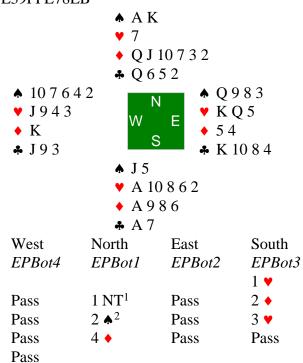
0821165BB8EA7062C9E39FFE78EB

Board 1South Deals
None Vul



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

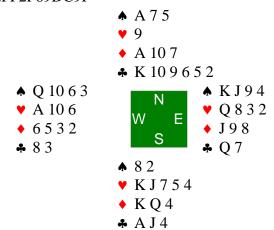
0A31AF561DFCE32AF07781AB6B5E

Board 2 **▲** AJ8 South Deals **y** 5 ♦ KJ 10 2 N-S Vul **♣** K 9 6 4 3 **▲** 1097 **♠** Q632 **♥** A 10 7 6 ♥ QJ2 ♦ A 9 7 5 **♦** 843 S **4** 10 7 ♣ Q82 **∧** K 5 4 **♥** K 9 8 4 3 **♦** Q 6 ♣ A J 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

3 N by North

09316BDA65F3479422FF2F69DC9F

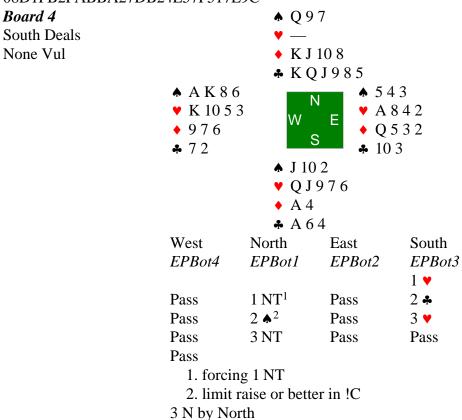
Board 3South Deals
E-W Vul



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

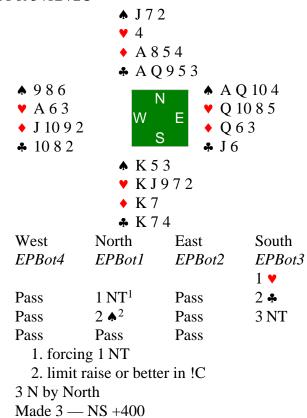
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 5 ♣ by South

08D1FB2FABBA27DB24E57F517E9C



0973A9572E5CEFD029F69341B72C

Board 5South Deals
E-W Vul

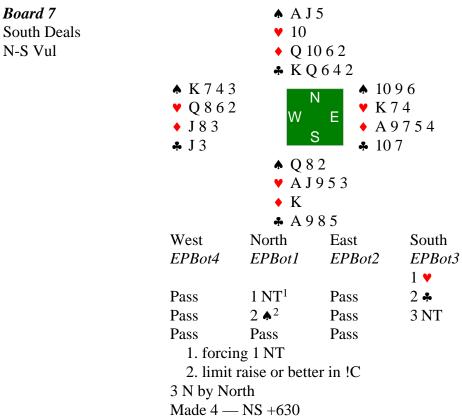


0BE56BE457227E16D1E317BCBC88

Board 6 **▲** 10 8 5 South Deals **v** 2 Both Vul ◆ AQJ85 **♣** KJ65 **♠** AQ76 ♠ KJ9 **9** 4 3 ♥ J875 ♦ K 2 **◆** 10 7 6 S ♣ Q432 **4** 10 9 8 **♦** 432 ♥ A K Q 10 6 **♦** 943 ♣ A 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass

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

1A29D7BF204E69B1DA7F29DBE0BF



1A239759AE5BD7EEFC22E9F3318B

Board 8 **▲** A 6 3 South Deals **v** 2 N-S Vul ◆ J 8 7 ♣ A K 10 9 4 2 **♦** 98754 **♠** Q 10 **v** 743 **∨** K Q 10 9 ◆ Q 10 5 2 ◆ A 6 4 3 S **.** 7 **♣** J86 **★** KJ2 ♥ AJ865 **♦** K 9 ♣ Q53 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \triangleq^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

