7355FE2B47ED11A26DCF50E

4 94

Board 90 South Deals N-S Vul

♠ AQ652 **v** 2 ◆ J842 ♣ AKJ **★** K 10 7 4 3 **▲** J8 ♥ Q983 ♥ J764 W **◆** 10 7 ♦ A 6 S **♣** 10 8 6 5 2 **•** 9

♥ A K 10 5

♦ KQ953

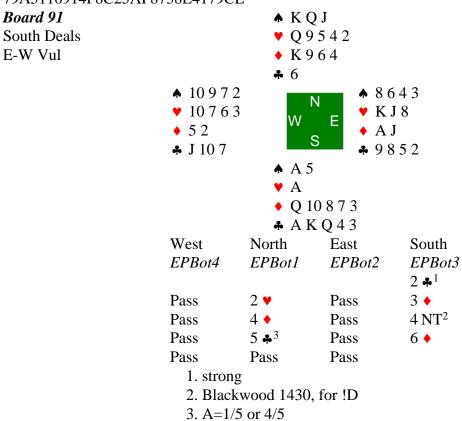
♣ Q 7 3

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	3 v	Pass	4 ♥ ³
Pass	4 ♠ ⁴	Pass	$4 \mathrm{NT^5}$
Pass	5 ∀ ⁶	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !H stopper
- 4. Cue bid, a !C stopper
- 5. Blackwood 1430, for !D
- 6. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

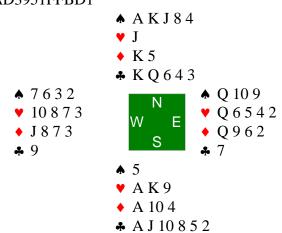
79A5110914F8C25AF8738E4179CE



6 ♦ by South

7B2D2753097D6039FAD3951FFBD1

Board 92South Deals
Both Vul



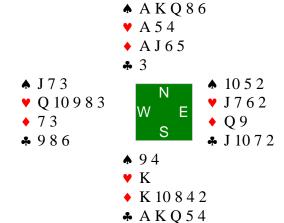
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	$2 \blacktriangle^1$	Pass	3 ♣ ²
Pass	3 🔻	Pass	$4 \mathrm{NT}^3$
Pass	5 ♠ ⁴	Pass	6 ♣
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !C
- 4. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

79012935D27AB438DE104189FF5A

Board 93South Deals
E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	5 y
Pass	5 ♠ ⁵	Pass	$5 \mathrm{NT^6}$
Pass	6 ♦ ⁷	Pass	7 🔸
Pass	Pass	Pass	

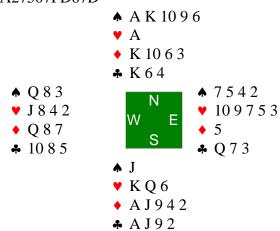
- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. !D queen and !S king
- 6. King ask by 5 NT
- 7. K=1

7 ◆ by South

Down 1 — NS -50

7B0D27EABD141DF85A27507FD67D

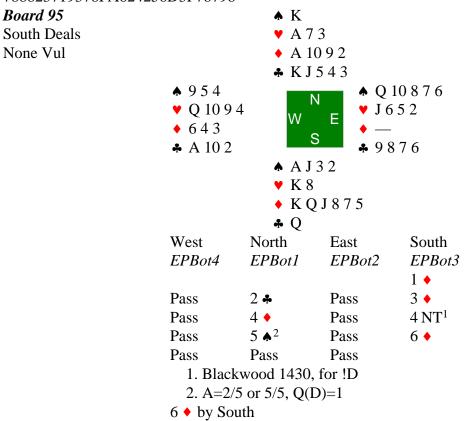
Board 94South Deals
Both Vul



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

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5
 - 5. no !D queen
- 6 ♦ by South

788823719378FA624256D3F78798



797B890281BC5ADA49FDE0C214D2

Board 96 **♠** Q3 South Deals ▼ KQJ74 E-W Vul ◆ QJ542 ♣ A **♦** 86542 **A** A 9 7 Ν **9** 9 8 3 2 **♥** A 10 6 **♦** 10 6 **♦** 3 S ♣ Q9842 **4** 10 5 3 **★** KJ10 **y** 5 ♦ AK987 **♣** KJ76 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass 2 **v**¹ Pass $3 \diamond^2$ Pass 4 & Pass $4 NT^3$ 5 **♣**⁴ Pass **5** • Pass Pass Pass Pass 1. Soloway Jump Shifts 2. bidable suit 3. Blackwood 1430, for !D 4. A=1/5 or 4/5

5 ♦ by South

7B4D8FB5863E42F814E272CD14BC

▲ 10 7 3 Board 97 South Deals ♥ A K J 9 4 Both Vul ♦ QJ73 **♣** K **♦** 864 **A** A 9 5 ♥ Q 10 8 5 2 **v** 73 **•** 8 **♦** 965 S ***** 8732 ♣ J 10 9 6 5 **★** K Q J 2 **y** 6 ♦ A K 10 4 2 ♣ A Q 4

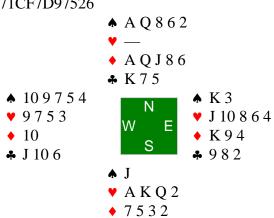
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♣ ⁴	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

6 ♦ by South

7A2D6B2D9CD0FA1EF71CF7D97526

Board 98South Deals
N-S Vul



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

♣ A Q 4 3

Pass

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !S
- 4. A=2/5 or 5/5, Q(S)=1

5 ♠ by North

7B049D869EC5DD30544CC2A0FF3A

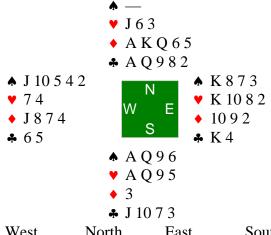
♠ A82 Board 99 South Deals ♥ AQ1065 Both Vul ♦ A Q 10 7 **4** 3 **▲** 10953 **↑** 76 **v** 832 ▼ KJ97 **♦** 854 **•** 2 S ♣ A 8 7 6 4 ♣ QJ52 **∧** KQJ4 **y** 4 ♦ KJ963 ♣ K 10 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 **v**¹ $3 \diamond^2$ Pass Pass 4 & Pass $4 NT^3$ **5** ♦ ⁴ 6 • Pass Pass Pass Pass Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

78AB5AABC5DDAF577588E8F641DF

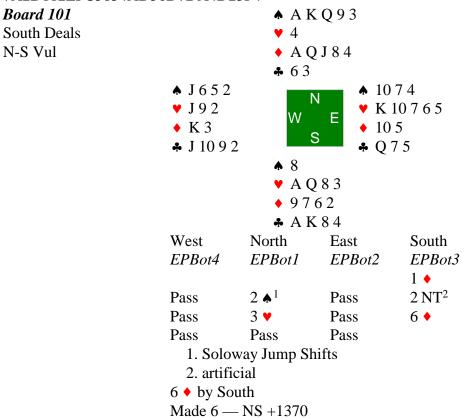
Board 100South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣¹	Pass	$3 \diamond^2$
Pass	4 ♠ ³	Pass	5 ♣ ⁴
Pass	6 4	Pass	Pass
Pass			

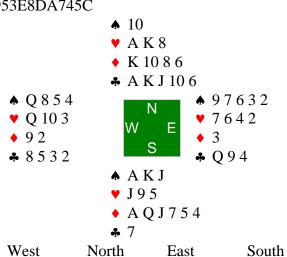
- 1. Inverted minors
- 2. shortness
- 3. Exclusion, for !C
- 4. 1 out of 4
- 6 ♣ by South

7A2D112EFC5834AD56D7DA4D23F4



798B83FAAB336EC05953E8DA745C

Board 102 South Deals E-W Vul



EPBot4 EPBot1 EPBot2 EPBot3 1 • **3** ♦ Pass 2 🚓 **Pass** Pass 4 • Pass 4 **♠**¹ 5 **♠**³ $4 NT^2$ Pass Pass 5 NT⁴ Pass 6 **♦**⁵ Pass Pass 7 NT Pass Pass

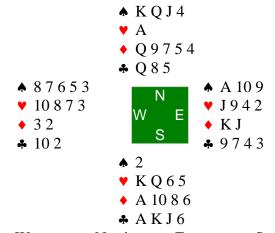
Pass

- 1. Cue bid, a !S stopper
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1
- 4. King ask by 5 NT
- 5. K=1
- 7 N by North

Down 1 — NS -50

88412D2B1D705AF3FAE1EB1AF694

Board 103South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ∀ ⁴
Pass	6 ♦	Pass	Pass
Daga			

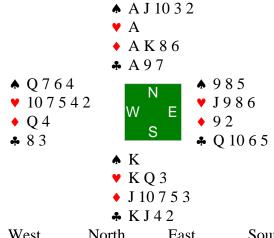
- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

Down 1 — NS -50

8A0FADE215365B5CF7DE76F12439

Board 104South Deals
N-S Vul



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

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5
 - 5. no !D queen
- 6 N by South

89ABB15F84C5D37DEE61D64C27B3

Board 105South Deals
E-W Vul

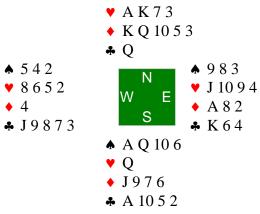
♠ 3 ♥ J 10 4 ★ K962 ♣ AQ932 **★** 10975 **♠** Q864 ♥ K82 ♥ Q95 • Q874 ♦ J 10 5 3 S ♣ J 4 **4** 75 $\blacktriangle \ A\ K\ J\ 2$ **♥** A 7 6 3 A ♣ K 10 8 6

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

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=1/5 or 4/5
- 6 & by South

8A890EAF149D547804B6FDD24CF9

Board 106South Deals
N-S Vul



▲ KJ7

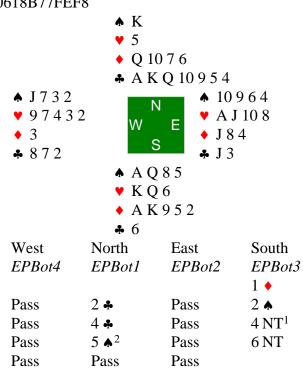
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	2 4 ¹	Pass	3 .
Pass	4 •	Pass	4 ♠ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ∀ ⁴
Pass	6 ♦	Pass	Pass
Dogg			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

899B2BA3D6537B94F0618B77FEF8

Board 107South Deals
E-W Vul

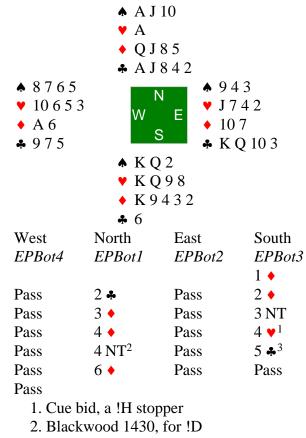


- 1. Blackwood 1430, for !C
- 2. A=2/5 or 5/5, Q(C)=1

6 N by South

8807A2AA1B3E60EBDCF5F8537293

Board 108South Deals
None Vul

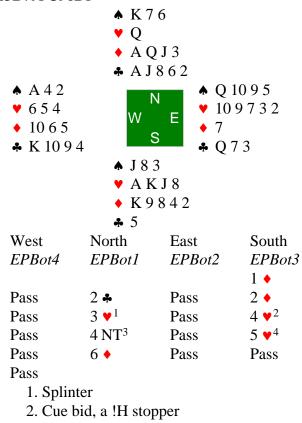


3. A=1/5 or 4/5

6 ♦ by South

8BE72C46A7585CAF123B79FC96DF

Board 109South Deals
Both Vul



- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

882BA0A6D3DE4336F32AB85FBAD0

Board 110South Deals
None Vul

▲ A86 **y** 9 ♦ A 6 5 3 ♣ AJ974 **▲** J 10 7 2 **♦** 94 **v** 8753 ♥ J 10 4 2 ♦ Q8 **♦** 10 4 S ♣ K 5 2 ♣ Q 10 8 6 3 ♠ KQ53 ♥ A K Q 6 ♦ KJ972

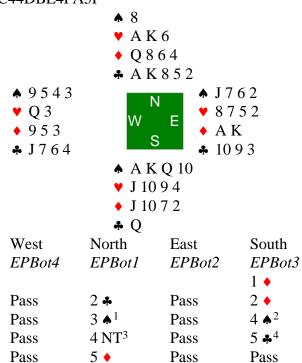
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 🔻
Pass	3 .	Pass	3 ♦
Pass	4 •	Pass	$4 \mathrm{NT^1}$
Pass	5 ♦ ²	Pass	$5 \mathrm{NT}^3$
Pass	6 ♣ ⁴	Pass	6 ♦
Pass	Pass	Pass	

- 1. Blackwood 1430, for !D
- 2. A=0/5 or 3/5
- 3. King ask by 5 NT
- 4. K=0

6 ♦ by South

8B8383B56CAEEA175C44DBE4FA5F

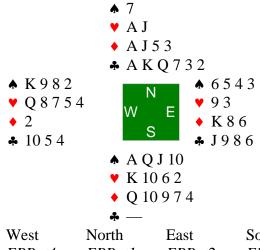
Board 111South Deals
Both Vul



- Pass
 - 1. Splinter
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5
- 5 ♦ by South

888BEFB38AA0D2FE336E78705BE7

Board 112South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ◆	Pass	4 ∨ ¹
Pass	$4 \mathrm{NT^2}$	Pass	5 ♣ ³
Pass	6 ♦	Pass	Pass
Daga			

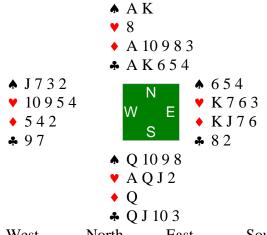
Pass

- 1. Cue bid, a !H stopper
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

8A2F1BA5E9BDBC8ED85B7373DDE2

Board 113South Deals
N-S Vul

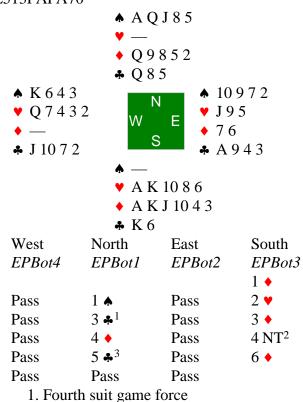


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣¹	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	5 ♦	Pass	$5 \mathrm{NT}^5$
Pass	6 ♦ ⁶	Pass	6 ∀ ⁷
Pass	7 🚓	Pass	Pass
Dage			

- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Blackwood 1430, for !C
 - 4. A=1/5 or 4/5
 - 5. !C queen no !H king no !S king
 - 6. King ask by available bid
 - 7. K=0
- 7 ♣ by South

892AE9331868522374E513FAFA70

Board 114 South Deals E-W Vul



- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

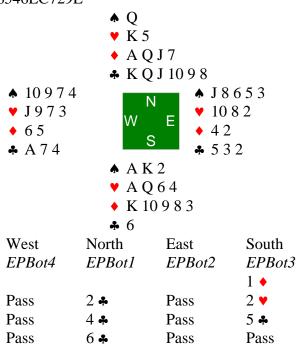
98A8832B7BD3F353F86546EC729E

Pass

6 ♣ by North

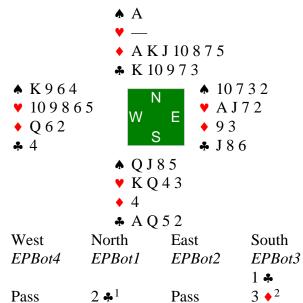
Made 6 — NS +920

Board 115South Deals
None Vul



9A1DEFA19E7FFBBE5FF2BDE46B51

Board 116South Deals
N-S Vul



Pass

Pass

5 **♣**

Pass

Pass Pass

Pass

1. Inverted minors

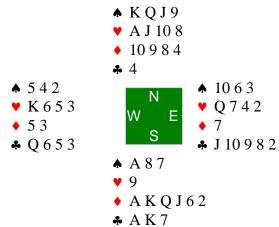
4 ♥³

7 🚓

- 2. shortness
- 3. Splinter
- 7 **.** by South

9B8D3D1C0E462686917CF8D778DE

Board 117South Deals
Both Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	$2 \diamond^2$	Pass	3 ♦
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	5 y	Pass	6 ♣ ⁵
Pass	7 🔸	Pass	Pass
ъ			

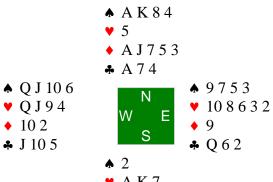
Pass

- 1. strong
- 2. waiting
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5. !D queen and !C king

7 ◆ by North

992329FAF0DC751963DA403B519E

Board 118 South Deals E-W Vul



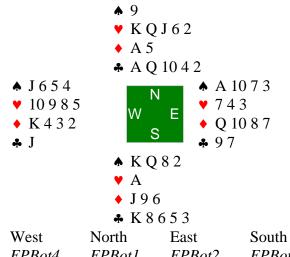
- **♥** A K 7
- ♦ KQ864
- ♣ K983

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🚓
Pass	2 v ¹	Pass	2 NT
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	5 ♦ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♦ ⁵	Pass	7 🔸
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. King ask by 5 NT
- 5. K=1
- 7 ♦ by South

9B678983CC733EB152CDF5DB598B

Board 119South Deals
Both Vul



EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 2 **v**¹ Pass 3 **♣**² Pass **3** ♠ Pass 3 NT $4 NT^3$ Pass 5 **♥**⁴ Pass Pass 6 🚓 Pass Pass

Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !C
- 4. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

992BAF90E3F59F77D532366D5D80

Board 120South Deals
E-W Vul

▲ A 6 5 **v** 2 ♦ QJ62 ♣ A K J 9 8 **♦** J 10 7 **♦** 843 **v** 10 8 6 5 ♥ Q973 ♦ K943 ◆ 10 8 7 5 S ♣ Q 2 **4** 65 **★** K Q 9 2 A K J 4 • A

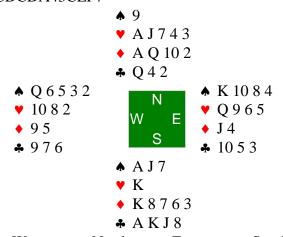
West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 & Pass 2 **♣**¹ 2 • **Pass 5 ♥**³ Pass $4 \, \mathrm{NT}^2$ Pass Pass 6 🚓 Pass Pass Pass

4 10 7 4 3

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=0
- 6 ♣ by South

9B856DD78176187D8CDCDA43CEF7

Board 121 South Deals Both Vul

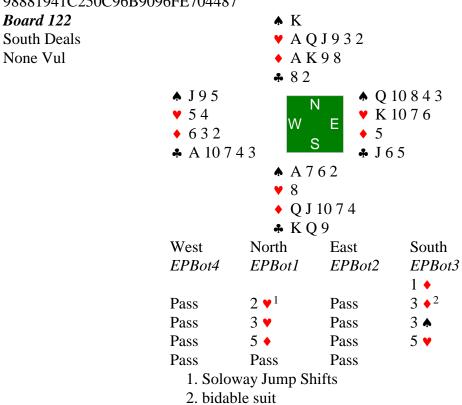


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 v	Pass	3 .
Pass	3 ♠ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♠ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	6 ♦	Pass	Pass
Pass			

- - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5

6 ♦ by South

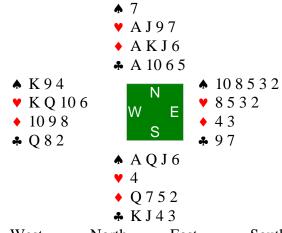
98881941C250C96B9096FE704487



5 ♥ by North

9A8FFDB48D73C25006BF57E95954

Board 123South Deals
N-S Vul



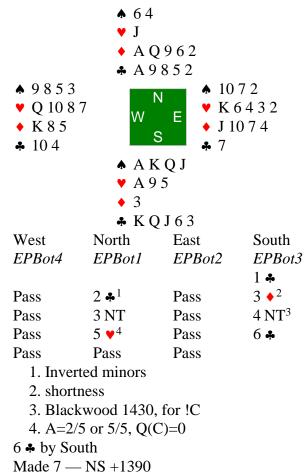
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	$2 *^{1}$	Pass	3 .
Pass	4 •	Pass	4 ♠ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	5 A	Pass	6 ♣ ⁵
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Cue bid, a !S stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5. !D queen and !C king

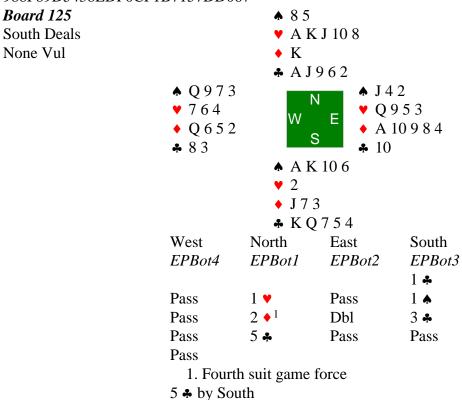
6 ♣ by North

9BA799B58170E7FB7215EB10DD57

Board 124South Deals
Both Vul

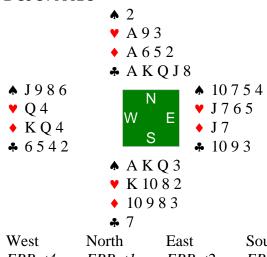


988F89D5438EDF0CF1B7157DD067



9A8FA3B3DB66C6E759DC5C70862C

Board 126 South Deals N-S Vul



South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ 2 • Pass 2 ♣ **Pass** Pass **3** ♦ Pass 3 NT **4** ♥ ¹ Pass 4 • Pass $4 \, NT^2$ Pass 5 **♣**³ Pass Pass 6 • Pass Pass

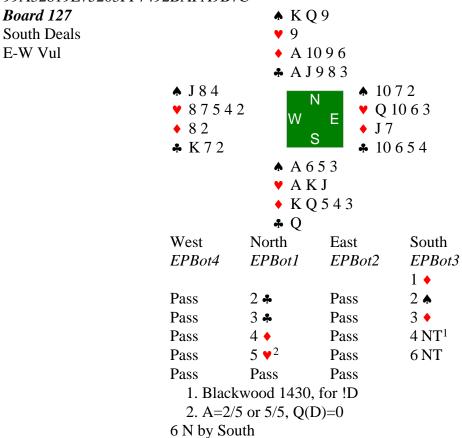
Pass

- 1. Cue bid, a !H stopper
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

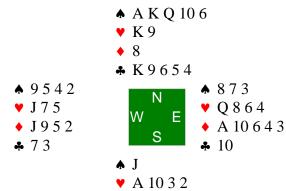
Down 1 — NS -100

99A32819E75203FF7492BAFA9B7C



A82D0311B52EC759701FF7DF6CE5

Board 128South Deals
None Vul



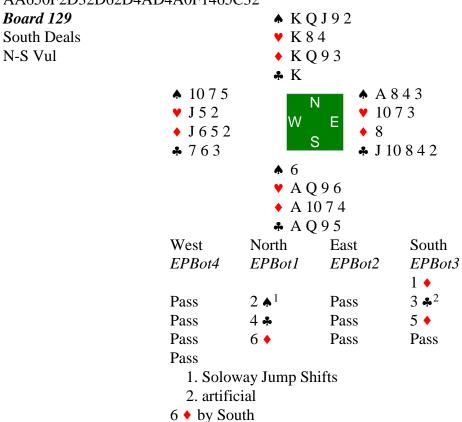
★ A 10 3 2
 ★ K Q 7
 ♣ A Q J 8 2
 North Eas

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

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !C
- 5. A=2/5 or 5/5, Q(C)=1

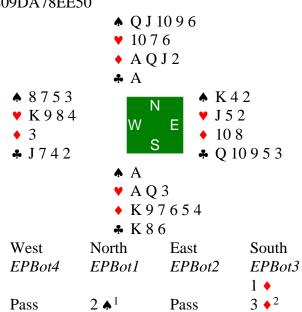
6 ♣ by South

AA650F2D32D62D4AD4A0F1465C32



A9A3792210063AF5C809DA78EE50

Board 130South Deals
E-W Vul



Pass

Pass

Pass

 $4 NT^3$

6 •

ass Pass Pass Pass 1. Soloway Jump Shifts

4 ♣

5 **♠**⁴

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

Pass

Pass Pass

AB2C25245CEA0696774C5E3AFDD9

Board 131 ▲ AKQ94 South Deals **9** 9 6 Both Vul ♦ KQ987 **.** 7 **▲** 10 3 2 **▲** J765 Ν ♥ J852 **7** 4 3 W **◆** 10 4 2 S ♣ A Q J 6 **4** 109854 **8** ♥ A K Q 10 ◆ AJ653 ♣ K32 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass $3 \diamond^2$ Pass 4 ♣ Pass $4 NT^3$ 5 **♠**⁴ 6 • Pass Pass Pass Pass Pass 1. Soloway Jump Shifts

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

AA853466CDD11D7D04D68E70CADE

Board 132 ∧ K97 South Deals ♥ AJ753 N-S Vul ◆ J9852 **▲** J 10 6 3 2 **♠** Q84 Ν ♥ K84 **v** 10 9 6 2 **♦** 10 4 **4** 3 S ♣ K74 ♣ Q6532 **♠** A 5 **♥** Q ♦ AKQ76 ♣ AJ1098

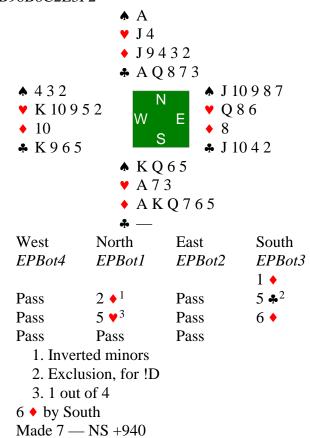
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🔻	Pass	3 NT
Pass	4 •	Pass	4 ♠ ¹
Pass	$4 \mathrm{NT}^2$	Pass	5 ♣ ³
Pass	6 ♦	Pass	Pass
Pass			

- 1. Cue bid, a !S stopper
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

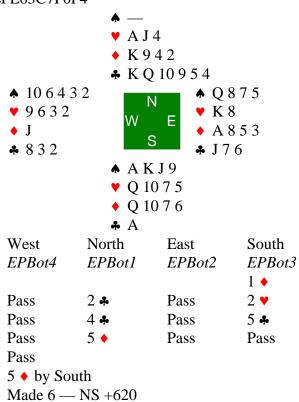
A92BB89B427E70576B98B8C2E3F2

Board 133South Deals
E-W Vul



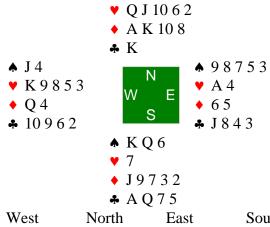
AB81976F8AEFB7506EFE63C7F0F4

Board 134South Deals
Both Vul



A819BB85C208707A618C7DD67200

Board 135South Deals
None Vul



♠ A 10 2

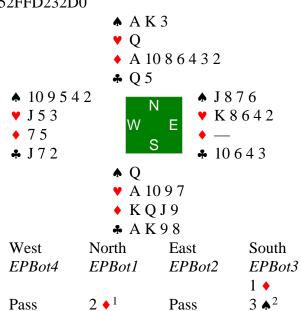
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	3 ♦ ²
Pass	4 🚓	Pass	$4 \wedge 3$
Pass	$4 \mathrm{NT^4}$	Pass	5 ♣ ⁵
Pass	5 ♦	Pass	Pass

Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 5 ♦ by South

A921198B78E2E9516C52FFD232D0

Board 136South Deals
E-W Vul



Pass

Pass

5 ♦ ⁴

Pass

Pass Pass

Pass

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !D

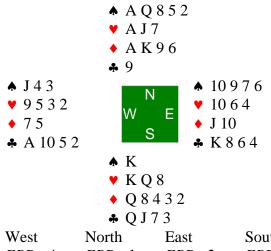
 $4 NT^3$

6 🔸

- 4. A=0/5 or 3/5
- 6 ♦ by South

AB04A62DC150772E495638DEFD3C

Board 137South Deals
Both Vul



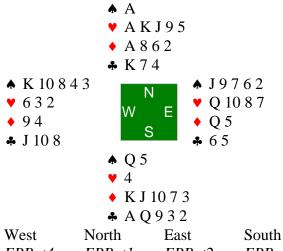
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ♠ ¹	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	4 •
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	6 🔸	Pass	Pass
Dogg			

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5

6 ♦ by South

AA0DC79944D441DC577E8AE3F57D

Board 138South Deals
N-S Vul



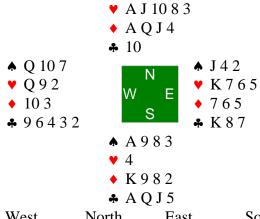
West	NOLIII	East	Souni
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ∨ ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	$4 NT^3$
Pass	5 ♦ ⁴	Pass	5 Y
Pass	6 ♦ ⁵	Pass	Pass
_			

Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. no !D queen
- 6 ♦ by South

AB851EF545CBBC8ED2101164887C

Board 139South Deals
Both Vul



★ K 6 5

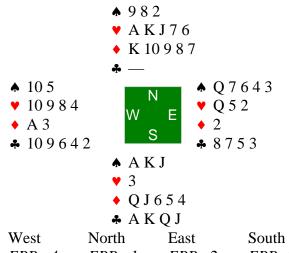
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 .	Pass	4 🔸
Pass	4 ♥ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♠ ⁵	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

AA818D5585FC3C3E4E44D6746218

Board 140South Deals
N-S Vul

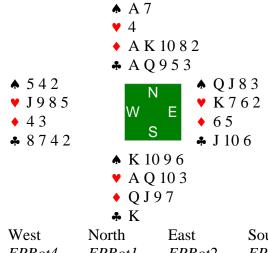


EPBot4 EPBot1 EPBot2 EPBot3 2 **♣**¹ Pass Pass **3** ♦ 2 🔻 5 **♣**² **5** ♥³ Pass Pass Pass Pass 6 • Pass Pass

- 1. strong
- 2. Exclusion, for !D
- 3. 1 out of 4
- 6 ♦ by South

B82B996372AAB378109EFFC467D8

Board 141 South Deals None Vul



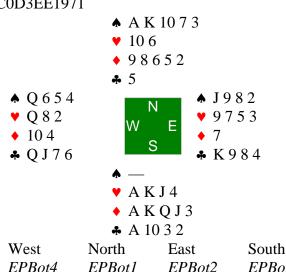
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 ♦ ¹	Pass	2 🔻
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	5 Y	Pass	$5 \triangleq 5$
Pass	6 ♦	Pass	Pass
Dacc			

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5
 - 5. !D queen and !S king

6 ♦ by South

B9292AF8680D527214C0D3EE1971

Board 142South Deals
E-W Vul

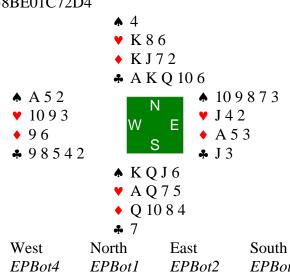


VV CSL	NOLUI	Last	Soun
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	2 🛦	Pass	3 ♦
Pass	4 •	Pass	$4 \mathrm{NT}^2$
Pass	5 ♣ ³	Pass	6 ♦
Pass	Pass	Pass	

- 1. strong
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5
- 6 ♦ by South

BBE387AF967F784C658BE01C72D4

Board 143South Deals
Both Vul

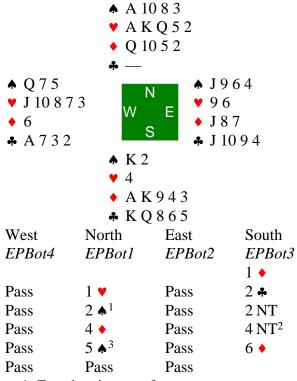


EPBot3 **1** ♦ 2 • Pass 2 🚓 Pass **4** ♥² Pass 3 **♠**¹ Pass $4 NT^3$ Pass 5 **♣**⁴ Pass Pass **5** • Pass Pass

- Pass
 - 1. Splinter
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5
- 5 ♦ by South

BA0485CD7A3E5639F851CD66348C

Board 144South Deals
N-S Vul



- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

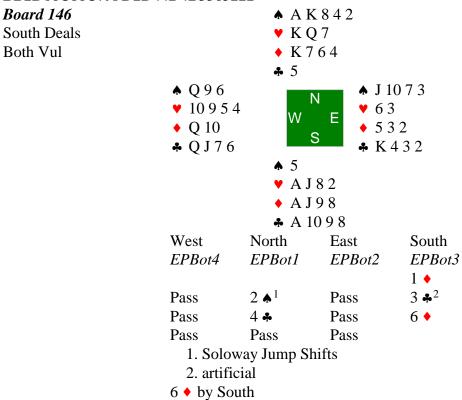
B931212AFCDA6653487D2D1B10D8

▲ AKQ543 **Board 145** South Deals **v** 7 E-W Vul ♦ AK83 ***** 84 **♦** J 10 2 **♦** 9876 ♥ AJ6 **v** 10 8 4 3 2 ♦ J65 **•** 9 S ♣ Q 10 9 ♣ J732 **♥** KQ95 ◆ Q 10 7 4 2 ♣ A K 6 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass 3 **♦**² 3 NT Pass **3** ♠ Pass Pass 6 • Pass Pass Pass 1. Soloway Jump Shifts

2. bidable suit

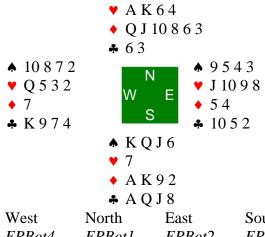
6 ♦ by South

BB2D06C86C79FD2D44D4B3365222



B80180B999DA50D9E48B7E4C7BF2

Board 147 South Deals None Vul

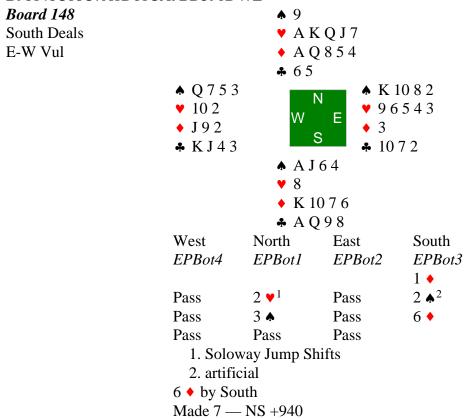


♠ A

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 v	Pass	2 🛦
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \wedge 2$
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	7 🔸	Pass	Pass
Pass			

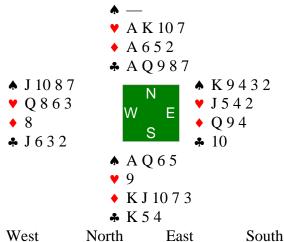
- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=0/5 or 3/5
- 7 ♦ by South

B98148C18C7A1D61CA9BD390D47E



B88B41BFD0C26FF7C3B8995D7058

Board 149South Deals
None Vul



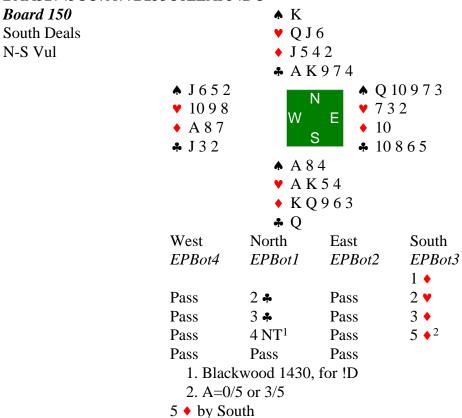
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ♠ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	5 Y
Pass	6 ♦ ⁴	Pass	Pass

Pass

- 1. Splinter
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. no !D queen

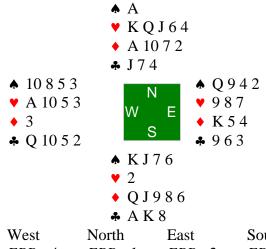
6 ♦ by South

BAA32745CC7A77B253C6EEAF54DC



BB35814C8FF45EDD978EF043FA64

Board 151South Deals
Both Vul



west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	$4 \mathrm{NT}^3$
Pass	5 ∀ ⁴	Pass	6 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

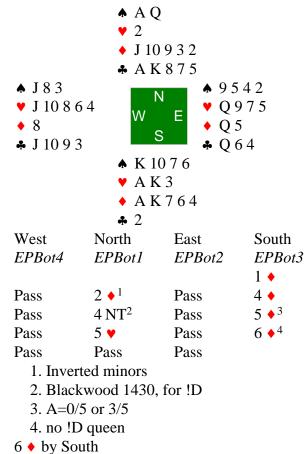
Down 1 — NS -100

BA8D5D91CDC6B4C8B65C7F380654

Board 152 ▲ 43 South Deals ♥ AJ1083 N-S Vul ♦ AKJ65 **4** 5 **♦** J 10 8 **★** K 6 5 2 Ν **9** 9 7 5 4 **♥** KQ62 • Q **♦** 84 S **4** 98642 **4** 10 7 3 **▲** AQ97 ◆ 10 9 7 3 2 ♣ AKQJ West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass 1 🔻 Pass 1 🛦 Pass **3** ♦ Pass $4 NT^1$ 5 **♦**² Pass Pass Pass Pass 1. Blackwood 1430, for !D 2. A=0/5 or 3/55 ♦ by South

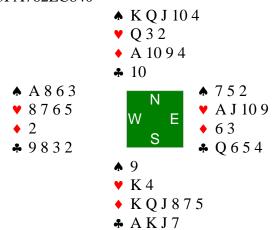
C823A31EF8B858F793B25F72E849

Board 153 South Deals None Vul



CADD2506151F9CF475FA762EC840

Board 154 South Deals N-S Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	3 .
Pass	3 ∨ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	$5 \blacktriangle^4$
Pass	6 ♦	Pass	Pass
Pass			

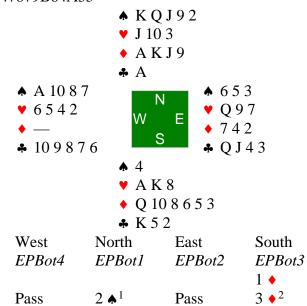
- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

Down 1 — NS –100

C9E3211A02C810E8D47879B64A35

Board 155South Deals
E-W Vul



Pass

Pass

 $4 NT^3$

6 •

Pass Pass Pass
1. Soloway Jump Shifts

4 ♣

5 ♦ ⁴

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

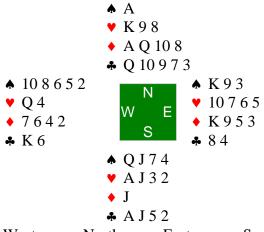
6 ♦ by South

Pass

Pass

CA2D48BFA5DF4BCE93D0D9B26BE1

Board 156South Deals
N-S Vul



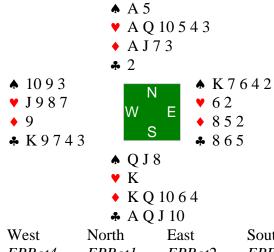
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣¹	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ∨ ⁴
Pass	6 4	Pass	Pass
Pass			

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

C9016889B1C9FCB6705A0648C057

Board 157South Deals
E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 🔻	Pass	$4 NT^3$
Pass	5 ♦ ⁴	Pass	5 A
Pass	5 NT ⁵	Pass	6 ♣ ⁶
Pass	6 ♦ ⁷	Pass	7 🕶
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !H
- 4. A=0/5 or 3/5
- 5. !H queen no !C king no !D king
- 6. King ask by available bid
- 7. K=0

7 ♥ by North

CB0D7586DCCE8E0491F17E6732F8

▲ A83 **Board 158** ♥ AQ1098 South Deals Both Vul ♦ KQ84 **4 ▲** J 10 6 2 **∧** K 5 4 **∨** K 6 5 3 2 **♥** J 7 **♦** 2 **♦** 763 S ♣ J82 ♣ Q 10 9 5 3 **♦** Q97 **y** 4 ♦ AJ1095 ♣ A K 7 6 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 **v**¹ Pass 3 **♦**² Pass 4 ♣ Pass **5** • Pass Pass Pass 1. Soloway Jump Shifts 2. bidable suit 5 ♦ by South

C8A22B4011307EDA65D43A3958C1

Board 159South Deals
None Vul

♠ KJ1054 **♥** Q 2 ◆ K8543 **♣** K **♦** 862 **♦** Q973 **v** 10 9 5 4 **♥** J863 **♦** 76 **•** 9 S ♣ Q 10 6 3 ♣ A 9 8 5 **♠** A ♥ A K 7 ♦ AQJ102 ♣ J742

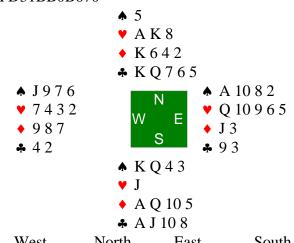
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	3 .
Pass	3 ∨ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \mathrm{NT}^2$
Pass	5 4 ³	Pass	6 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

C949839BE559DE4DFFD31BB0B670

Board 160South Deals
E-W Vul



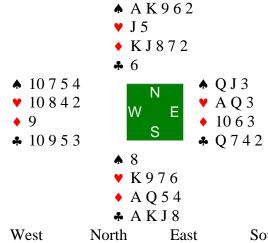
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 🛦
Pass	3 .	Pass	4 🚓
Pass	$4 \mathrm{NT^1}$	Pass	5 ♥ ²
Pass	6 4	Pass	Pass
Pacc			

- 1. Blackwood 1430, for !C
- 2. A=2/5 or 5/5, Q(C)=0

6 ♣ by North

CB1D255E45F028B5E623CCFE5036

Board 161 South Deals Both Vul



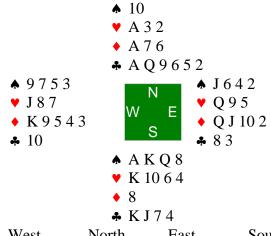
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	$5 \blacktriangle^4$
Pass	6 ♦	Pass	Pass
Pass			

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

C88BA59F7D2CD7B2F96BD765C64F

Board 162South Deals None Vul

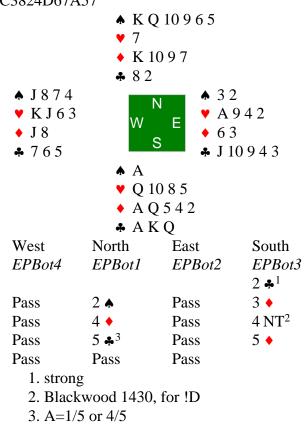


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 + 1	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ∨ ⁴
Pass	$5 \mathrm{NT^5}$	Pass	6 ∀ ⁶
Pass	7 .	Pass	Pass
ъ			

- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Blackwood 1430, for !C
 - 4. A=2/5 or 5/5, Q(C)=0
 - 5. King ask by 5 NT
 - 6. K=2
- 7 ♣ by South

CA953D25F22E1EE3CC3824D67A57

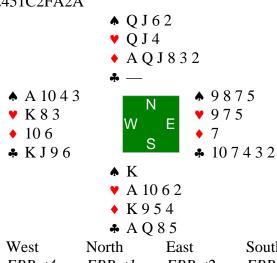
Board 163South Deals
N-S Vul



5 ♦ by South

C8E9B00908E650795E2451C2FA2A

Board 164South Deals
None Vul



west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛧	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 🔸	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