19613E21EB98C6239797D0ED76FF

Board 9 **★** K Q 8 South Deals **y** 9 E-W Vul ♦ AQ85 ♣ J8762 **▲** J9542 **♠** A 3 ♥ K32 **v** 10765 ♦ K42 9763 S **♣** K93 **4** 10 5 **▲** 10 7 6 AQJ84 **♦** J 10 ♣ A Q 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** 3 NT

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

Pass

Pass

3 N by North

Pass

Pass

18F9A3395719A777FD40EE2F546A

♠ Q 10 4 Board 10 South Deals **y** 6 None Vul ♦ A Q 10 2 **♣** KJ984 **♦** A 7 5 **♦** J8632 ♥ AQ87 ♥ J 10 3 ◆ J983 7 5 4 S **♣** 63 **4** 5 2 **∧** K9 **♥** K 9 5 4 2 **♦** K 6 ♣ A Q 10 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

3 N by North

1840EFE9AB3B59A49FFFE2477C55

Board 11 **♠** 10 South Deals **♥** A 4 None Vul ♦ QJ109 ♣ KJ10764 **♦** KQ65 **A** A 9 4 3 2 **v** 10 6 3 **9** 7 2 **♦** 842 ◆ K763 S ♣ A83 **4** 5 **▲** J87 ♥ KQJ85 ♦ A 5 ♣ Q92 West North East South EPBot1 EPBot4 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass **3** 🔻 Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 ♥ by South

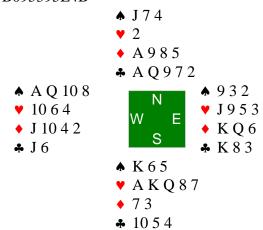
1A97942FFF26686FE6DC9EFC7B71

♠ Q 10 Board 12 South Deals N-S Vul ♦ QJ8654 ♣ AQJ83 **▲** J764 **♦** 9832 ♥ J432 **♥** A K 6 5 **•** 2 **♦** 93 S ♣ K964 **4** 10 7 5 **♠** A K 5 ♥ Q 10 9 8 7 ◆ A K 10 7 **.** 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 NT 4 • Pass Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !D

4 ♦ by South

1BE7A2E318F957E62FB095395E4B

Board 13South Deals
Both Vul

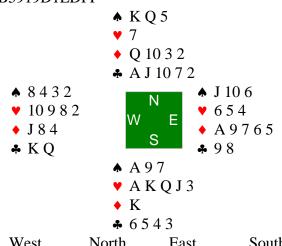


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚓	Pass	Pass
Pass			

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

1AAB242C637FBAF28B5919D1EDFF

Board 14South Deals
N-S Vul



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

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

1920619CC527D8B3255B7FD75FED

Board 15 **▲** A 10 7 South Deals **♥** J E-W Vul ♦ A K 8 **4** 10 8 6 5 4 3 **♦** J942 **★** K 6 5 3 **v** 85 Q9643 ♦ Q532 ♦ J 10 7 4 S ♣ A Q 9 **♠** Q8 ♥ A K 10 7 2 **♦** 96 **♣** KJ72 West North East South EPBot4 EPBot1 EPBot2

EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \triangleq^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

3 N by North

29A61B8FEFA52E51FF653253F8D0

Board 16 **★** K 9 5 **♥** Q South Deals **♦** 8542 E-W Vul **♣** KQJ74 **▲** J732 **♦** 864 **v** 753 ♥ K842 ◆ QJ97 ◆ A 10 6 S **♣** 32 ♣ A 9 5 **♠** A Q 10 ♥ AJ1096 ♦ K3 **4** 10 8 6 North East West South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 NT Pass Pass Pass