5 ♦ by South

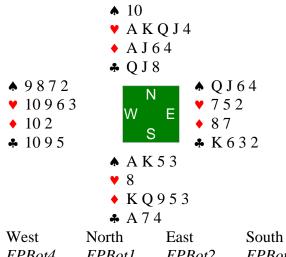
CAED0DEDF4275872771217B55BDC

Board 165 ♦ K 10 6 5 South Deals **♥** K • A K Q 2 N-S Vul **4** 10 7 5 3 **♠** AQJ2 **♦** 9873 ♥ J874 **9** 9 6 5 3 2 **♦** 86 **♦** 93 S **♣** J92 ***** 86 **4 ♥** A Q 10 ♦ J 10 7 5 4 ♣ A K Q 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 🚓 1 🛦 Pass Pass 4 ♣ Pass $4 NT^1$ 5 **♣**² Pass Pass 6 🚓 Pass Pass Pass 1. Blackwood 1430, for !C 2. A=1/5 or 4/5

6 ♣ by South

C9818A4B433CF8E7D5729841BADE

Board 166South Deals
E-W Vul



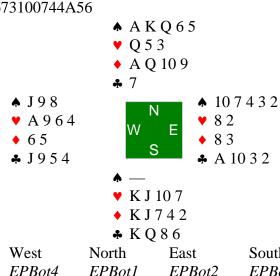
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	$4 \mathrm{NT}^3$
Pass	5 ∨ ⁴	Pass	6 NT
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 N by South

DA3E250DE46EFCD9673100744A56

Board 167South Deals
N-S Vul



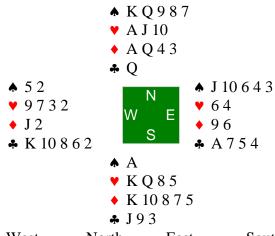
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	4 ♥ ³
Pass	$4 \mathrm{NT^4}$	Pass	5 ♣ ⁵
Pass	5 ♦	Pass	Pass
Dogg			

Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 5 ♦ by South

D98228234D4835283A54EA5271FC

Board 168South Deals
E-W Vul



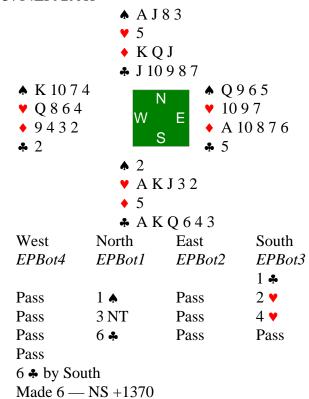
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♠ ⁴	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

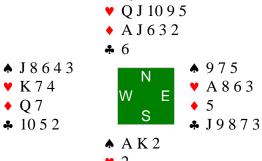
DB21E57527D35B33D3714EF929A8

Board 169South Deals
Both Vul



D991B90DC2084ADA7ED344F9D2A0

Board 170South Deals
E-W Vul



♠ Q 10

✓ 2✓ K 10 9 8 4✓ A K Q 4

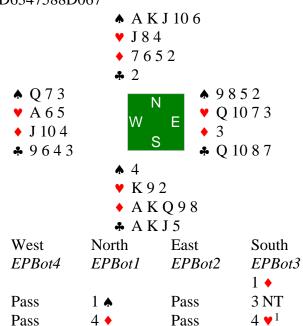
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	3 .
Pass	3 🔻	Pass	3 NT
Pass	4 •	Pass	4 ♠ ¹
Pass	$4 \mathrm{NT}^2$	Pass	$5 \diamond^3$
Pass	6 🔸	Pass	Pass
Pass			

- 1. Cue bid, a !S stopper
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

DB3D2DDE091A6C4ED6347588D067

Board 171South Deals
Both Vul



5 ♦ ³

Pass

Pass

Pass Pass

1. Cue bid, a !H stopper

6 •

2. Blackwood 1430, for !D

 $4 NT^2$

Pass

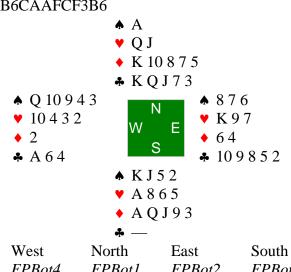
Pass

3. A=0/5 or 3/5

6 ♦ by South

D8209BC383FAD26A5B6CAAFCF3B6

Board 172 South Deals None Vul

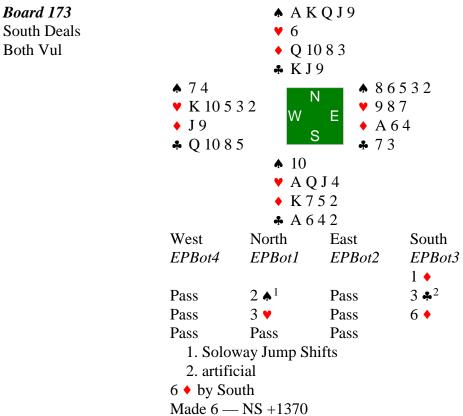


EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \bullet 1$ Pass **4** ♣² 5 **♠**⁴ Pass $4 NT^3$ Pass Pass 6 🔸 Pass Pass

- Pass
 - 1. Inverted minors
 - 2. Splinter
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1

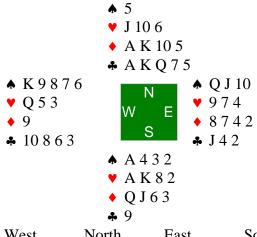
6 ♦ by South

DB213F242BB41B54DE417CE1767D



D8ABEB734248D5ECDFC03B9EB0AE

Board 174South Deals
None Vul



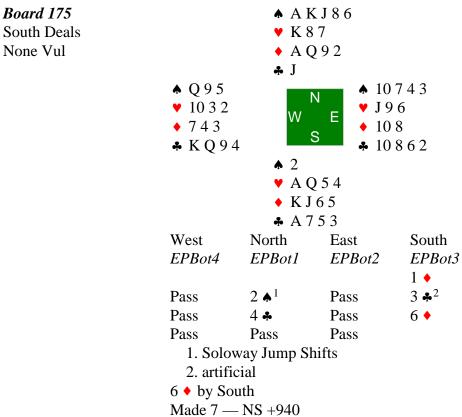
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ◆	Pass	3 NT
Pass	4 •	Pass	4 ♥ ¹
Pass	$4 \mathrm{NT}^2$	Pass	$5 \triangleq^3$
Pass	$5 \mathrm{NT^4}$	Pass	6 ♦ ⁵
Pass	7 NT	Pass	Pass
Dogg			

- Pass
 - 1. Cue bid, a !H stopper
 - 2. Blackwood 1430, for !D
 - 3. A=2/5 or 5/5, Q(D)=1
 - 4. King ask by 5 NT
 - 5. K=1

7 N by South

Down 1 — NS -50

D82900E8137ED80E4512E16475BA



D969236B2E0614D2D91178FC73F9

Board 176South Deals
E-W Vul

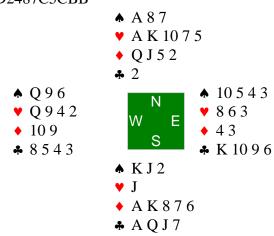
- ★ K J 10 9 6
 ▼ 10
 ◆ K 8 6 3
 ♣ K Q 3
 A Q 5 3
 ▼ 9 8 7 6
 ◆ 10 9
 ♣ J 10 8
- ♣ 8 7 4 2♥ 5 4 3 2♦ J 4
- ♣ 954
 ♠ —
 ♥ A K Q J
 ♦ A Q 7 5 2
 - ♣ A 7 6 2

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

- 1. strong
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5
- 6 ♦ by South

E80182F9A946F61001D2487C5CBB

Board 177South Deals
None Vul

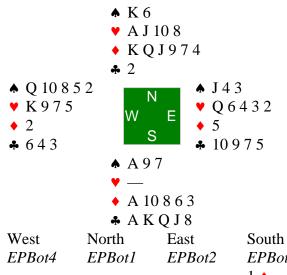


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♠ ⁴	Pass	$5 \mathrm{NT}^5$
Pass	6 ♦ ⁶	Pass	7 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1
- 5. King ask by 5 NT
- 6. K=1
- 7 ♦ by South

EA853DDD4DC6BEC5BE14FA5C54D3

Board 178South Deals
N-S Vul



west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	3 .
Pass	3 ♠ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \mathrm{NT}^2$
Pass	$5 \blacktriangle^3$	Pass	$5 \mathrm{NT^4}$
Pass	6 ♦ ⁵	Pass	7 NT
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1
- 4. King ask by 5 NT
- 5. K=1

7 N by South

E9012839E4DF629134695F32D81E

Board 179South Deals
E-W Vul



- **♠** 8
- **♥** KJ96
- ♦ KQ63
- ♣ A Q 8 6

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	$2 \blacktriangle^1$	Pass	3 + 2
Pass	3 A	Pass	$4 \mathrm{NT^3}$
Pass	5 ♣ ⁴	Pass	5 ♦
Pass	5 NT ⁵	Pass	6 ♣ ⁶
Pass	6 ♦ ⁷	Pass	6 NT
Pass	7 🔸	Pass	7 ♠
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial

♦ J 10 3

♥ Q74

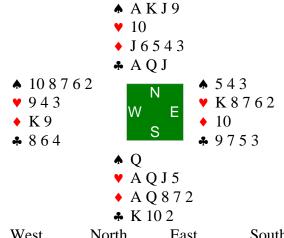
◆ 10 5 2

♣ KJ73

- 3. Blackwood 1430, for !S
- 4. A=1/5 or 4/5
- 5. !S queen no !H king no !C king no !D king
- 6. King ask by available bid
- 7. K=0
- 7 ♠ by North

EB2F19AF27C13ADCDED4667476DD

Board 180South Deals
Both Vul



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

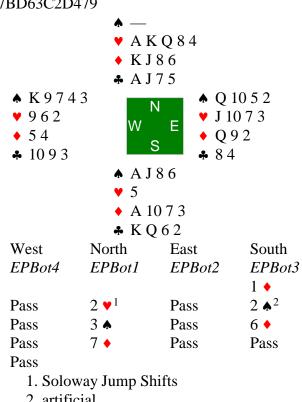
Pass

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

EA87CD499F54F88ED7BD63C2D479

Board 181 South Deals N-S Vul



- 2. artificial
- 7 ♦ by South

E921782903D168D8745DC6E2B204

Board 182South Deals
E-W Vul

♠ A Q J 2 ♥ J 5 2 ◆ AJ1043 **♣** J **▲** 10 8 5 4 **★** K 9 7 6 **♥** K 7 3 **v** 10 8 6 **•** 6 7 5 2 S **♣** K9872 **♣** 543 **♠** 3 ♥ AQ94 ♦ KQ98 ♣ A Q 10 6

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	5 Y	Pass	$5 \mathrm{NT}^5$
Pass	6 ♦	Pass	Pass
Dogg			

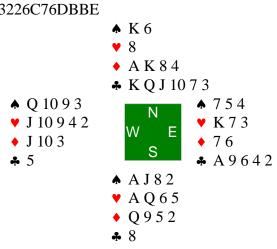
Pass

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. !D queen no !S king no !C king

6 ♦ by South

EBA617EFBBFBFE8553226C76DBBE

Board 183South Deals
Both Vul



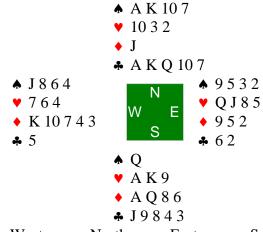
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 •
Pass	3 ∨ ¹	Pass	4 ♥ ²
Pass	$4 NT^3$	Pass	5 ♠ ⁴
Pass	6 ♦	Pass	Pass
ъ			

- Pass
 - 1. Splinter
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

E8232793D9076DD137F25CF5454E

Board 184South Deals
None Vul



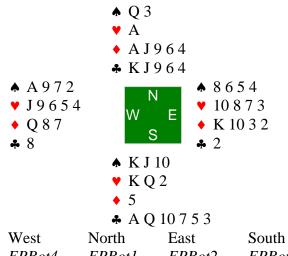
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚣
Pass	1 🛦	Pass	2 •
Pass	2 ♥ ¹	Pass	3 NT
Pass	4 🚓	Pass	4 ♦ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ∀ ⁴
Pass	7 🚓	Pass	Pass
Pacc			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=2/5 or 5/5, Q(C)=0

7 ♣ by South

E9C1A72DB395F35CDD73797315E6

Board 185South Deals
E-W Vul



EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 2 + 13 **♦**² Pass Pass $4 NT^3$ Pass 5 **4**⁴ Pass 6 🚓 Pass Pass Pass

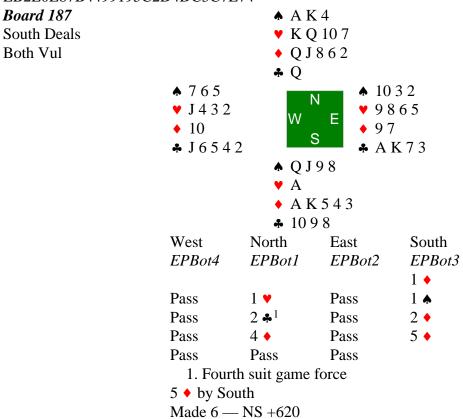
- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

E83323C941265357E79D34DC5DC5

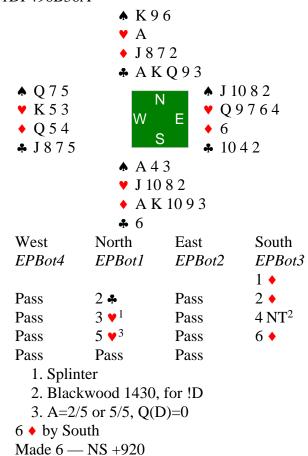
Board 186 ♠ A K 10 5 South Deals ♥ QJ2 None Vul • Q • AK987 **♦** Q 7 4 2 **▲** J983 **9** 9 8 6 4 3 **♥** A 5 ◆ 10 8 7 5 2 **♦** 643 S **4** 54 **4** 10 **♠** 6 **♥** K 10 7 ♦ AKJ9 ♣ QJ632 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass Pass 1 NT 1 🛦 Pass 6 🚓 Pass Pass Pass 6 ♣ by South

EB2E0E87B4499195C2D4DC3C7E74



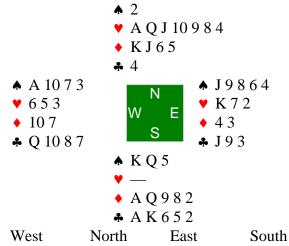
E88333D768621368D81DF496B36A

Board 188South Deals
None Vul



EAC59D844EC04644D07DBD4BFA15

Board 189South Deals
N-S Vul



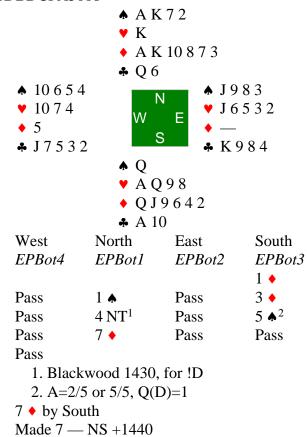
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🔻	Pass	3 .
Pass	3 ♠ ¹	Pass	3 NT
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	5 ♥ ³	Pass	6 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

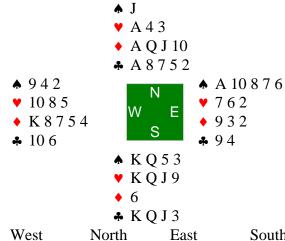
E92102AB58F16A6230DBDCFA5018

Board 190South Deals
E-W Vul



F84BA5A92978EE775750B7C68DDF

Board 191South Deals
None Vul



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

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

FA370D56A1058D465CDE74B278FC

Board 192 ♠ A K 10 South Deals **♥** K 10 9 8 N-S Vul ♦ K9762 ♣ A **♦** 62 ♠ Q8753 **∨** A 5 4 3 2 ♥ Q76 **♦** J4 **4** 3 S ♣ Q864 ***** 7532 **▲** J94 **♥** J ◆ A Q 10 8 5 ♣ KJ109 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ Pass 2 🚓 **1** 🔻 Pass Pass $2 \blacktriangle^1$ Pass **3** ♦ Pass **5** • Pass 4 • Pass 6 • Pass Pass

1. Fourth suit game force

6 ♦ by South

Pass

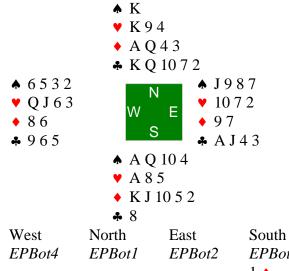
F9222A2F69C2488AFD1550F47134

Board 193 ▲ AKQ62 South Deals **v** 10 9 8 E-W Vul ♦ A 10 5 3 **♣** Q **▲** 10 7 4 **▲** J953 **v** 7432 **♥** 65 W **♦** 642 ◆ Q 7 S **4** 9 5 4 2 ♣ A K 10 8 **8** ♥ AKQJ ♦ KJ98 **♣** J 7 6 3 West North East South EPBot3 EPBot4 EPBot1 EPBot2 1 • Pass $2 \blacktriangle^1$ 3 **♣**² Pass Pass 4 ♣ Pass 6 • Pass Pass Pass 1. Soloway Jump Shifts

2. artificial6 ◆ by South

FBA60FB77E9F406953F8EC86F6DF

Board 194 South Deals Both Vul



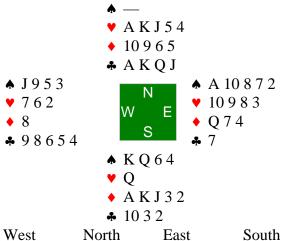
EPBot3 1 • 2 • Pass 2 🚓 **Pass** Pass **3** ♦ Pass 4 • **4** ♥¹ **4** ♠² Pass Pass $4 NT^3$ Pass **5** ♦ ⁴ Pass Pass 6 • Pass Pass Pass

- 1. Cue bid, a !H stopper
- 2. Cue bid, a !S stopper
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

F94B8BA7CB51D05C76B0C084D979

Board 195South Deals
E-W Vul

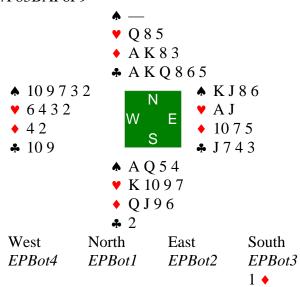


west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Dbl	4 •
Pass	5 ♠ ³	Pass	6 ♦ ⁴
Pass	7 🔸	Pass	Pass
D			

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Exclusion, for !D
 - 4. 2 out of 4
- 7 ♦ by South

FB97678F5EE0EC47E27F83BAF6F9

Board 196South Deals
Both Vul



2 •

4 ♥²

Pass

 $5 \, NT^4$

Pass

Pass

Pass

Pass

Pass Pass Pass

Pass

Pass

- 1. Splinter
- 2. Cue bid, a !H stopper

2 🚓

3 **♠**¹

 $5 \blacktriangle^3$

6 •

- 3. Exclusion, for !D
- 4. 0 out of 4

6 ♦ by South

F9898175B84412CA307ED88D224E

Board 197South Deals
E-W Vul

♠ 973
♥ A K 10 8 4 2
♠ K 973
♣ —
♠ Q 10 6 2
♥ 95

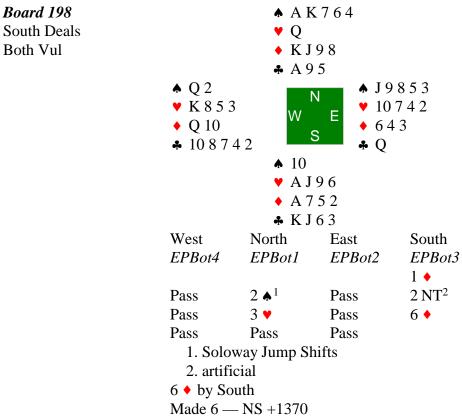
- ♦ 8 5♥ Q J 7 6♦ 6 4 2♣ J 10 7 5
- W E S Q 10 6 2 • 9 5 • Q 10 • 9 8 6 3 2
- \blacktriangle A K J 4
- **y** 3
- ◆ AJ85
- ♣ A K Q 4

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

- Pass
 - 1. strong
 - 2. Blackwood 1430, for !S
 - 3. A=1/5 or 4/5
 - 4. King ask by 5 NT
 - 5. K=1

6 N by South

FB2F35CA659867741C217F1071DC



F882CB79A35FB0F22846EFEAFC9F

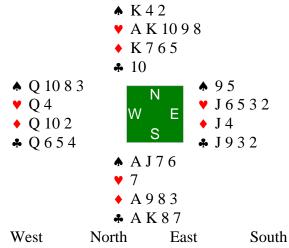
Board 199 ↑ 7 ♥ A K 6 South Deals None Vul ♦ KQ74 ♣ KJ1052 **★** K 8 5 4 3 ♠ Q 10 6 ♥ Q983 **v** 10 2 ♦ 10532 **♦** 6 S **4** 973 ♣ A 8 6 4 **▲** AJ92 ♥ J754 ♦ AJ98 **♣** Q West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass Pass 2 • 2 ♣ Pass **3** ♦ Pass 3 NT **4 ♠** ¹ Pass 4 • Pass **5** • Pass Pass Pass Pass