1. forcing 1 NT

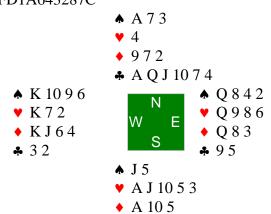
Made 3 — NS +400

3 N by North

2. limit raise or better in !C

2A27F15BA3E7DE593FD1A643287C

Board 17South Deals
N-S Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

Pass

Pass

♣ K 8 6

Pass Pass

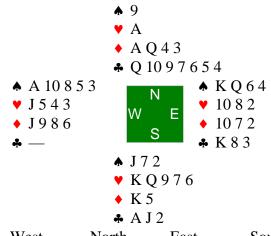
- 1. forcing 1 NT
- 2. limit raise or better in !C

4 🚓

4 ♣ by South

28C9626BB5DF27D6AF67F37BFA9D

Board 18 South Deals None Vul

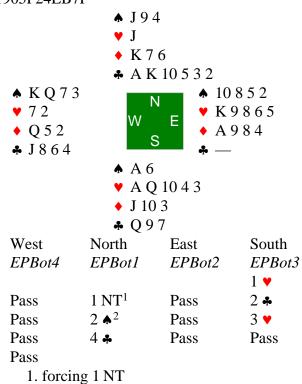


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	5 .	Pass	Pass
Pass			

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

29A7D3ED086B1554F1905F24EB7F

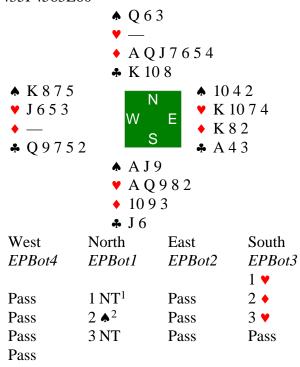
Board 19South Deals
E-W Vul



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

2BA6D324B55FACE3D435F4563E60

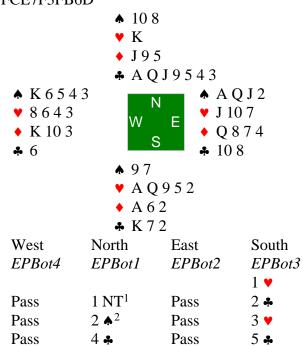
Board 20South Deals
Both Vul



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

2B6FC963571AA73291FCE7F3FB6D

Board 21South Deals
Both Vul



Pass

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

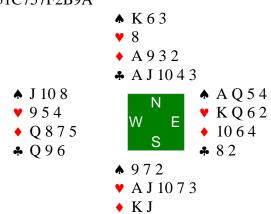
Pass

5 & by South

Pass

286B1154E3EFB8C6A51C757F2B9A

Board 22South Deals
None Vul



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

♣ K 7 5

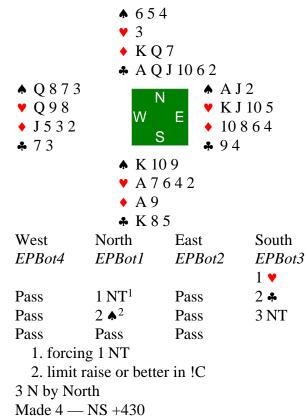
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3 N by North

2A3BA761CA532E10DEA1A7F37F79

Board 23 **▲** A 9 8 South Deals **y** J N-S Vul 973 ♣ A K 10 5 4 3 **▲** J74 ♠ Q 10 3 2 A 4 3 2 **v** 10 8 7 • Q 10 8 6 4 ◆ AJ2 S **.** 8 **♣** J 9 7 **∧** K 6 5 **♥** KQ965 ♦ K 5 ♣ Q62 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \triangleq^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