1. Cue bid, a !S stopper

5 ♦ by South

FA850DF09AC346C5AD9C5C38D612

Board 200South Deals
N-S Vul



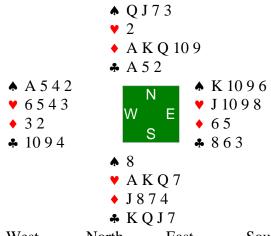
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	2 •	Pass	3 ♦
Pass	3 A	Pass	3 NT
Pass	$4 \mathrm{NT^1}$	Pass	$5 \diamond^2$
Pass	5 A	Pass	6 ♦ ³
Pass	Pass	Pass	

- 1. Blackwood 1430, for !D
- 2. A=0/5 or 3/5
- 3. no !D queen

6 ♦ by South

FBE765251D54549E2D72F3FC3ACB

Board 201 South Deals Both Vul



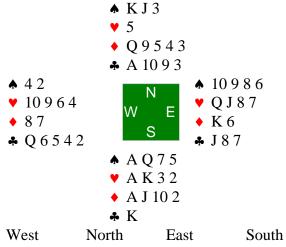
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	6 ♦	Pass	Pass
Pass			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5

6 ♦ by South

F8A32D9812737B56967C88F82BE0

Board 202South Deals
None Vul



EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \bullet 1$ 4 • Pass **5** ♦ ³ Pass $4 NT^2$ Pass Pass 6 • Pass Pass Pass

- 1. Inverted minors
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 6 ♦ by South

F9A2EB2915D1027835146CC27CCA

Board 203South Deals
E-W Vul

♣ QJ976♥ 942◆ A 1094♣ K

- **∧** K 10 4 2 **∨** 8 7 3
- **♦** 53
- ***** 8653
- **♠** A
- **♥** A K Q 5
- ♦ KQ82
- ♣ QJ107

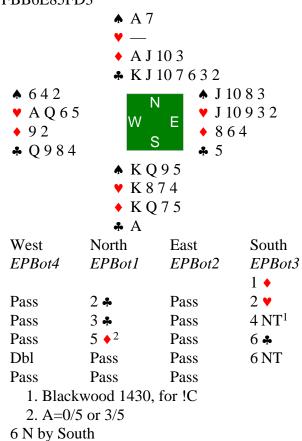
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 ♣ ¹
Pass	2 🛦	Pass	2 NT
Pass	3 ♦	Pass	3 v
Pass	$4 \mathrm{NT}^2$	Pass	$5 \diamond 3$
Pass	6 NT	Pass	Pass
Pass			

- 1. strong
- 2. Blackwood 1430, for !H
- 3. A=0/5 or 3/5

6 N by South

0A3DA7B45F5F906827FBB6E85FD3

Board 204South Deals
N-S Vul



09890058854138F2F64AEE4DF953

∧ K9 Board 205 South Deals ♥ A K J 10 6 4 E-W Vul ◆ K 10 8 2 **.** 2 **★** 8753 ♠ Q 10 6 4 2 **9** 9 8 7 3 **♥** Q 2 **♦** 54 → J 7 S **♣** K Q 9 ***** 8765 ♠ A J **y** 5 ◆ AQ963 ♣ AJ1043 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦

ass Pass Pass Pass 1. Soloway Jump Shifts

2 **v**¹

3 🔻

5 •

Pass

Pass

Pass

Pass

3 ◆² 4 ♣

6 NT

- 2. bidable suit
- 6 N by South

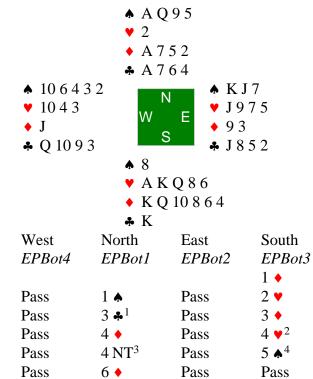
Pass

Pass

Pass Pass

0B276D2C5AFC10AE57EF16FFF0C6

Board 206South Deals
Both Vul



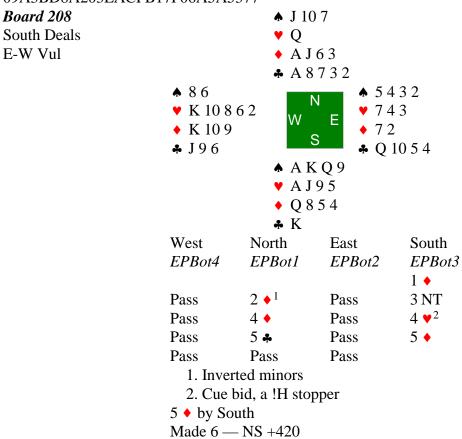
- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

0A06250FEC6138EAF8BD5A0676FD

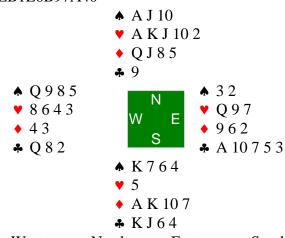
∧ AKQ94 Board 207 South Deals ♥ A Q 4 N-S Vul ♦ QJ62 **♣** Q **♦** J872 **▲** 1053 **9** 7 6 3 2 **y** 5 9875 **•** 10 S ♣ A 8 5 4 3 **♣** J97 **♠** 6 ♥ KJ108 ◆ A K 4 3 ♣ K 10 6 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass $2 \blacktriangle^1$ Pass 3 **♣**² Pass 4 ♣ Pass 6 • Pass Pass Pass 1. Soloway Jump Shifts 2. artificial 6 ♦ by South

09A3BD8A203EACFB17F06A5A5377



0B0E8DD4050ED3F49EB1E6B97A40

Board 209South Deals
Both Vul



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

- Pass
 - 1. Soloway Jump Shifts
 - 2. artificial
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

08AB133EA3500BDCF06C229AF6F9

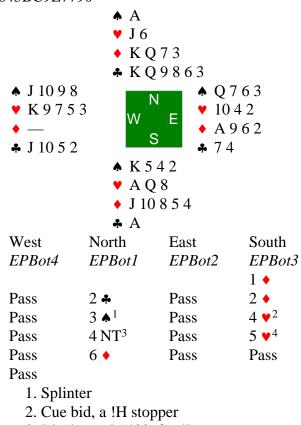
Board 210 **★** K Q 9 5 South Deals **y** 9 None Vul ♦ A 9 4 2 **♣** A K J 9 **★** 8732 **♠** 10 6 ♥ Q732 ♥ K 10 8 4 **4** 3 ◆ Q86 S **4** 10 8 7 6 ♣ Q 5 4 3 **♠** AJ4 ♥ AJ65 ♦ KJ1075 ***** 2

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛧	Pass	1 NT
Pass	2 •	Pass	3 ♦
Pass	$4 \mathrm{NT^1}$	Pass	5 ♦ ²
Pass	5 Y	Pass	$5 NT^3$
Pass	7 🔸	Pass	Pass
Pass			

- 1. Blackwood 1430, for !D
- 2. A=0/5 or 3/5
- 3. !D queen no !S king no !C king
- 7 ♦ by South

0B21B767CCDCF3EF7643BC9E7790

Board 211South Deals
Both Vul

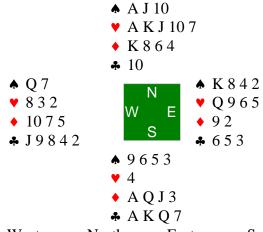


- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

080149D100079C78C59A9668B27C

Board 212South Deals
None Vul



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

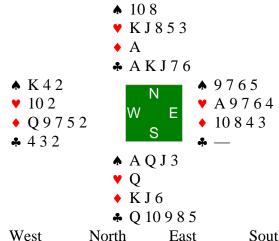
Pass

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

0A9FC7A187395109535741D888F0

Board 213South Deals
N-S Vul



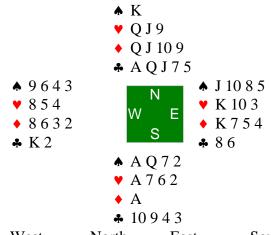
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	1 🕶	Pass	1 🛦
Pass	2 • ¹	Pass	3 .
Pass	4 🚣	Pass	$4 \diamond^2$
Pass	$4 \mathrm{NT}^3$	Pass	5 4 4
Pass	6 4	Pass	Pass
Pass			

- 1. Fourth suit game force
- 2. Cue bid, a !D stopper
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

08A31C8B4B59C976AFE67FFDD5A4

Board 214South Deals
None Vul

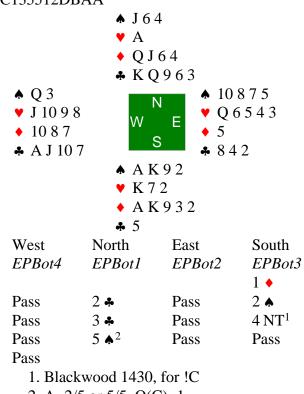


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 4 ¹	Pass	2 •
Pass	4 🚓	Pass	4 ◆ ²
Pass	4 ♠ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	6 ♣
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Cue bid, a !D stopper
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !C
- 5. A=1/5 or 4/5
- 6 ♣ by South

0988ABD3307CBB7E6C135512DBAA

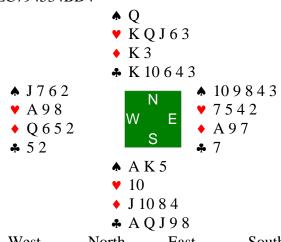
Board 215South Deals
E-W Vul



- 2. A=2/5 or 5/5, Q(C)=1
- 5 ♠ by South

18BD8B05C1637D71DEC794534BD4

Board 216South Deals
None Vul



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

- Pass
 - 1. New Minor Forcing
 - 2. Blackwood 1430, for !C
 - 3. A=1/5 or 4/5

5 & by South

1A170685F4C65C509E451D30AAFC

Board 217 ♠ A K 5 4 ▼ KQ106 South Deals N-S Vul 9752 ♣ A **♦** J 10 2 **♦** 986 Ν ♥ J42 A 9 8 7 5 **♦** 84 **•** 3 S ♣ J9842 ♣ K 10 7 3 **♠** Q 7 3 **v** 3 ♦ AKQJ106 ♣ Q65

West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ 2 • Pass 1 🔻 Pass 5 **♠**² Pass $4 \, NT^1$ Pass Pass 6 • Pass Pass Pass

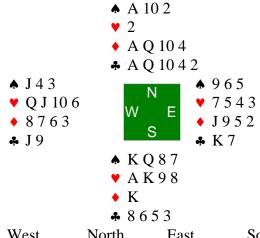
1. Blackwood 1430, for !D

2. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

1923AAB3F43364AD9E7D55D3DD07

Board 218South Deals
E-W Vul



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

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=1/5 or 4/5

6 ♣ by South

1B271EACEE72381D27D47B4671FD

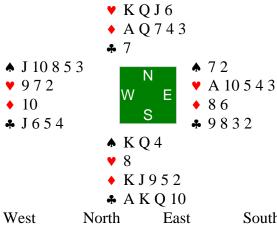
Board 219 **▲** AK987 South Deals **y** 4 • A 7 6 4 Both Vul ♣ A 7 5 **♦** J 6 2 **▲** 10 5 4 3 **∨** K86 **v** 10 9 5 3 2 **♦** 9 5 **♦** 10 3 S ♣ Q96 ♣ KJ104 **♠** Q **∨** AQJ7 ♦ KQJ82 ***** 832 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass $2 \blacktriangle^1$ $3 \diamond^2$ Pass Pass **3** 🔻 Pass $4 NT^3$ **5** ♦ ⁴ 6 • Pass Pass Pass Pass Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

1A1D858DC4D136EA7F08D49CDE76

Board 220South Deals
N-S Vul



▲ A 9 6

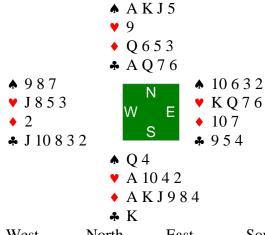
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	3 .
Pass	3 ♠ ¹	Pass	3 NT
Pass	4 •	Pass	4 ♠ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♥ ⁴
Pass	6 ♦	Pass	Pass
Dogg			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

1823119B306CC2F0DF5B3AA27864

Board 221South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 ♦
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♦ ⁴
Pass	5 NT ⁵	Pass	6 ♦ ⁶
Pass	7 🔸	Pass	Pass
ъ			

Pass

- 1. Fourth suit game force
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5
- 5. King ask by 5 NT
- 6. K=1

7 ♦ by South

19891B69F19A5CB2435EC3D0B0F5

Board 222 **∧** K South Deals ♥ A 7 5 E-W Vul ◆ J87543 **♣** K 7 5 **▲** J 5 4 2 **♦** Q976 ▼ K 10 9 6 4 ♥ J832 **♦** 96 **•** 2 S **4** 9 4 3 **4** 10 8 6 ♠ A 10 8 3 **♥** Q • A K Q 10 ♣ A Q J 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass **3** ♦ Pass **4 ♥**¹ Pass $4 \, \mathrm{NT}^2$ Pass 5 **♣**³ Pass

1. Splinter

Pass

2. Blackwood 1430, for !D

Pass

Pass

6 •

- 3. A=1/5 or 4/5
- 6 ♦ by South

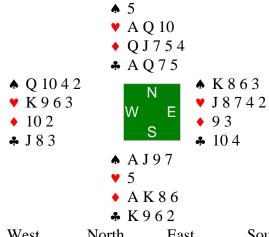
1B23852DCDCD7C3C52557A74C410 ♠ AQ82 Board 223 South Deals ♥ KJ103 Both Vul ◆ K 6 4 3 ♣ A **♦** J 10 3 **♦** 97654 **9** 9 8 5 4 **7** 6 2 W **•** 5 ◆ A 7 2 S **4** 98432 **4** 75 **∧** K ♥ A Q ♦ QJ1098 ♣ KQJ106 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • **3** ♣ Pass **1** 🔻 Pass 3 **♠**¹ Pass Pass 4 & $4 \, NT^2$ $5 \wedge 3$ Pass Pass Pass 6 NT Pass Pass Pass 1. Fourth suit game force

- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=1

6 N by North

188371CB98C6BD509B712BDA7CD5

Board 224South Deals
None Vul



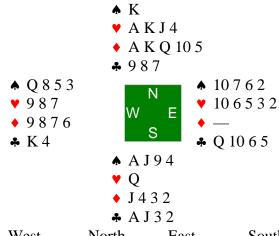
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ♦ ¹	Pass	$3 \checkmark ^2$
Pass	$4 NT^3$	Pass	5 ♦ ⁴
Pass	6 ♦	Pass	Pass
Pass			

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !D
- 4. A=0/5 or 3/5

6 ♦ by South

1A8D0CEE855EB3F37352DE84D555

Board 225 South Deals N-S Vul



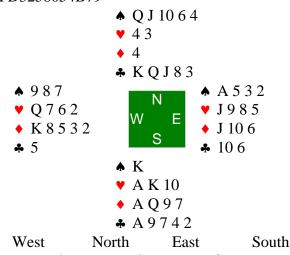
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	2 ♣ ¹	Pass	3 .
Pass	4 •	Pass	4 ♠ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ∨ ⁴
Pass	6 ♦	Pass	Pass
Dace			

- - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

1B6DAB3F1322DDDBFD3258054B79

Board 226South Deals
Both Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	1 🛦	Pass	2 •
Pass	2 v ¹	Pass	2 NT
Pass	4 🚓	Pass	$4 \mathrm{NT^2}$
Pass	5 ♣ ³	Pass	6 ♣
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !C
- 3. A=1/5 or 4/5

6 ♣ by South

1889ABDEBD307E12C942C0F81010

Board 227South Deals
None Vul

A 7 6 5
A K 7 4
K
A Q 7 5 4
✓ J 10 9 4
✓ —
★ 10 5 4 3 2
A K J
✓ K
★ 10 8 6 5 3 2
♣ A J 7

★ 10 8 3 2

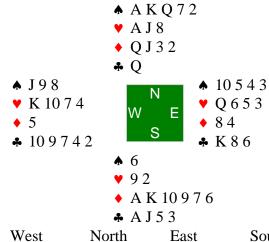
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	3 ♦
Pass	3 A	Pass	3 NT
Pass	4 •	Pass	4 🛦
Pass	$4 \mathrm{NT^1}$	Pass	5 ♥ ²
Pass	$5 \mathrm{NT}^3$	Pass	6 ∀ ⁴
Pass	7 🔸	Pass	Pass
Dogg			

Pass

- 1. Blackwood 1430, for !D
- 2. A=2/5 or 5/5, Q(D)=0
- 3. King ask by 5 NT
- 4. K=2
- 7 ♦ by South

2801321BC970E0CE3092557C5928

Board 228South Deals
None Vul

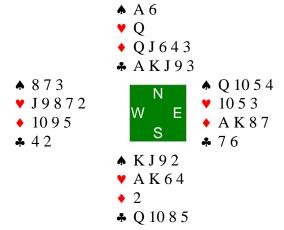


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \blacktriangle^1$	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \mathrm{NT}^3$
Pass	5 ♠ ⁴	Pass	$5 \mathrm{NT}^5$
Pass	6 ♦ ⁶	Pass	7 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1
- 5. King ask by 5 NT
- 6. K=1
- 7 ♦ by South

2927A741B35DBFF5F6225D60D3B8

Board 229
South Deals
E-W Vul



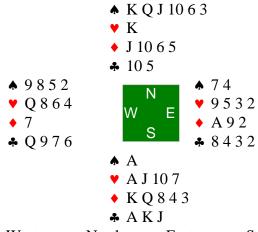
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	6 4	Pass	Pass
Pass			

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

2BA10D3C2527D0FE6834D77E1ED2

Board 230South Deals
Both Vul

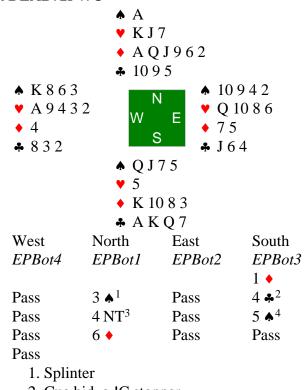


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	2 🛧	Pass	3 ♦
Pass	4 •	Pass	4 ♥ ²
Pass	4 ♠ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♦ ⁵	Pass	Pass
D			

- Pass
 - 1. strong
 - 2. Cue bid, a !H stopper
 - 3. Cue bid, a !S stopper
 - 4. Blackwood 1430, for !D
 - 5. A=0/5 or 3/5
- 5 ♦ by South

2A3DC59D8E577FD489DEAB72F47C

Board 231South Deals
N-S Vul

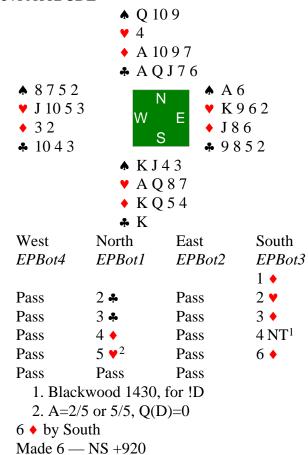


- 2. Cue bid, a !C stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

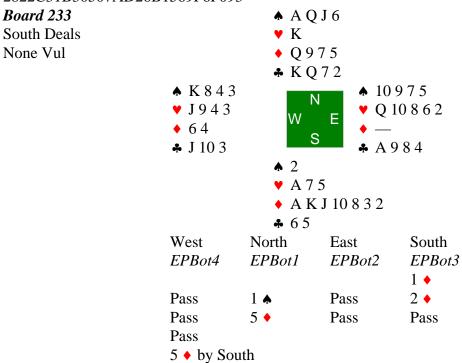
6 ♦ by South

2963992BB73012E6E357FA88BCDE

Board 232South Deals
E-W Vul

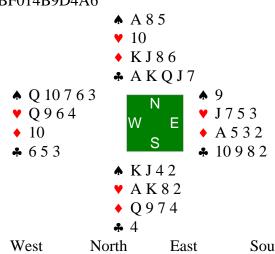


2822C31B30507AD26B1569F6F093



2927A3FB93CE7A22DBF014B9D4A6

Board 234 South Deals E-W Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 🚣	Pass	2 •
Pass	3 ◆	Pass	3 NT
Pass	4 •	Pass	4 ♥ ¹
Pass	$4 \mathrm{NT}^2$	Pass	5 + 3
Pass	6 ♦	Pass	Pass
Pass			

- Pass
 - 1. Cue bid, a !H stopper
 - 2. Blackwood 1430, for !D
 - 3. A=1/5 or 4/5

6 ♦ by South

2BA52B37D32BD6FEED7D4C5A7177

Board 235 South Deals Both Vul

★ K Q 10 **y** 5 ♦ AQ92 ♣ K Q J 10 2 **▲** J987 **♦** 65432 ♥ Q8632 **♥** J94 ♦ K 10 4 **♦** J3 S **4** 5 **4** 984 **♠** A

♥ A K 10 7

♦ 8765

♣ A 7 6 3

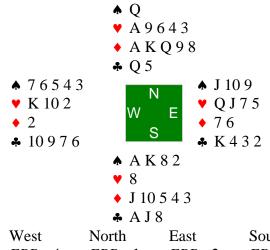
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 🔻
Pass	3 .	Pass	4 🚓
Pass	$4 \mathrm{NT^1}$	Pass	$5 \diamond^2$
Pass	$5 \mathrm{NT^3}$	Pass	6 ♦ ⁴
Pass	6 NT	Pass	Pass
Dage			

- 1. Blackwood 1430, for !C
- 2. A=0/5 or 3/5
- 3. King ask by 5 NT
- 4. K=1

6 N by North

2889BA1B517048A9DCCCD3C2C2B6

Board 236South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🔻	Pass	1 🛦
Pass	2 + 1	Pass	2 •
Pass	$4 NT^2$	Pass	5 ♥ ³
Pass	6 ♦	Pass	Pass
Daga			