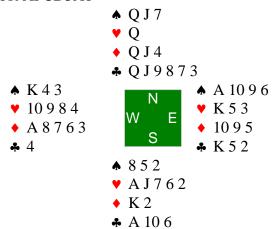
386399FB579FB2FDE82F152EC467

Board 24South Deals
None Vul



3A61D60F2F797BB323619AFCD3A6

Board 25 South Deals N-S Vul

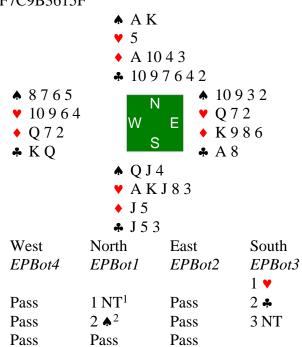


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚣	Pass	Pass
Pass			

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

3922249CA97377E6DFF7C9B3615F

Board 26South Deals
E-W Vul



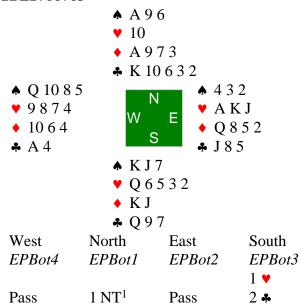
1. forcing 1 NT

2. limit raise or better in !C

3 N by North

3B149FE19ECB35F2B52BE2786763

Board 27South Deals
Both Vul



Pass
1. forcing 1 NT

Pass

Pass

2. limit raise or better in !C

 $2 \wedge^2$

4 ♣

Pass

Pass

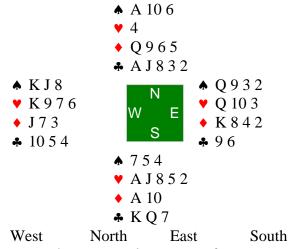
3 **Y**

Pass

4 ♣ by South

3A27F95DE3147EEBB13EAC88536B

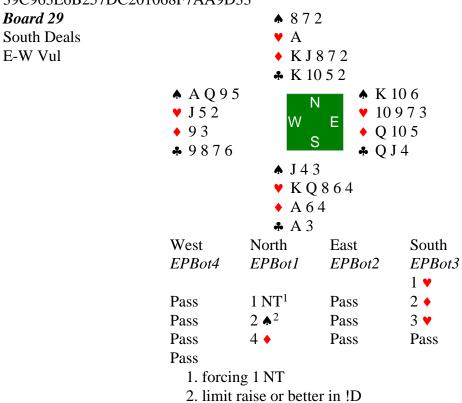
Board 28South Deals
N-S Vul



EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 🚓 Pass Pass Pass

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

39C963E6B257DC201068F7AA9D33



4 ♦ by South

386398FBBAAD106C57F7EF4D2A35 Board 30 **♦** 932 **y** 4 South Deals None Vul ♦ KQJ3 ♣ AQ765 **♠** Q65 **▲** A874 ♥ QJ62 **∨** K97 **♦** 762 10 8 5 4 S ♣ K98 ♣ J 3 **★** KJ10 **A** 10 8 5 3 ♦ A 9 **4** 10 4 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

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

3 NT

Pass

Pass

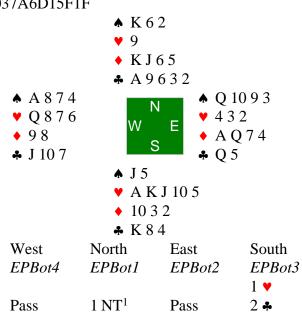
3 N by North

Pass

Pass

3BE32572A46C4BF9F037A6D15F1F

Board 31South Deals
Both Vul



Pass

Pass

3 **Y**

Pass

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

 $2 \wedge^2$

4 ♣

4 ♣ by South

Pass

Pass

Pass

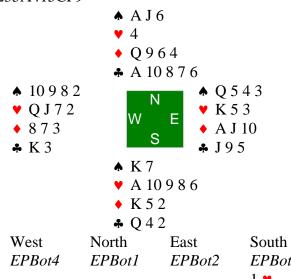
Down 1 — NS -100

392D906707D0EB12FDAE52FF6BB5

Board 32 **▲** AJ8 South Deals **♥** J ♦ K 10 8 5 E-W Vul **♣** QJ943 **▲** 10974 **♠** Q 5 3 **♥** K 10 8 5 **v** 742 ♦ QJ2 ◆ A 7 6 4 S ♣ K 10 ***** 865 **★** K 6 2 AQ963 **♦** 93 ♣ A 7 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

4927987136E7E2EFBF235A415CF9

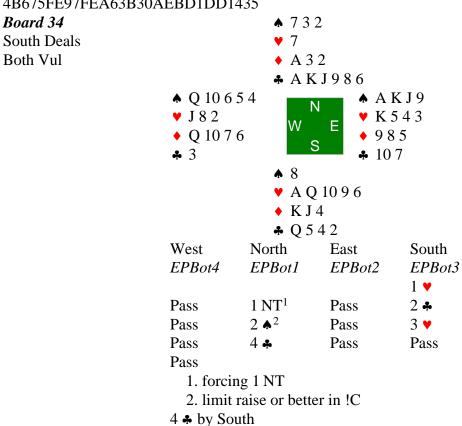
Board 33South Deals
E-W Vul



EPBot4EPBot1EPBot2EPBot31 \checkmark Pass1 \checkmark Pass1 NT¹Pass2 \clubsuit Pass2 \spadesuit ²Pass3 \checkmark Pass4 \clubsuit PassPassPass

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

4B675FE97FEA63B30AEBD1DD1435



4A29B38B16726CDE50EF2395F36D

Board 35 **♦** AJ5 **♥** Q South Deals 9862 N-S Vul **♣** KQ653 **♦** 863 **▲** 10972 **♥** K 10 3 ♥ J874 ◆ K 10 7 5 3 ◆ A Q S ♣ J 10 8 **4** 97 **∧** K Q 4 **∨** A 9 6 5 2 → J 4 ♣ A 4 2 West North East South EPBot1EPBot4 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \triangleq^2$ Pass 3 NT Pass Pass Pass

1. forcing 1 NT

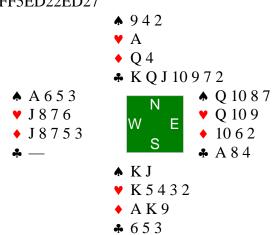
Made 3 — NS +600

3 N by North

2. limit raise or better in !C

49CAAB53BF571B7E7FF5ED22ED27

Board 36South Deals
E-W Vul



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

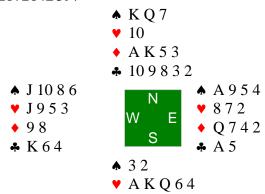
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Blackwood 0314, for !C
- 4. A=1/5 or 4/5

6 ♣ by South

Down 1 — NS -50

49622025F9CB7FDF15E87264B397

Board 37 South Deals E-W Vul

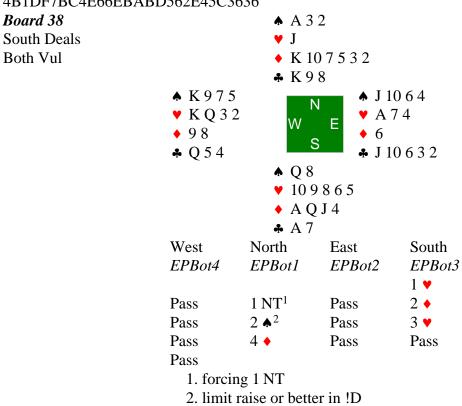


- ♦ J 10 6
- **♣** QJ7

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

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

4B1DF7BC4E66EBABD562E45C3636



4 ♦ by South

4A141EE5AE729FE36970FB2D7BC7

Board 39
South Deals
N-S Vul

- A K 4

 ▼ 2

 ▼ K J 9 4

 ▼ 9 8 5 3 2

 ▼ 10 6 5 3

 ▼ 10 8 6

 ▼ A 6

 ▼ A 6

 ▼ A K 9

 ▼ 7 5 3

 ▼ K J 10

 ▼ J 9
 - QJ874AQ2Q74

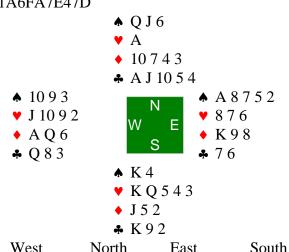
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 v
Pass	4 🚓	Pass	Pass
Pass			