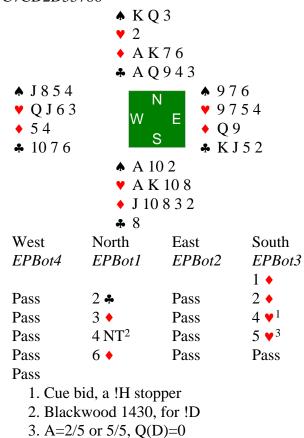
Pass

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

2AAF2E3BF6A45BE55C7CD2D33786

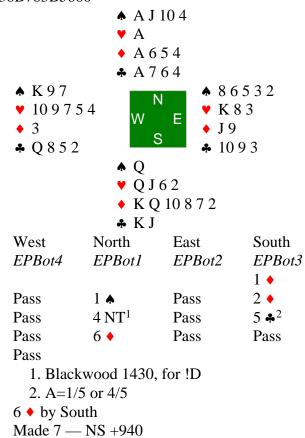
Board 237South Deals
N-S Vul



6 ♦ by South

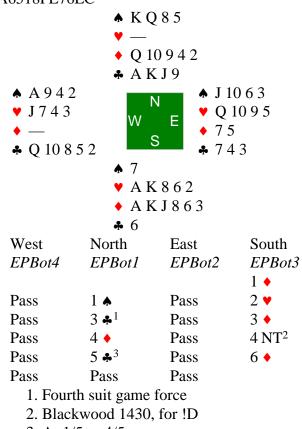
280BD1A02D32FE50F36B783B5660

Board 238South Deals
None Vul



2AE7271C775CDF24BA6518FE76EC

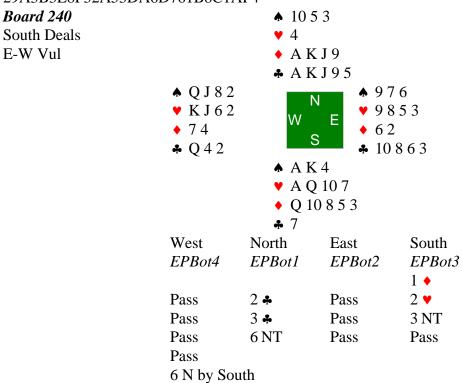
Board 239 South Deals N-S Vul



3. A=1/5 or 4/5

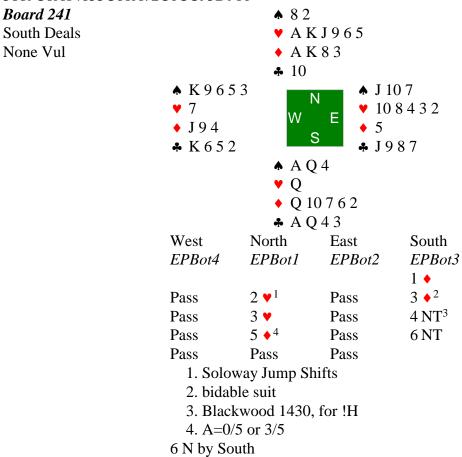
6 ♦ by South

29A3B3E8F32A53DA6D761B8C1AF4



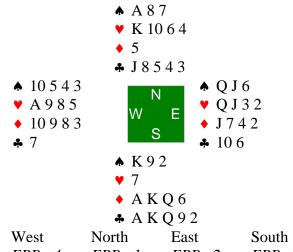
Down 1 — NS -50

3889C8A14653C61A72C0CC95D910



3939895957CEBD3F244AF3C7DF95

Board 242South Deals
E-W Vul



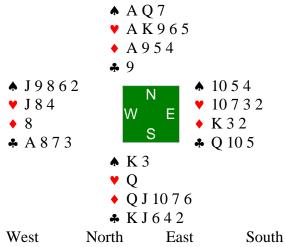
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	3 .	Pass	4 🚓
Pass	4 ♦ ²	Pass	$4 \mathrm{NT}^3$
Pass	5 ♣ ⁴	Pass	6 *
Pass	Pass	Pass	

- 1. strong
- 2. Cue bid, a !D stopper
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

3A0C8926F556CFF014C54E7D98D9

Board 243South Deals
N-S Vul

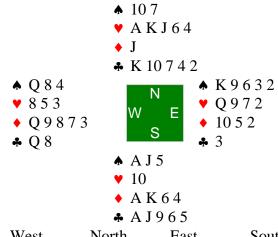


west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	4 🚓	Pass	$4 \wedge 3$
Pass	$4 \mathrm{NT^4}$	Pass	5 ♦ ⁵
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=0/5 or 3/5
- 5 ♦ by South

39894BDC81275DFC1F49B5CB7E57

Board 244South Deals
E-W Vul



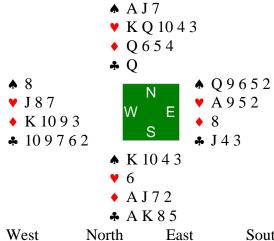
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	1 🔻	Pass	2 •
Pass	$2 \blacktriangle^1$	Pass	3 NT
Pass	4 🚓	Pass	4 ♦ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♦ ⁴
Pass	6 4	Pass	Pass
Dogg			

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=0/5 or 3/5

6 & by South

3B1D89473E8858F13C6455868A5C

Board 245South Deals
Both Vul



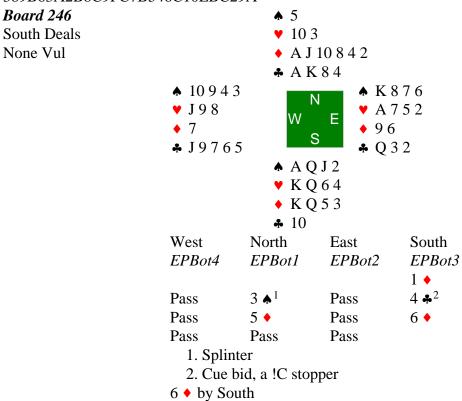
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 .	Pass	4 🔸
Pass	4 ♥ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	6 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5

6 ♦ by South

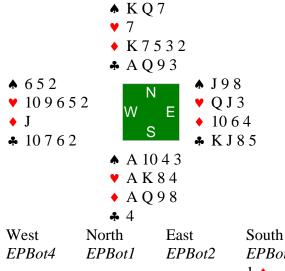
Down 1 — NS –100

389B63A2B8C9FC7B546C10EBC29A



39AB221B5EB47B6A00F4F2A593F0

Board 247South Deals
E-W Vul



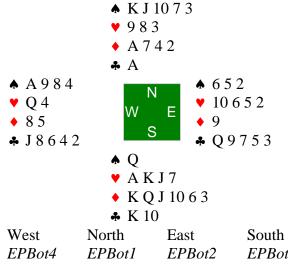
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ♦ ¹	Pass	2 🔻
Pass	3 NT	Pass	4 •
Pass	$4 \mathrm{NT}^2$	Pass	$5 \diamond 3$
Pass	5 Y	Pass	$5 \mathrm{NT^4}$
Pass	7 🔸	Dbl	Pass
Pass	Pass		

- 1. Inverted minors
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. !D queen no !S king no !C king

7 ♦× by South

3BE72DBE2C1DC2C8265C5AF40E54

Board 248South Deals
Both Vul



EPBot3 1 • 2 🔻 Pass 1 🛦 **Pass** Pass 3 **♣**¹ Pass **3** ♦ $4 NT^2$ $5 \wedge 3$ Pass Pass Pass 6 • Pass Pass

- Pass
 - 1. Fourth suit game force
 - 2. Blackwood 1430, for !D
 - 3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

3849B980CB43A37EDA5137DCDCF1

Board 249 **♦** 5 South Deals ♥ A Q J 10 None Vul ◆ A K J 7 ♣ J 10 9 5 **▲** J7432 **♦** A 10 8 6 ♥ K852 **v** 7643 **•** 5 **♦** 843 S ♣ Q 4 3 ***** 87 **∧** KQ9 **y** 9 ◆ Q 10 9 6 2

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

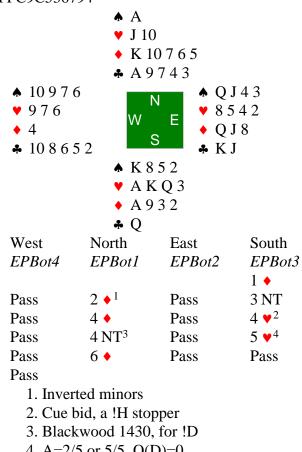
♣ A K 6 2

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

3A27AE694ACCF798FFFC9C536794

Board 250 South Deals N-S Vul

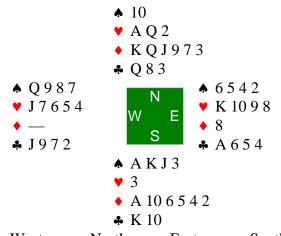


4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

388299CBB811D8DFF8727272AB40

Board 251South Deals
None Vul

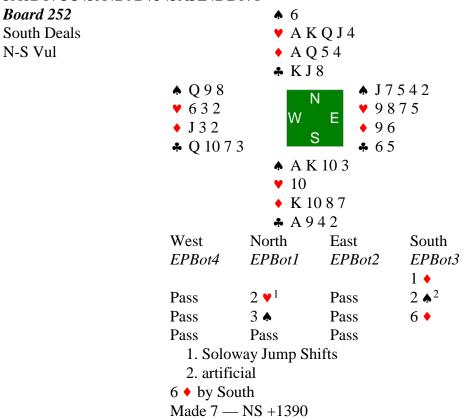


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	3 ♠ ¹	Pass	4 ♣ ²
Pass	4 ♥ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♠ ⁵	Pass	6 ♦
Pass	Pass	Pass	

- 1. Splinter
- 2. Cue bid, a !C stopper
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

3A8D87CC43A4D9D7543A5E4DB071



4829E97B1BDF635CFC729335E631

Board 253South Deals
None Vul

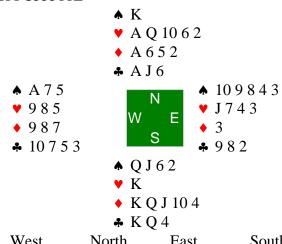
▲ AJ42 **Y** — ♦ AKQJ ♣ QJ1095 **★** K 10 7 3 **♦** Q986 ♥ Q7642 ♥ J 10 8 5 **♦** 43 10 8 7 S ***** 87 **4** 63 **♦** 5 A K 9 3 9652 ♣ A K 4 2

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	3 ♠ ¹
Pass	5 ♥ ²	Pass	6 ♣ ³
Pass	7 .	Pass	Pass
D			

- Pass
 - 1. Splinter
 - 2. Exclusion, for !C
 - 3. 2 out of 4
- 7 **4** by North

4ACF258597447272D08FFC55588E

Board 254South Deals
N-S Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	4 ♣ ³
Pass	$4 \mathrm{NT^4}$	Pass	5 ♣ ⁵
Pass	6 ♦	Pass	Pass
Ъ			

- Pass
 - 1. Soloway Jump Shifts
 - 2. bidable suit
 - 3. Cue bid, a !C stopper
 - 4. Blackwood 1430, for !D
 - 5. A=1/5 or 4/5
- 6 ♦ by South

490938110FE0725DF9C6E650AE2A

Board 255South Deals
E-W Vul

A K Q J 2

▼ A J 6

• Q 10 9 4

♣ J

N
W
E
S

A 9 8 4

▼ Q 8 4

• 6 5

♣ 9 6 5 3 2

- **♠** 3
- **v** 10 5 3 2
- ♦ A K 7 2
- ♣ A Q 8 7

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

- 1. Soloway Jump Shifts
- 2. artificial

▲ 10 7 6 5

♥ K 9 7

♦ J83

♣ K 10 4

- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

4A874FB64419447CB6EE94FA9FF3

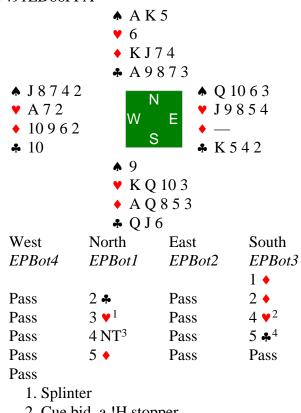
• 10 **Board 256** South Deals **♥** A K J 9 N-S Vul ◆ K863 ♣ AK32 **♦** 642 **★** KJ98 ♥ Q8742 **v** 10 5 3 **•** 2 **♦** 10 4 S ♣ J985 ♣ Q 7 6 4 **▲** A Q 7 5 3 **9** 6 ◆ AQJ975 **4** 10 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass **1** 🔻 Pass 1 🛦 Pass 2 + 1Pass 2 • $4 \, NT^2$ Pass 4 • Pass $5 \diamond 3$ Pass Pass 6 🔸 Pass Pass Pass

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

4B3F266DD5689BDFF7491ED66FFA

Board 257 South Deals Both Vul

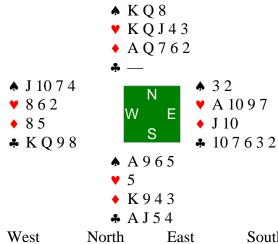


- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

5 ♦ by South

48990008CDDE9034DABAA5C1427A

Board 258South Deals
None Vul



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

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 5 ♦ by South

498B1A27BB70FC513B50EC66AE93

★ K Q 7 Board 259 South Deals **♥** A ◆ 10 8 6 2 E-W Vul ♣ A Q J 7 2 **♦** 95 **▲** 10864 ♥ J 10 9 7 ♥ K862 **♦** 953 ♦ Q 4 S **4** 10 9 6 5 ♣ K43 **♦** AJ32 ♥ Q543 ◆ A K J 7 ***** 8 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 🚓 Pass 2 🔻 3 NT Pass 3 **.** Pass

6 NT

Pass

Pass

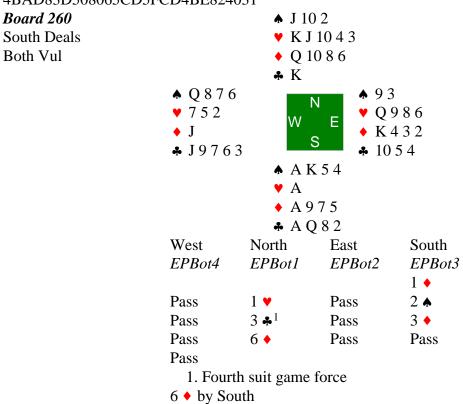
6 N by South

Down 1 — NS -50

Pass

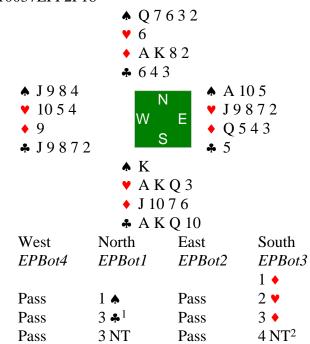
Pass

4BAD83D508065CD5FCD4BE824031



4869A92DD071D4D810037EFF2F18

Board 261 South Deals None Vul



1. Fourth suit game force

6 NT

Pass

Pass

2. Quantitative 4 NT

6 N by North

Pass

Pass

4AACA7EF9F5EF6340256FC2A7439

Board 262 ♦ 8742 **y** 7 South Deals N-S Vul ♦ AQJ105 ♣ KQJ **♦** Q95 **▲** 10 6 3 **9** 9 8 5 3 2 ♥ J 10 6 **♦** 7 **♦** 42 S ♣ A 8 5 3 **4** 10 9 7 6 4 \blacktriangle A K J ♥ A K Q 4 ★ K9863 ***** 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ Pass Pass 2 🔻 1 🛦 Pass 3 NT Pass 4 🛦 Pass Pass 6 • Pass Pass 6 ♦ by South

4BBE0527DDDD5872511405C03CEC

Board 263 ★ KQ653 South Deals **♥** K 5 4 Both Vul ♦ KQ65 **♣** Q **▲** J 10 4 2 **♦** 987 ♥ A83 ♥ J 10 9 7 6 **•** 9 **♦** 874 S ♣ 96432 ♣ A 8 **♠** A ♥ Q 2 ♦ AJ1032 ♣ KJ1075 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass $2 \blacktriangle^1$ Pass $3 \diamond^2$ Pass Pass $4 NT^3$

> Pass 1. Soloway Jump Shifts

4 ♣

5 **♣**⁴

Pass

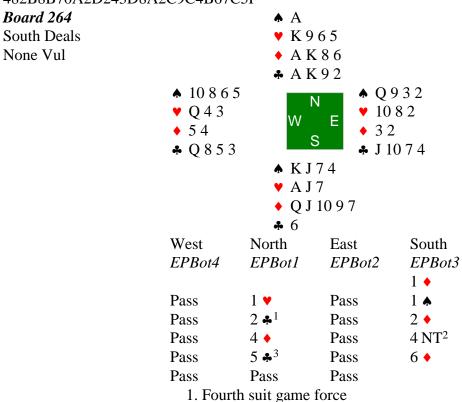
Pass

5 •

- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5 ♦ by South

Pass Pass

482B8B70A2D243D8A2C9C4B67C5F



- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

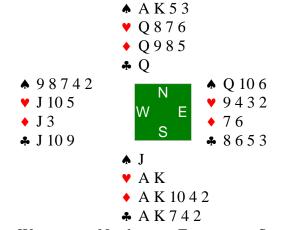
4AA12D3B5EE3BB395C9771ACD3DB

♠ K Q 8 **Board 265** South Deals ♦ KJ74 N-S Vul ♣ Q 10 9 6 3 2 **▲** 10 3 2 **♦** J 7 5 ♥ Q985 ♥ J7632 ♦ Q982 ◆ A 10 5 3 S **4** 74 **♣** J **▲** A 9 6 4 ♥ A K 10 4 **•** 6 ♣ A K 8 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass **3** ♥¹ $4 \, NT^2$ Pass Pass **5** ♦ ³ Pass 6 🚓 Pass Pass Pass 1. Splinter 2. Blackwood 1430, for !C 3. A=0/5 or 3/5

6 ♣ by South

5821214BB470D8CACD4E3AD116D1

Board 266South Deals
None Vul

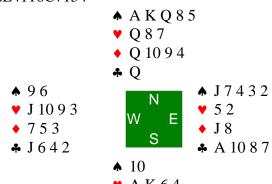


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 ♣ ¹
Pass	$2 \diamond^2$	Pass	3 ♦
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	$5 \mathrm{NT}^5$	Pass	6 ∀ ⁶
Pass	7 NT	Pass	Pass

- Pass
 - 1. strong
 - 2. waiting
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5
 - 5. King ask by 5 NT
 - 6. K=2
- 7 N by North

5A26250F78BEFD0A42E4116C7154

Board 267South Deals
N-S Vul



★ A K 6 4★ A K 6 2★ K 9 5 3

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

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !S
- 4. A=2/5 or 5/5, Q(S)=1

6 ♦ by South

59A9D06B2174DAF0DB167F0D6110

Board 268 South Deals E-W Vul

♠ J 6 4 2 **y** 4 ♦ KJ832 ♣ Q 7 5 **★** K 9 8 7 ♠ Q 10 5 3 **∨** K9762 **v** 10 8 5 **♦** 54 **♦** 10 6 S ♣ K 10 8 2 **4** 96 **♠** A **♥** A Q J 3

- ♦ AQ97
- ♣ AJ43

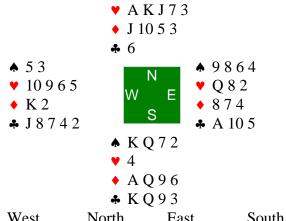
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	$2 \diamond^2$	Pass	2 NT
Pass	3 ♣ ³	Pass	3 y
Pass	4 •	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	$5 \mathrm{NT^6}$
Pass	6 ♣ ⁷	Pass	6 ♦
Pass	Pass	Pass	

- 1. strong
- 2. waiting
- 3. Stayman
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 6. King ask by 5 NT
- 7. K=0

6 ♦ by North

5B0E899D04367D50807FF660C598

Board 269South Deals
Both Vul



▲ AJ10

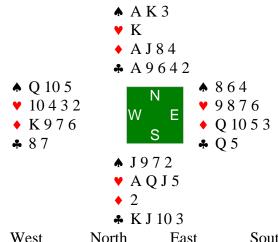
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 *	Pass	4 •
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	5 ♦	Pass	Pass
ъ			

Pass

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5
- 5 ♦ by South

5A2F01EAADF9935C9053EA7F39B7

Board 270South Deals
N-S Vul



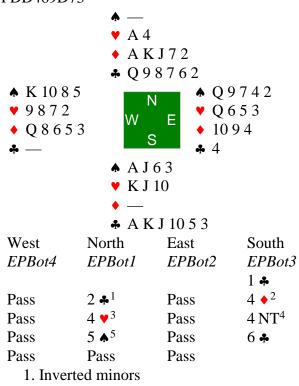
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 + 1	Pass	2 NT
Pass	4 🚓	Pass	4 ♦ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ∨ ⁴
Pass	6 ♣	Pass	Pass
Dace			

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

5981E15FA1E577FF739FDD469D73

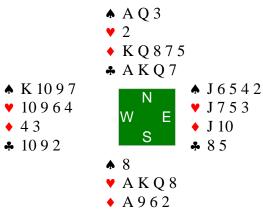
Board 271South Deals
E-W Vul



- 2. Splinter
- 3. Cue bid, a !H stopper
- 4. Blackwood 1430, for !C
- 5. A=2/5 or 5/5, Q(C)=1
- 6 ♣ by South

5823EB2B5DFCF0AADB715A751540

Board 272South Deals
None Vul



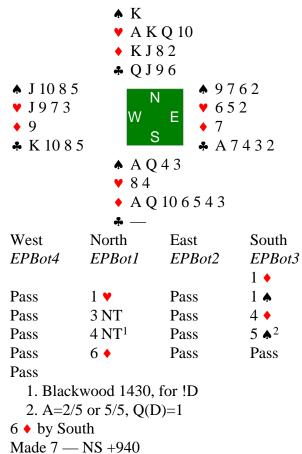
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \bullet 1$	Pass	$3 \blacktriangle^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ♥ ⁴
Pass	5 NT ⁵	Pass	6 ♦ ⁶
Pass	7 🔸	Pass	Pass
ъ			

♣ J 6 4 3

- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0
 - 5. King ask by 5 NT
 - 6. K=1
- 7 ♦ by South

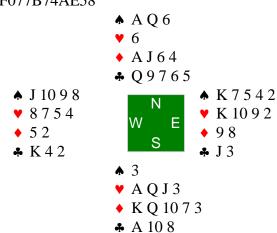
598A008BF3C87FE0765BD8AABA52

Board 273South Deals
E-W Vul



5B255C2FE6DDD3F17F077B74AE58

Board 274South Deals
Both Vul



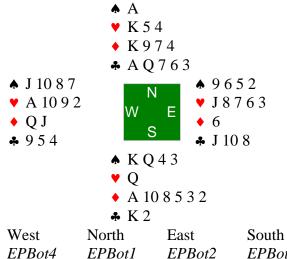
West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ 2 🔻 Pass 2 & **Pass** Pass **3 .** Pass 4 ♣ **4** ♦ ¹ $4 \, NT^2$ Pass Pass $5 \wedge 3$ Pass Pass 6 & Pass Pass Pass

- 1. Cue bid, a !D stopper
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=1

6 ♣ by North

5A378DA3D2F67CD6DF5B448C9775

Board 275South Deals
N-S Vul



EPBot3 **1** ♦ 2 • Pass 2 ♣ Pass Pass **3** ♦ Pass **4** ♥¹ $4 NT^2$ 5 **♣**³ Pass Pass Pass 6 • Pass Pass

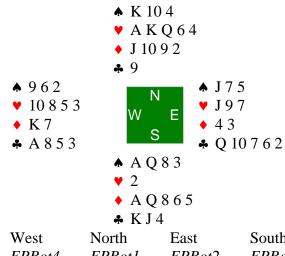
Pass

- 1. Cue bid, a !H stopper
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5

6 ♦ by South

5A8401865D3EDFB452C67409B8EE

Board 276South Deals
N-S Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 ♥	Pass	1 🛦
Pass	2 •	Pass	3 ♦
Pass	3 🔻	Pass	4 ♣¹
Pass	4 ♥ ²	Pass	5 ♦
Pass	6 ♦	Pass	Pass
Pass			

- 1. Cue bid, a !C stopper
- 2. Cue bid, a !H stopper

6 ♦ by South

Down 1 — NS –100

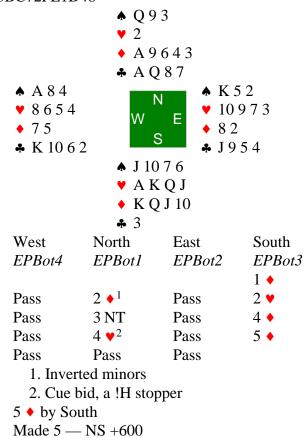
5909AE1B683257B7DC70A3FF7AA2

♠ A Q 10 Board 277 South Deals **♥** A E-W Vul **◆** 10 6 5 2 ♣ Q9854 **↑** 74 **▲** J963 ♥ Q97 **v** 10 8 6 4 3 ♦ K74 **♦** 98 S ♣ K 10 3 2 **♣** J 7 6 ♠ K 8 5 2 **♥** KJ52 ♦ AQJ3 ♣ A West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass $2 \bullet 1$ 3 NT Pass Pass 4 • Pass **4** ♥² **5** ♣ Pass **5** • Pass Pass 5 NT Pass Pass Pass 1. Inverted minors

- 2. Cue bid, a !H stopper
- 5 N by South

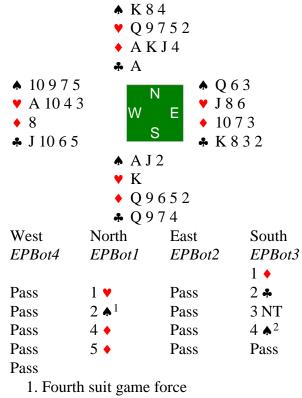
6AEF6427A6941EFB93BC72FE1D48

Board 278 South Deals N-S Vul



69B3224990F4C91EC558C831768A

Board 279South Deals
E-W Vul

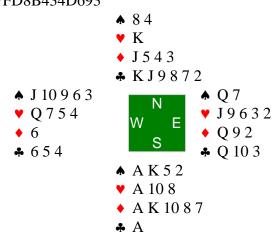


2. Cue bid, a !S stopper

5 ♦ by South

6BAD8F72D7EED32F7FD8B434D693

Board 280South Deals
Both Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	3 .	Pass	3 ♦
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	5 ♦ ³	Pass	5 y
Pass	6 ♣ ⁴	Pass	6 🔸
Pass	Pass	Pass	

- 1. strong
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5
- 4. !D queen and !C king

6 ♦ by South

6AAF9F372457D676F0AE367BD6CC

♦ QJ5 Board 281 South Deals **v** 2 N-S Vul ♦ AK62 ♣ A K Q 10 4 **♦** 9732 **▲** 10 8 4 **∨** K 10 9 3 ♥ Q8754 **♦** 7 S ♣ J 7 2 **4** 98653 **♠** A K 6 **♥** A J 6 ◆ QJ109853 **.** — East West North South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ **3** ♦ Pass 2 ♣ Pass

> Pass 1. Blackwood 1430, for !D

4 •

 $5 \diamond^2$

Pass

Pass

Pass

 $4 NT^1$

6 •

2. A=0/5 or 3/5

6 ♦ by South

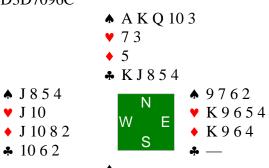
Pass

Pass

Pass

69291729FF3C55EF4954D3D7096C

Board 282 South Deals E-W Vul



- ♥ AQ82
- ◆ A Q 7 3
- ♣ A Q 9 7 3

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

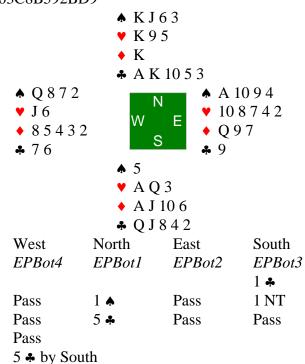
- 1. Fourth suit game force
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

♥ J 10

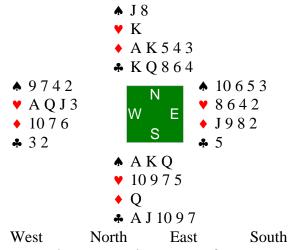
6B6F07E13D5F42D9D03C8B592BD9

Board 283 South Deals Both Vul



68B98BB33D65ED1FE5576ADB78DC

Board 284South Deals
None Vul



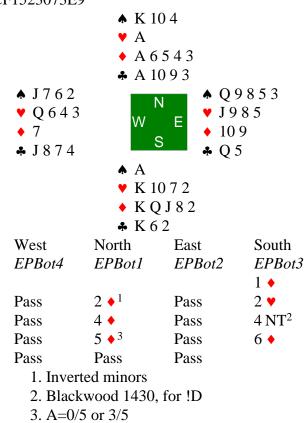
west	NOTH	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚣
Pass	2 4 ¹	Pass	2 🛦
Pass	4 🚓	Pass	4 ♦ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♠ ⁴
Pass	6 ♣	Pass	Pass
Dage			

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 1430, for !C
 - 4. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

6983297AD8275758ECF1523073E9

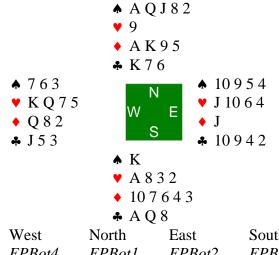
Board 285South Deals
E-W Vul



6 ♦ by South

6A2DBF3118564E21F7D77C56E422

Board 286South Deals
N-S Vul



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

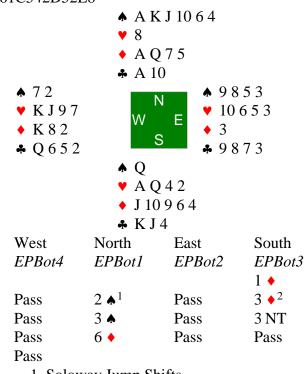
Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !C stopper
- 4. Blackwood 1430, for !D
- 5. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

6B2739A43D1F7E4AF61C542D52E8

Board 287South Deals
Both Vul

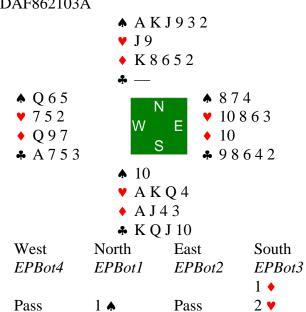


- 1. Soloway Jump Shifts
- 2. bidable suit

6 ♦ by South

682029E5019D065A74DAF862103A

Board 288South Deals
None Vul



Pass Pass Pass 1. Fourth suit game force

3 **♣**¹

4 •

5 **v**³

Pass

Pass

Pass

3 **♦** 4 NT²

6 •

- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

Pass

Pass

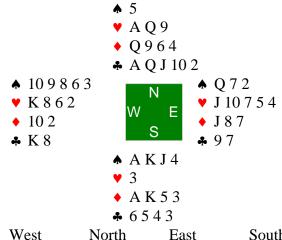
Pass

78B329C8B1940256CDD00C79568A

▲ K95 Board 289 ♥ Q9752 South Deals None Vul ♦ KQ42 ♣ A **♠** Q 7 6 **♦** 843 Ν ♥ AJ4 **v** 10 8 6 3 **◆** 10 8 3 **♦** 75 S ♣ Q 10 6 5 **4** 9832 ♠ AJ102 **♥** K ♦ AJ96 **♣** KJ74 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass Pass 1 🛦 **1** 🔻 Pass 2 + 1Pass 3 **.** Pass 6 🔸 Pass Pass Pass 1. Fourth suit game force 6 ♦ by South

7A87B44F9BD3CEF85AFD159DE573

Board 290South Deals
N-S Vul



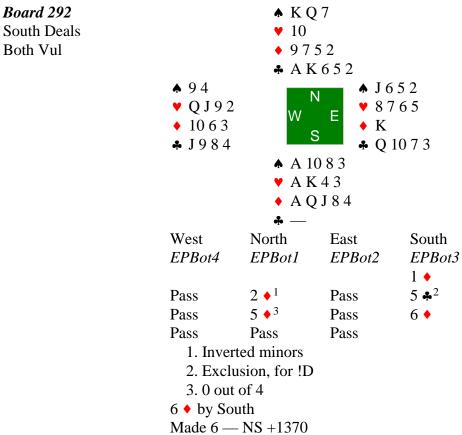
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	3 ♥ ¹
Pass	4 ♥ ²	Pass	$4 \wedge 3$
Pass	$4 \mathrm{NT^4}$	Pass	5 ♥ ⁵
Pass	6 4	Pass	Pass
D			

- Pass
 - 1. Splinter
 - 2. Cue bid, a !H stopper
 - 3. Cue bid, a !S stopper
 - 4. Blackwood 1430, for !C
 - 5. A=2/5 or 5/5, Q(C)=0
- 6 ♣ by North

7985411BC88DF0DE1A40E27A3598 **♦** Q 7 3 **Board 291** South Deals ♥ A K J 10 6 E-W Vul ♦ K965 **♣** Q **♦** J985 **∧** K 6 4 Ν ♥ Q872 **9** 4 3 **◆** 10 8 ♦ A 3 S **♣** J 9 6 2 ***** 8754 **♠** A 10 2 **y** 5 ♦ QJ742 ♣ A K 10 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 **v**¹ Pass 3 **♦**² **4** ♠³ Pass 4 & Pass **5** • Pass Pass Pass Pass

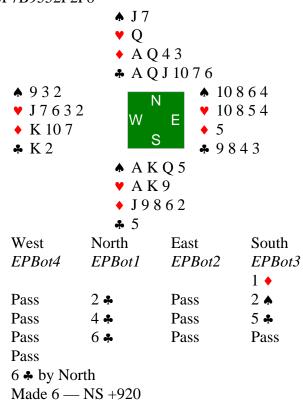
- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Cue bid, a !S stopper
- 5 ♦ by South

7BAF233E7C8AF49C165B57ECAA77



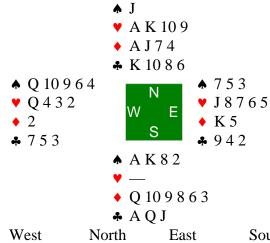
79A3AC833B5FEA5A3F7B9552F2F8

Board 293South Deals
E-W Vul



7B8583FD15CFCE9F54DF50F67CBA

Board 294South Deals
Both Vul



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

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

78312924194E08D0F1D65AD2B543

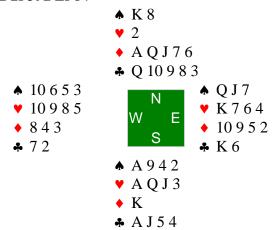
Board 295 **▲** A K Q J 9 South Deals **v** 10 9 2 ♦ KJ95 None Vul **4** 2 **★** 8764 **↑** 10 5 2 Ν ♥ A73 ♥ J8654 W ♦ Q63 **•** 10 S ♣ Q98 **4** 10 6 5 4 **♠** 3 ♥ K Q ◆ A8742 ♣ A K J 7 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass $3 \diamond^2$ Pass 4 ♣ Pass $4 NT^3$ **5 ♥**⁴ 6 • Pass Pass Pass Pass Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

79A11A6361F7B73F50D2F59DEF84

Board 296South Deals
E-W Vul

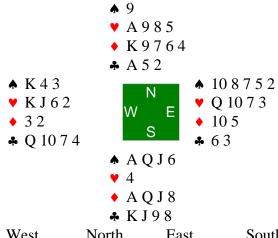


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 + 1	Pass	4 🚓
Pass	$4 \mathrm{NT^2}$	Pass	5 ♦ ³
Pass	6 4	Pass	Pass
Pass			

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=0/5 or 3/5
- 6 ♣ by South

7B8FF59CBD50054D54B643E4DA7B

Board 297South Deals
Both Vul



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

- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1

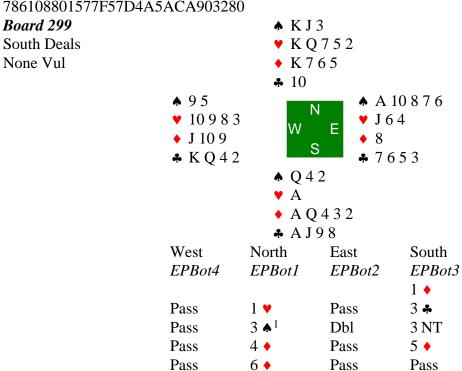
6 ♦ by South

7B8E85C03DF055B4BE3E4E46186B

▲ J63 Board 298 ♥ A K Q 5 4 South Deals ♦ K984 Both Vul **4** 2 **♠** Q 10 **♦** 9542 ♥ J 10 8 7 6 **9** 9 3 **♦** 32 ♦ Q 10 S ♣ Q 10 8 3 ♣ A 7 6 5 4 **♠** AK87 **v** 2 ♦ AJ765 **♣** KJ9 West North East South EPBot4 EPBot1 EPBot2

EPBot3 **1** ♦ Pass Pass 1 🛦 1 🔻 **5** • Pass 2 • Pass Pass Pass 6 • Pass Pass 6 ♦ by South

786108801577F57D4A5ACA903280



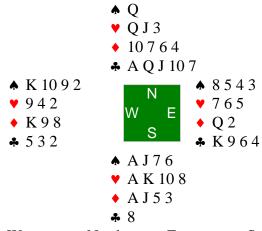
1. Fourth suit game force

6 ♦ by South

Pass

88A3E60F83EBF6659B9A507A40FC

Board 300South Deals
None Vul



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

- 1. Inverted minors
- 2. Cue bid, a !C stopper
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5

6 ♦ by South

Down 1 — NS -50

8A652F1FE710CDB93CE455D27BDA ♠ KQ107 **Board 301** South Deals **y** 9 ♦ KQ97 N-S Vul **♣** KQJ3 **▲** J9642 **A** A 5 3 **v** 873 ♥ Q 10 5 4 2 **♦** 10 4 **♦** 832 S **4** 10 7 6 **4** 4 2 **8** A K J 6 ◆ AJ65 ♣ A 9 8 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass Pass 2 🔻 1

> Pass 1. Fourth suit game force 6 N by South

3 **♣**¹

6 NT

Pass

Pass

3 NT

Pass

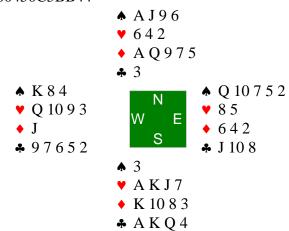
Made 6 — NS +1440

Pass

Pass

8921E9712E7A30DA600450C5BB44

Board 302South Deals
E-W Vul

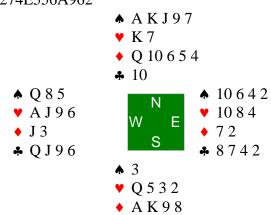


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🔻
Pass	3 ♣ ¹	Pass	3 ♦
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	$5 \triangleq^3$	Pass	$5 \mathrm{NT^4}$
Pass	6 ♣ ⁵	Pass	6 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=2/5 or 5/5, Q(D)=1
- 4. King ask by 5 NT
- 5. K=0
- 6 ♦ by South

8B3D0DE438573CDE0274E556A962

Board 303South Deals
Both Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ Pass Pass 2 🔻 1 🛦 Pass 3 **♣**¹ Pass **3** ♦ 4 • Pass **5** • Pass Pass 6 • Pass Pass

♣ A K 5 3

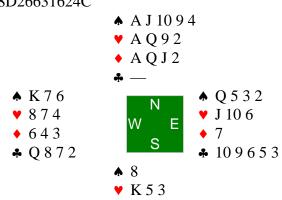
Pass

1. Fourth suit game force

6 ♦ by South

8A0DE54C1D1606B4F8D26631624C

Board 304South Deals
N-S Vul



★ 8★ K 5 3★ K 10 9 8 5★ A K J 4

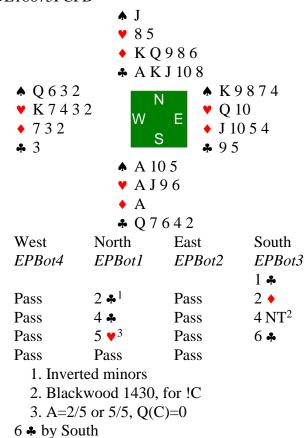
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🚓
Pass	2 v ¹	Pass	2 NT
Pass	4 •	Pass	$4 \mathrm{NT^2}$
Pass	$5 \diamond^3$	Pass	6 ♦
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

89AB73D1279762437DE18675FCFD

Board 305South Deals
E-W Vul



8B2D055C2E6538F6381E4C551871

Board 306 ▲ AKJ9763 South Deals **♥** K 5 Both Vul ♦ K 10 8 4 ♠ Q 10 5 4 2 **8 9** 9 8 7 2 ♥ Q643 ♦ 973 **•** 2 S ♣ Q 9 7 5 3 **♣** J86 ♥ AJ10 ◆ AQJ65 ♣ A K 10 4 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass 3 **♦**² 4 ♣ Pass **3** ♠ Pass 6 🔸 Pass 6 NT Pass Pass Pass Pass

- 1. Soloway Jump Shifts
- 2. bidable suit
- 6 N by South

88C319286156F5DE52F0080289F2 **★** K Q 5 4 **Board 307** ♥ A 5 4 3 South Deals None Vul ♦ KQ53 ♣ A **▲** A 9 8 6 2 **♦** J 10 7 Ν ♥ K 10 8 7 **9** 9 6 2 W **♦** 10 9 **8** S **4** 10 8 7 4 2 ♣ Q65 **♠** 3 ♥ Q J ◆ AJ7642 **♣** KJ93 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass 2 🚓 **1** 🔻 Pass Pass $2 \wedge 1$ Pass **3** ♦ $4 \, NT^2$ 4 • Pass Pass Pass $5 \diamond 3$ Pass 6 •

- Pass 1. Fourth suit game force
- 2. Blackwood 1430, for !D

Pass

3. A=0/5 or 3/5

6 ♦ by South

Pass

8BA486438FDCCFFCC4BEFA5D6612

Board 308 **♠** 2 **∨** KQJ97 South Deals Both Vul ♦ A K 7 3 **♣** QJ9 **▲** 109875 **♦** Q43 **v** 865 **v** 10 4 2 **•** 5 • Q 2 S ♣ A 10 8 7 ♣ K 6 5 3 2 **▲** A K J 6 **♥** A 3 ♦ J 10 9 8 6 4 **4**

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	$4 NT^3$
Pass	5 ♥ ⁴	Pass	6 ♦
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

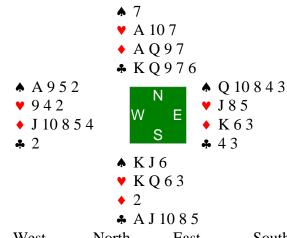
6 ♦ by South

8A952DCC75F61448F5C698CE0E3A

♠ K932 **Board 309** South Deals Q8643 N-S Vul ♦ KQ43 **♦** Q 10 7 6 4 **♦** J8 ♥ J 10 7 2 ♥ A 9 5 **♦** 852 S **♣** 10 6 4 3 2 ♣ Q985 **♦** A 5 **♥** K ♦ AJ10976 **♣** A K J 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • 3 NT Pass 1 🔻 Pass Pass $4 NT^1$ 4 • Pass 5 **♣**² Pass Pass 6 • Pass Pass Pass 1. Blackwood 1430, for !D 2. A=1/5 or 4/56 ♦ by South

8BC5A3679949F75907A3D97A62FC

Board 310South Deals
Both Vul



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

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

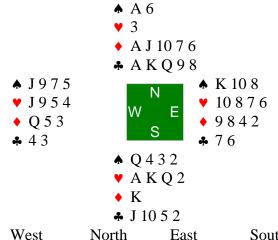
6 ♣ by South

8AB98D81E5473177535CD6DF7EFB

♠ 9 Board 311 **♥** K Q 10 South Deals N-S Vul ◆ K 6 4 3 **4** 10 8 7 4 2 **▲** J 5 4 2 **▲** 108763 ♥ A 9 8 3 2 **7** 6 5 4 ♦ Q97 ♦ A 2 S **.** 6 **4** 53 ♠ AKQ **♥** J ♦ J 10 8 5 **♣** A K Q J 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 & Pass 3 **.** Pass 5 **.** Pass Pass Pass 5 ♣ by South

89236BAFF151F757D212FDB48CA5

Board 312South Deals
E-W Vul

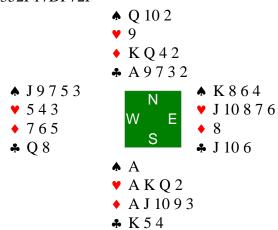


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣ ¹	Pass	2 🔻
Pass	$4 \mathrm{NT}^2$	Pass	5 ♣ ³
Pass	6 *	Pass	Pass
Pass			

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=1/5 or 4/5
- 6 & by South

9AA76D2CD616C758D352F17DF72F

Board 313South Deals
N-S Vul



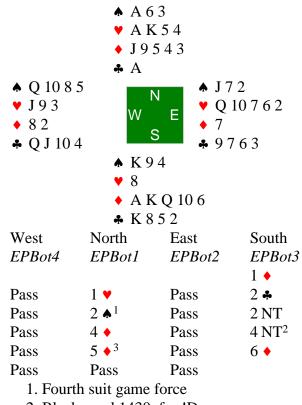
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \bullet 1$	Pass	4 🔸
Pass	4 ♥ ²	Pass	$4 \mathrm{NT}^3$
Pass	5 ♠ ⁴	Pass	$5 \mathrm{NT}^5$
Pass	6 ♣ ⁶	Pass	7 🔸
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1
- 5. King ask by 5 NT
- 6. K=0
- 7 ♦ by South

Down 1 — NS -100

9B0F8DDC74DCB6E9521EC5843659

Board 314South Deals
Both Vul



- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

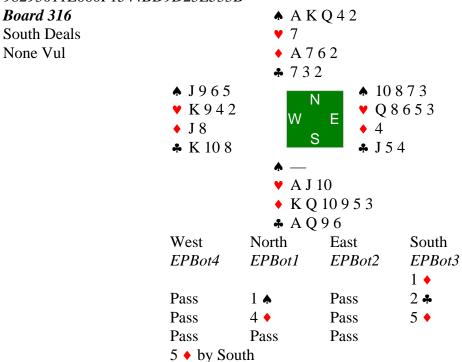
9B8D15F885CC43B6B5746FC05A5E

Board 315 **∧** K South Deals ♥ AJ1094 Both Vul ◆ KJ876 **4** 9 5 **♠** Q 10 4 ♠ 96532 ♥ Q876 ♥ K32 **♦** 94 ◆ Q3 S ♣ Q 10 6 4 ***** 832 **▲** AJ87 **y** 5 ♦ A 10 5 2 **♣** A K J 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass **1** 🔻 Pass 1 🛦 $4 \, NT^1$ Pass 3 NT Pass 5 **♣**² 6 NT Pass Pass Pass Pass Pass 1. Blackwood 1430, for N 2. A=1/4 or 4/4

6 N by North

Down 1 — NS -100

98293011E660F1544BD9D23E533B



9B2D66295F79DB330CD13ADDB773

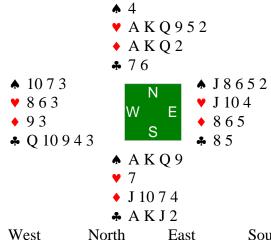
▲ AQ875 **Board 317** South Deals **v** 7 ♦ K3 Both Vul ♣ J9832 **♦** 964 **★** KJ 10 2 ♥ J964 **v** 10 8 5 3 2 ◆ Q 10 9 5 **♦** 862 S **.** 7 **♣** K 5 **A** 3 ♥ AKQ ♦ AJ74 ♣ A Q 10 6 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 & Pass 2 • 1 🛦 Pass Pass $2 \checkmark 1$ Pass 2 NT Pass $4 \, NT^2$ Pass 4 ♣ Pass 5 **♣**³ Pass 6 & Pass Pass Pass

- 1. Fourth suit game force
- 2. Blackwood 1430, for !C
- 3. A=1/5 or 4/5

6 ♣ by South

9889898851D0847EE37F4E10F449

Board 318South Deals
None Vul

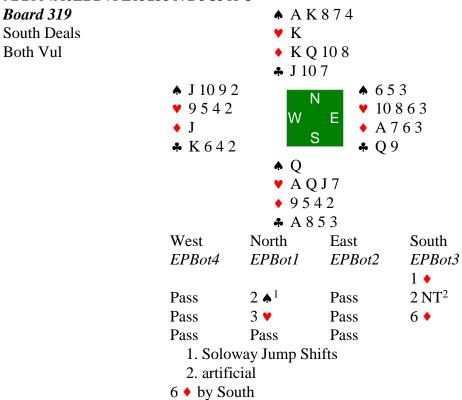


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 🔻	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	5 A
Pass	6 ♦ ⁵	Pass	7 🕶
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !H
- 4. A=0/5 or 3/5
- 5. !H queen and !D king

7 ♥ by North

9B2104A6EBD7FE1523507D3C51FC

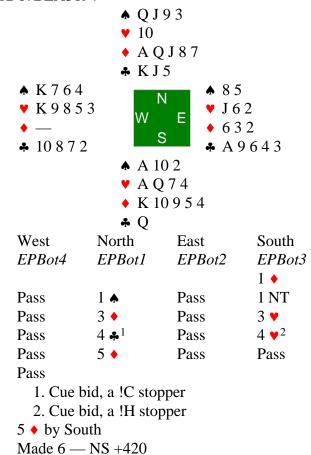


9A6F2547F1F4D8167E67D9BD331E

Board 320 ★ K 8 3 2 South Deals **♥** Q ♦ A 7 4 2 N-S Vul ♣ AQ63 **▲** J 10 9 5 **▲** AQ76 ♥ J 10 7 4 3 **9** 9 8 5 2 **♦** J3 95 S **4** 10 9 **♣** 872 **4 ♥** A K 6 ♦ KQ1086 ♣ KJ54 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ 2 🚓 Pass 1 🛦 Pass Pass 4 ♣ Pass $4 NT^1$ $5 \triangleq^2$ Pass Pass 6 🚓 Pass Pass Pass 1. Blackwood 1430, for !C 2. A=2/5 or 5/5, Q(C)=16 ♣ by South

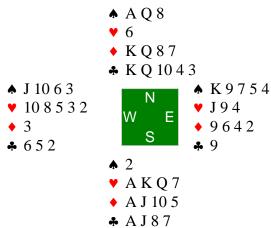
99A2FB2113883A70E0D67BEA3694

Board 321South Deals
E-W Vul



A8216B2BD1F35E3969CC705FF7BC

Board 322South Deals
None Vul



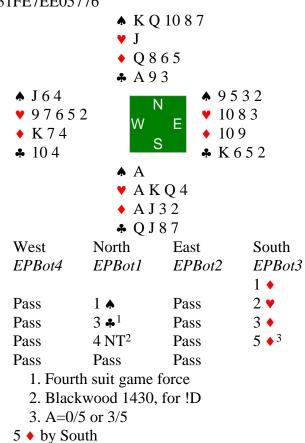
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🚓	Pass	2 🔻
Pass	3 .	Pass	4 🚓
Pass	$4 \mathrm{NT^1}$	Pass	$5 \diamond^2$
Pass	$5 \mathrm{NT^3}$	Pass	6 ♦ ⁴
Pass	6 NT	Pass	Pass
Pass			

- 1. Blackwood 1430, for !C
- 2. A=0/5 or 3/5
- 3. King ask by 5 NT
- 4. K=1

6 N by North

AAA7222DC5187B1D31FE7EE05776

Board 323South Deals
N-S Vul



A92B2D1DC01876A6EA3E40D17841

Board 324 **♦** A K Q 10 6 South Deals ♥ J 5 2 E-W Vul ◆ J 5 4 2 ♣ A **♦** J 7 4 **♦** 9532 **9** 9 6 3 ♥ Q 10 4 98 **♦** K Q 6 S ♣ J 10 5 3 ♣ 9876 **8** A K 8 7 • A 10 7 3 ♣ KQ42 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass $2 \blacktriangle^1$ 3 **♣**² Pass Pass 4 ♣ Pass $4 NT^3$ **5** ♦ ⁴ 6 • Pass Pass Pass Pass Pass 1. Soloway Jump Shifts 2. artificial 3. Blackwood 1430, for !S

4. A=0/5 or 3/5

Made 6 — NS +920

6 ♦ by South

A98B6BA8EF94727218B2E63BF31E

Board 325 **↑** 742 South Deals **♥** A E-W Vul 9863 ♣ A K J 4 3 **♦** J 5 3 **∧** K98 **9** 9 8 6 4 3 **v** 10 7 2 ◆ J 2 **♦** 10 5 S **4** 98652 ♣ Q 10 7 **♦** A Q 10 6 **♥** KQJ5 ♦ AKQ74 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ $2 \bullet 1$ 5 **♣**² Pass Pass Pass 5 **♥**³ Pass 7 • Pass Pass Pass 1. Inverted minors 2. Exclusion, for !D 3. 1 out of 4 7 ♦ by South

A82DC1A80AD8357102FFDA7E11D0 Board 326 **▲** AJ973 South Deals **♥** KJ7 None Vul ♦ QJ105 **4** 6 **★** K 10 6 5 2 **♦** 84 **9** 9 8 6 4 **v** 10 5 3 2 W **•** 9 ♦ A 6 4 S ♣ Q 10 2 ♣ J 7 5 4 **♠** Q ♥ A Q ♦ K8732 ♣ A K 9 8 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass 1 🛦 **Pass 3 ♣** Pass 3 **♥**¹ Pass 3 NT **4** ♥² Pass 4 • Pass

> Pass 1. Fourth suit game force

4 **♠**³

5 **♣**⁵

Pass

Pass

Pass

 $4 \, NT^4$

6 •

- 2. Cue bid, a !H stopper
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5

6 ♦ by South

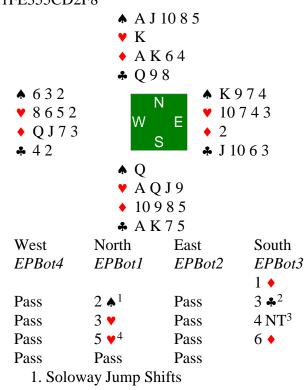
Pass

Pass

Pass

AA2D4DA32216673751FE355CD2F8

Board 327 South Deals N-S Vul

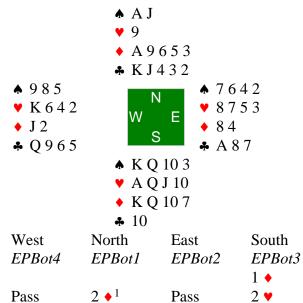


- 2. artificial
- 3. Blackwood 1430, for !S
- 4. A=2/5 or 5/5, Q(S)=0

6 ♦ by South

A82AB3A027A1C8DE5278D87F9B77

Board 328South Deals
None Vul



Pass

Pass

5 **♠**³

Pass

- 1. Inverted minors
- 2. Blackwood 1430, for !D

 $4 \, \mathrm{NT}^2$

6 •

- 3. A=2/5 or 5/5, Q(D)=1
- 6 ♦ by South

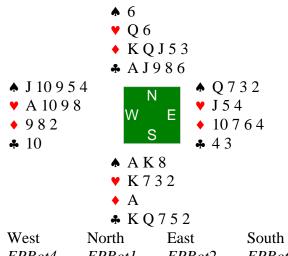
Pass

Pass

Pass

AAB7AD4DDFF8F3B3690BDDDA6E61

Board 329 South Deals N-S Vul

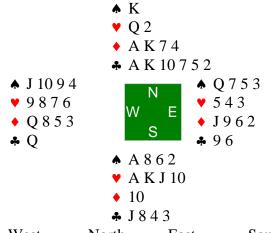


EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 2 **♣**¹ Pass 4 ♣ **5** ♦ ³ Pass $4 \, \mathrm{NT}^2$ Pass Pass 6 🚓 Pass Pass Pass

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=0/5 or 3/5
- 6 ♣ by South

A9A3234CE5EBF6BD73B65FD15D87

Board 330South Deals
E-W Vul



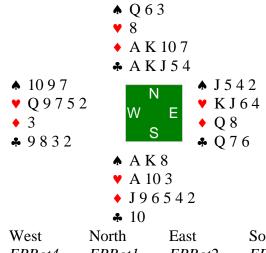
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 4 1	Pass	$3 \diamond^2$
Pass	$4 \mathrm{NT^3}$	Pass	5 ∀ ⁴
Pass	7 NT	Pass	Pass
Dage			

- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Blackwood 1430, for !C
 - 4. A=2/5 or 5/5, Q(C)=0

7 N by North

B9A393365BE1F884F21A7B5B2C78

Board 331South Deals
E-W Vul



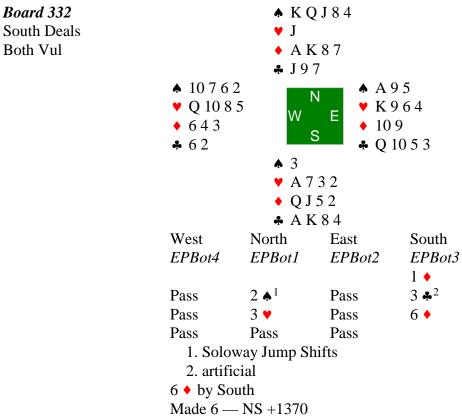
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 💠	Pass	2 •
Pass	3 ∨ ¹	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ∀ ⁴
Pass	6 ♦	Pass	Pass
Dogg			

Pass

- 1. Splinter
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

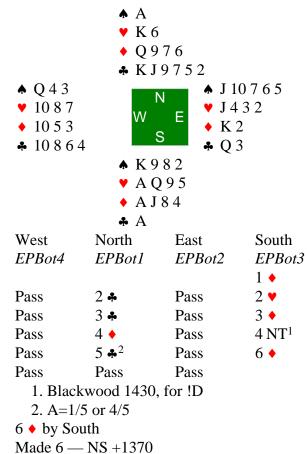
6 ♦ by South

BB65153E0FF25335E7D87E19AAEC



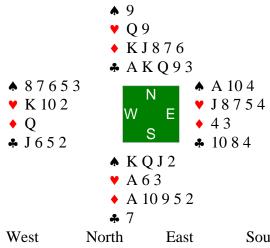
BA258BEE5770AFB47F4C63D4D29B

Board 333South Deals
N-S Vul



B96BB38F907A0BD2D1E0D856E7B8

Board 334South Deals
E-W Vul



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

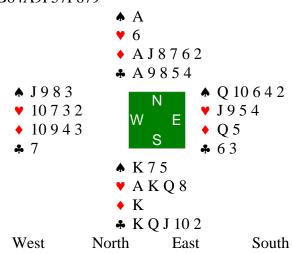
Pass

- 1. Inverted minors
- 2. Splinter
- 3. Cue bid, a !C stopper
- 4. Blackwood 1430, for !D
- 5. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

B82BA16DD975D7EBB84A9F57F679

Board 335South Deals
None Vul



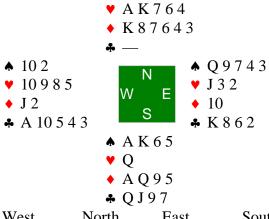
EPBot4 EPBot1 EPBot2 EPBot3 1 ♣ Pass 2 **♣**¹ 4 ♣ Pass 5 **♠**³ Pass $4 \, \mathrm{NT}^2$ Pass Pass 6 🚓 Pass Pass Pass

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

BA848E6511F8753E4D8EB44C5CD2

Board 336 South Deals N-S Vul



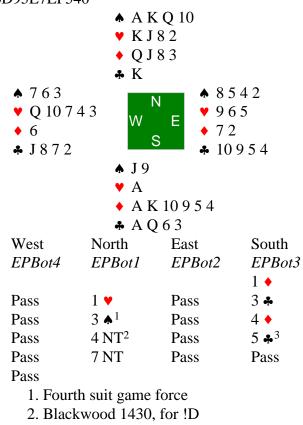
▲ J8

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

- - 1. Fourth suit game force
 - 2. Cue bid, a !S stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=1
- 6 ♦ by South

BB2D0F35843E9E44F0D95E7EF540

Board 337South Deals
Both Vul

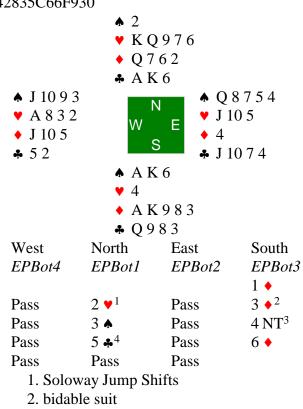


3. A=1/5 or 4/5

7 N by North

B9BB8B41DEDEC97942835C66F930

Board 338South Deals
E-W Vul

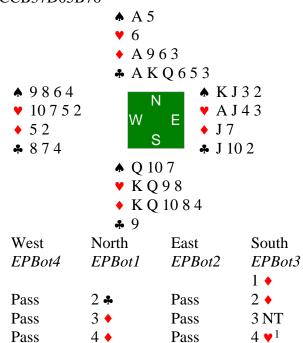


- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

6 ♦ by South

C81B63A35EB2E9E0BCCB37D05B76

Board 339South Deals
None Vul



Pass Pass

Pass

1. Cue bid, a !H stopper

6 •

2. Blackwood 1430, for !D

 $4 \, NT^2$

Pass

Pass

5 ♣³

Pass

3. A=1/5 or 4/5

6 ♦ by South

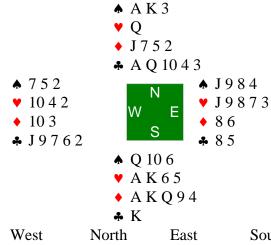
C93BB90132DE0D5AEC6220DD6852

Board 340 ▲ AQJ95 South Deals **♥** Q 9 E-W Vul ◆ QJ652 ♣ A **▲** 10 7 4 **★** 8632 **v** 10 8 4 2 ♥ AKJ ◆ 10 9 7 4 S **♣** 753 ♣ J 10 8 6 2 **∧** K **v** 7653 ♦ AK83 **♣** KQ94 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass 3 **♣**² Pass 4 ♣ Pass **5** • 6 🔷 Pass Pass Pass Dbl Pass Pass Pass 1. Soloway Jump Shifts 2. artificial

> 6 ◆× by South Down 1 — NS -100

C92B298B50BF5856D0A4E27B1FF0

Board 341South Deals
E-W Vul



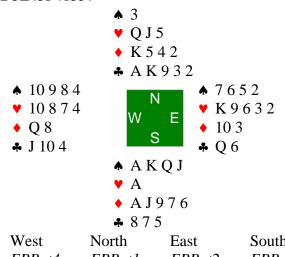
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 🚣	Pass	2 🔻
Pass	3 🚣	Pass	3 ♦
Pass	4 •	Pass	$4 \mathrm{NT^1}$
Pass	5 ♥ ²	Pass	$5 \mathrm{NT}^3$
Pass	6 ♦ ⁴	Pass	7 NT
Pass	Pass	Pass	

- 1. Blackwood 1430, for !D
- 2. A=2/5 or 5/5, Q(D)=0
- 3. King ask by 5 NT
- 4. K=1

7 N by South

CBAF978A8CF0DFF97D5E45F41357

Board 342South Deals
Both Vul



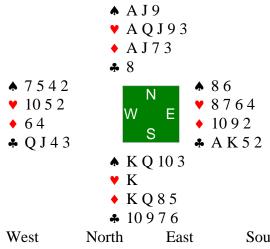
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 🛧	Pass	2 🛦
Pass	3 .	Pass	4 🚓
Pass	4 ◆ ¹	Pass	$4 \mathrm{NT^2}$
Pass	5 ∀ ³	Pass	6 ♣
Pass	Pass	Pass	
4 0			

- 1. Cue bid, a !D stopper
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=0

6 ♣ by North

C80AA28008BD0D53D955F2D488FE

Board 343South Deals
None Vul



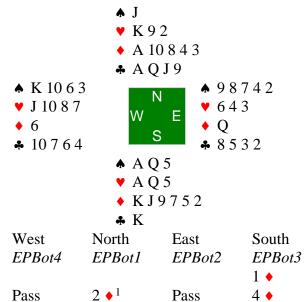
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	2 ♥ ¹	Pass	$2 NT^2$
Pass	3 .	Pass	3 ♦
Pass	4 ♥ ³	Pass	5 ♦
Pass	6 ♦	Pass	Pass
Dogg			

- Pass
 - 1. Soloway Jump Shifts
 - 2. artificial
 - 3. Cue bid, a !H stopper

6 ♦ by South

CAAFC5AB37FC477E74D0A65CDE46

Board 344South Deals
N-S Vul



5 ♦ ³

6 **♣**⁴

Pass

Pass Pass

Pass

Pass

- 1. Inverted minors
- 2. Blackwood 1430, for !D

 $4 \, \mathrm{NT}^2$

5 **♥** 7 **♦**

Pass Pass

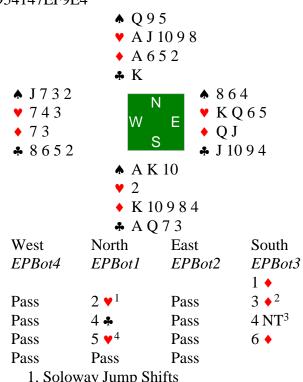
Pass

- 3. A=0/5 or 3/5
- 4. !D queen and !C king

7 ♦ by South

CB859F11C28E0E4CF954147EF9E4

Board 345 South Deals Both Vul

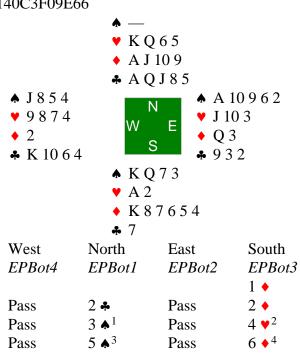


- 1. Soloway Jump Shifts
- 2. bidable suit
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

C86B808FDB587AF3B140C3F09E66

Board 346South Deals
None Vul



Pass

1. Splinter

Pass

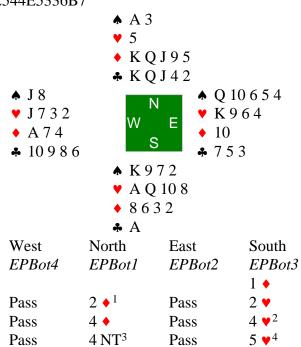
2. Cue bid, a !H stopper

Pass

- 3. Exclusion, for !D
- 4. 2 out of 4
- 6 ♦ by South

CA219F6FFF689CE4B2544E5336B7

Board 347South Deals
N-S Vul



Pass

Pass

Pass

Pass

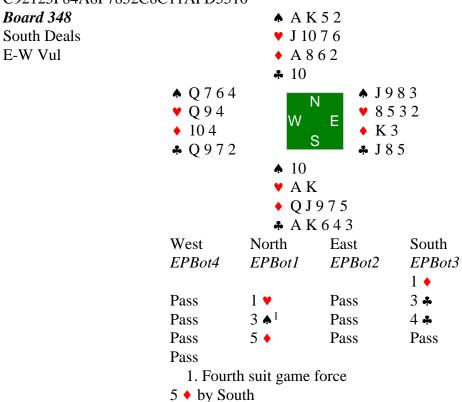
- 1. Inverted minors
- 2. Cue bid, a !H stopper

6 •

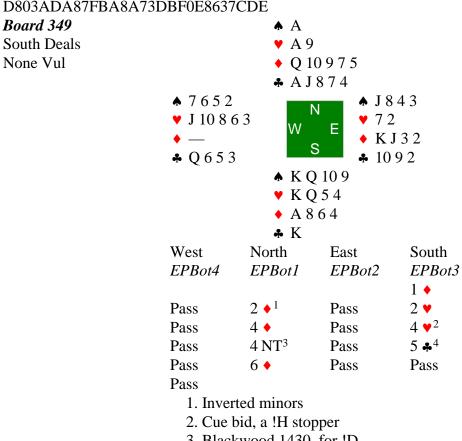
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

C92125F84A8F7852C8C11AFD5510



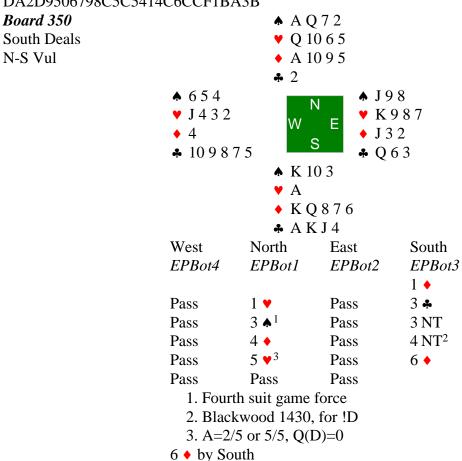
D803ADA87FBA8A73DBF0E8637CDE



- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

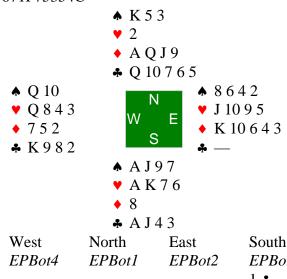
6 ♦ by South

DA2D9506798C5C5414C6CCF1BA3B



D9A124F391D79078AF671F75354C

Board 351South Deals
E-W Vul

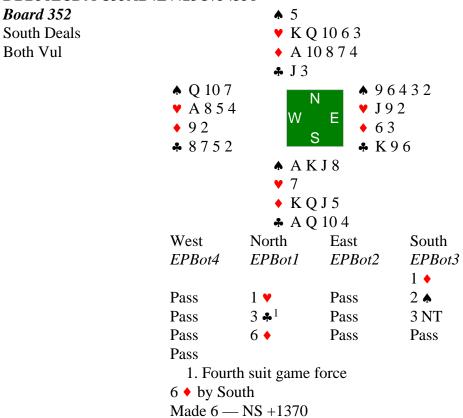


vv CSt	North	Last	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 ♣¹	Pass	$3 \diamond^2$
Pass	3 A	Pass	$4 \mathrm{NT}^3$
Pass	5 ♣ ⁴	Pass	6 🚓
Pass	Pass	Pass	

- 1. Inverted minors
- 2. shortness
- 3. Blackwood 1430, for !C
- 4. A=1/5 or 4/5

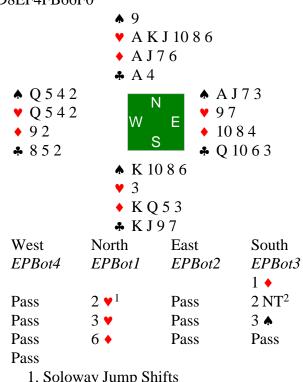
6 ♣ by South

DBB58ECD9FC55AB4E4423C754358



DA4F85F64D8A11885D8EF4FB66F0

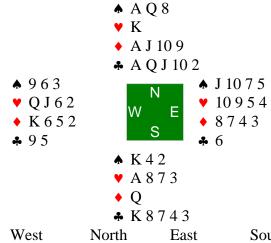
Board 353 South Deals N-S Vul



- 1. Soloway Jump Shifts
- 2. artificial
- 6 ♦ by South

D9238D3B7353D02565FE5C95E5BF

Board 354South Deals
E-W Vul



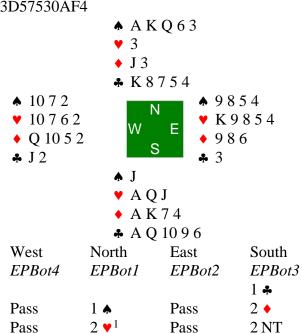
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♣
Pass	2 4 1	Pass	3 .
Pass	$4 \mathrm{NT^2}$	Pass	5 ∀ ³
Pass	6 NT	Pass	Pass
Pass			

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=0

6 N by North

D8211325A8F55D5FF33D57530AF4

Board 355 South Deals None Vul



Pass

Pass

Pass

 $4 \, NT^2$

6 &

Pass 1. Fourth suit game force

4 ♣

 $5 \triangleq^3$

- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=1

6 ♣ by South

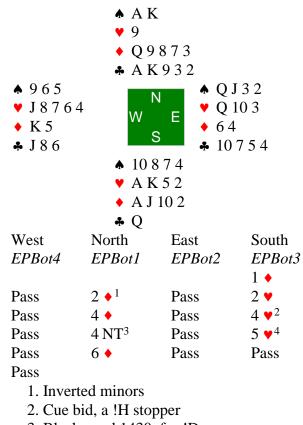
Pass

Pass

Pass

DB2F2B557C9EC7B4B6F0EAB2576F

Board 356South Deals
Both Vul

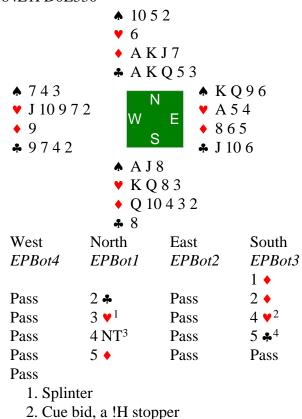


- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

D89B6B63BA3274ADF84E1FD0E330

Board 357 South Deals None Vul

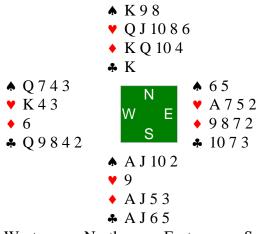


- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

5 ♦ by South

DB9D37C48D862000D2495DF4FE90

Board 358South Deals
Both Vul

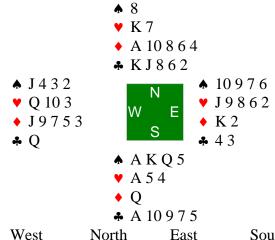


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 ♥ ¹	Pass	$2 \blacktriangle^2$
Pass	3 .	Pass	4 🔸
Pass	4 ♠ ³	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	6 🔸
Pass	Pass	Pass	

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Cue bid, a !S stopper
- 4. Blackwood 1430, for !D
- 5. A=1/5 or 4/5
- 6 ♦ by South

D8A98FB0D779551B455BA5EAF6DF

Board 359South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	2 + 1	Pass	3 NT
Pass	4 🚓	Pass	$4 \mathrm{NT}^2$
Pass	5 ♥ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♦ ⁵	Pass	7
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Blackwood 1430, for !C
- 3. A=2/5 or 5/5, Q(C)=0
- 4. King ask by 5 NT
- 5. K=1

7 **4** by South

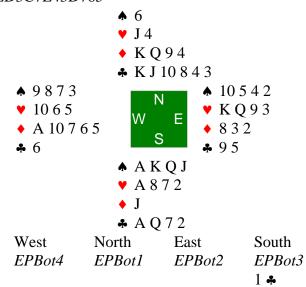
DAC767975DFFDCAA06E3BCF252AB

Board 360 ↑ 7 **♥** A 7 South Deals N-S Vul ◆ J 10 9 5 ♣ A K Q 10 6 2 **♦** A 10 9 6 4 **★** KJ3 **v** 10 5 4 ♥ QJ93 **♦** 643 **♦** 82 S **4** 9 5 ***** 8743 ♠ Q852 **♥** K 8 6 2 ♦ AKQ7 **.** J West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ◆ Pass Pass 2 🔻 2 🚓 Pass 4 ♣ Pass 5 **.** Pass 6 🚓 Pass Pass Pass

6 ♣ by North

D9AD93918B7FD2E7ED3C7E43D765

Board 361South Deals
E-W Vul



Pass

Pass

Pass

Pass

 $3 \diamond^2$

 $4 NT^3$

6 🚓

- Pass Pass
 1. Inverted minors
 - 2. shortness
 - 3. Blackwood 1430, for !C

2 **.** ¹

4 ♣

5 **♣**⁴

4. A=1/5 or 4/5

6 ♣ by South

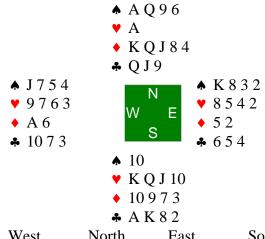
Pass

Pass

Pass

E805692BEBA03359F036DEDA705D

Board 362South Deals
None Vul



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 •
Pass	1 🛦	Pass	2 🚣
Pass	2 v ¹	Pass	2 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	6 NT	Pass	Pass
Pass			

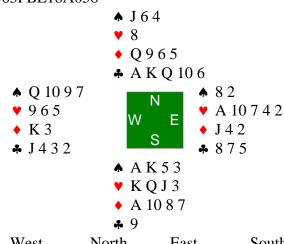
- Pass
 - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5

6 N by South

Down 1 — NS -50

EA97A3EF28D7FD46D63FBE18A058

Board 363South Deals
N-S Vul



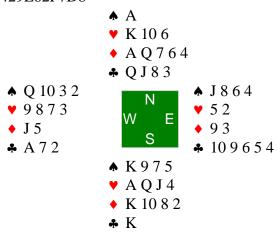
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \bullet 1$	Pass	2 🔻
Pass	3 NT	Pass	4 •
Pass	4 ♥ ²	Pass	$4 \mathrm{NT}^3$
Pass	5 ♣ ⁴	Pass	5 ♦
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

5 ♦ by South

E92089E36FCAB67BB0429E62F7D8

Board 364South Deals
E-W Vul



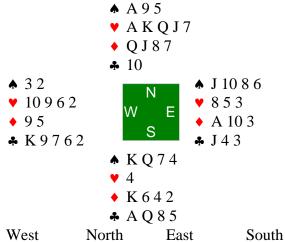
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \bullet 1$	Pass	2 🔻
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ∨ ⁴
Pass	6 ♦	Pass	Pass
Daga			

- Pass
 - 1. Inverted minors
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

EB018C8546733855847C19AED2FC

Board 365South Deals
Both Vul



west	NOTH	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	2 v ¹	Pass	$2 \blacktriangle^2$
Pass	3 .	Pass	4 •
Pass	$4 \mathrm{NT}^3$	Pass	5 ∨ ⁴
Pass	6 ♦	Pass	Pass
Dage			

Pass

- 1. Soloway Jump Shifts
- 2. artificial
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

EA080505F57519DC3E5C7CA6E2DB

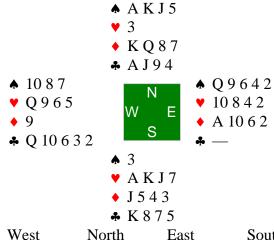
▲ AKQ97 **Board 366** South Deals ♥ AKQ N-S Vul **♦** 8765 **4** 2 **▲** J832 **↑** 10 6 5 ♥ J 10 7 5 **9** 9 8 6 2 **4** 3 ♦ A 9 2 S ♣ A 8 6 5 **♣** 743 **4 4** 4 3 ♦ KQJ104 ♣ KQJ109 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass $3 \diamond^2$ Pass 4 ♣ Pass $4 NT^3$ **5 ♥**⁴ 6 • Pass Pass Pass Pass Pass 1. Soloway Jump Shifts 2. bidable suit 3. Blackwood 1430, for !D 4. A=2/5 or 5/5, Q(D)=0

6 ♦ by South

Down 1 — NS -100

E92721702BD47FD1E174395B8854

Board 367 South Deals E-W Vul

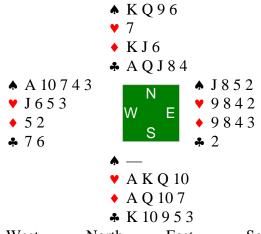


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	1 🛦	Pass	2 🚓
Pass	2 v ¹	Pass	3 NT
Pass	4 •	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 4 ⁴
Pass	6 4	Pass	Pass
Dace			

- - 1. Fourth suit game force
 - 2. Cue bid, a !H stopper
 - 3. Blackwood 1430, for !D
 - 4. A=1/5 or 4/5
- 6 ♣ by South

EBEF252F77ED1153CC3479D3F15A

Board 368South Deals
Both Vul

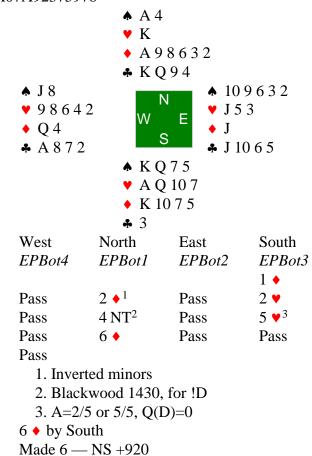


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🚓
Pass	1 🛦	Pass	2 🔻
Pass	3 ♦ ¹	Pass	3 NT
Pass	4 🚜	Pass	$4 \mathrm{NT}^2$
Pass	5 ♣ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♥ ⁵	Pass	7 .
Pass	Pass	Pass	

- 1. Fourth suit game force
- 2. Blackwood 1430, for !C
- 3. A=1/5 or 4/5
- 4. King ask by 5 NT
- 5. K=2
- 7 **.** by South

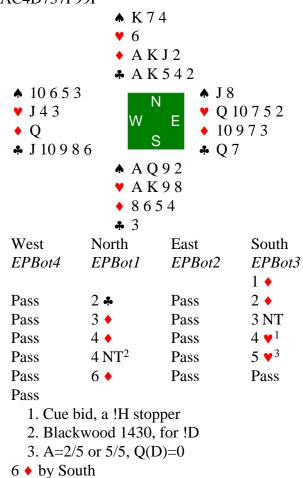
E82883A7DE627BF8A07A92375978

Board 369South Deals
None Vul



EAAF2F927CD8A8641AC4D737F99F

Board 370South Deals
N-S Vul



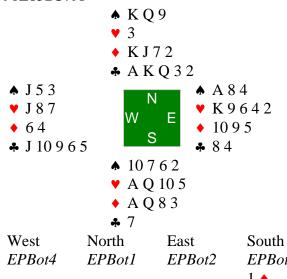
EB258EC41C12F11C153AF44ADD6D

Board 371 ▲ AJ10876 South Deals ♥ KQ4 Both Vul ♦ AQ75 **♦** Q953 **♦** 42 **9** 6 5 ♥ J 10 8 7 3 **♦** 64 **♦** 10 9 S ♣ QJ85 ♣ K 10 6 4 **∧** K **♥** A 2 ♦ KJ832 ♣ A 9 7 3 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass $2 \blacktriangle^1$ Pass 3 **♦**² 4 ♣ Pass **3** ♠ Pass 6 🔸 Pass 6 NT Pass Pass Pass Pass 1. Soloway Jump Shifts 2. bidable suit

6 N by South

EA671F27FCA81876BD90E852C79F

Board 372South Deals
N-S Vul



EPBot3 **1** ♦ 2 • Pass 2 🚓 Pass **4** ♥² Pass 3 **♥**¹ Pass $4 NT^3$ Pass 5 **♠**⁴ Pass Pass 6 • Pass Pass

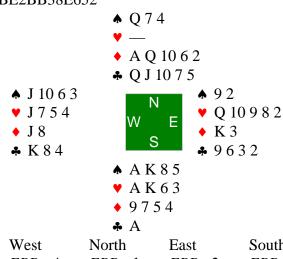
Pass

- 1. Splinter
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=2/5 or 5/5, Q(D)=1

6 ♦ by South

E9A1A413FFD35A9C3BE2BB38E652

Board 373South Deals
E-W Vul



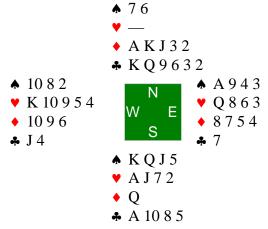
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♦
Pass	$2 \bullet 1$	Pass	2 🔻
Pass	3 NT	Pass	4 •
Pass	4 ♥ ²	Pass	$4 \mathrm{NT}^3$
Pass	5 4 4	Pass	5 ◆
Pass	Pass	Pass	

- 1. Inverted minors
- 2. Cue bid, a !H stopper
- 3. Blackwood 1430, for !D
- 4. A=1/5 or 4/5

5 ♦ by South

F869BB93A8F577DD2E17BD7C5BEB

Board 374South Deals
None Vul



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

- Pass
 - 1. Inverted minors
 - 2. shortness
 - 3. Splinter
 - 4. Cue bid, a !S stopper
 - 5. Blackwood 1430, for !C
 - 6. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

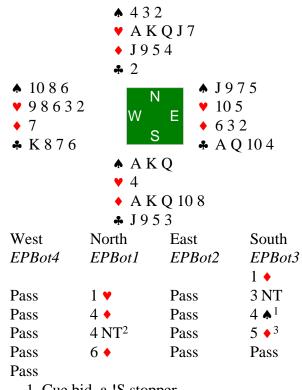
FAEFA71B559E9EE4B3C46E3BF273

♠ Q4 Board 375 South Deals **y** 6 ♦ A 10 9 5 N-S Vul ♣ A K Q 7 4 2 **▲** A863 **♦** J 5 2 **v** 7432 ♥ QJ109 ♦ 732 ♦ Q 4 S **4** 10 9 5 3 ***** 86 **♦** K 10 9 7 A K 8 5 ♦ KJ86 **♣** J West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1** ♦ Pass Pass 2 🔻 2 ♣ Pass 4 ♣ Pass **5** ♣ **5** • Pass Pass 6 • Pass Pass Pass

6 ♦ by South

F98A888A41DA71F84CF451223537

Board 376 South Deals E-W Vul



- 1. Cue bid, a !S stopper
- 2. Blackwood 1430, for !D
- 3. A=0/5 or 3/5

6 ♦ by South

FBAF1CCFBE7656B87669E7985B27

Board 377

South Deals

Both Vul

A Q 5

✓ Q

10 9 7 5 2

A Q 5 3 2

Q 5

✓ J 10 8 7

Q 6

▼ J 10 8 7 ◆ 8 6 4 3 ♣ K 8 4

A J 8 4✓ A 6 5 2→ A K Q J♣ 6

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

- 1. Inverted minors
- 2. Blackwood 1430, for !D
- 3. A=1/5 or 4/5
- 6 ♦ by South