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

Down 1 — NS –100

4B4BA1283FF7F150561A6FA7E47D

Board 40South Deals
Both Vul



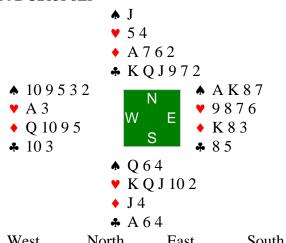
WCSt	North	Last	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \wedge^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			

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

Down 1 — NS -100

4A7D6BA327E0D35A5F9DC285F8EF

Board 41South Deals
N-S Vul



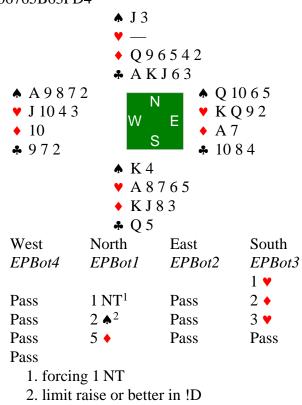
west	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 NT
Pass	5 4	Pass	Pass
Pass			

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

Down 1 — NS –100

5BE39F553F7AD4EEE06765B63FD4

Board 42South Deals
Both Vul



5 ♦ by South

59A43B63621F75F0E627C99D937C

Board 43 **♦** K 10 6 South Deals **y** 5 E-W Vul ♦ QJ83 ♣ KQ1063 **♦** 875 **♠** QJ92 ♥ K982 **v** 10 4 3 **♦** 10 4 2 ♦ A 9 7 6 S ♣ A82 **♣** J 7 **♠** A 4 3 AQJ76 ♦ K 5 **4** 9 5 4 West North East

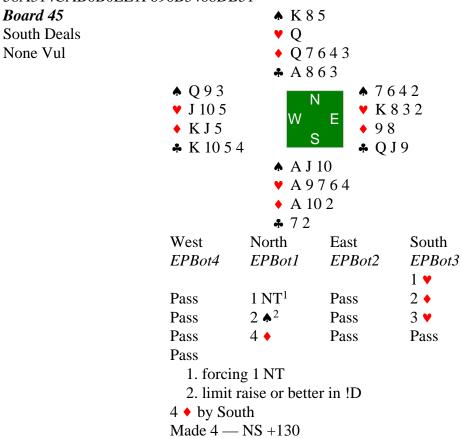
South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

3 N by North

5B6567B3F1ED20109FFA27DA57BB

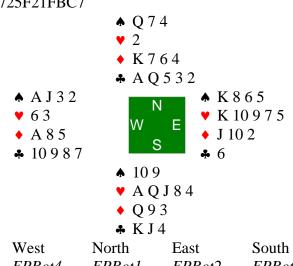
Board 44 **♦** 985 South Deals **y** — ♦ A K 5 3 Both Vul ♣ KQ7532 **▲** J 10 6 4 **▲** A K 3 ♥ QJ62 **v** 8743 **♦** 642 ♦ QJ98 S **4** 98 **♣** 64 ♠ Q72 ♥ A K 10 9 5 **◆** 10 7 ♣ AJ10 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

58A314CAB6B0EE1F696B3468DB51



59EF512BE594986C10725F21FBC7

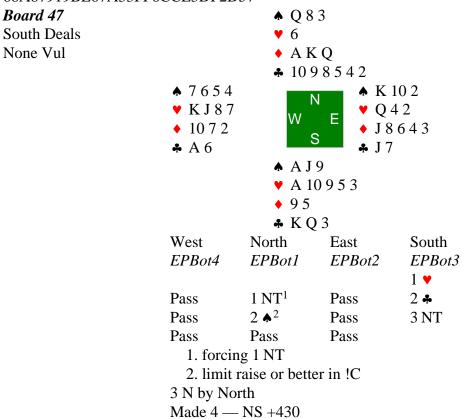
Board 46
South Deals
E-W Vul



EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 🚓 Pass Pass Pass

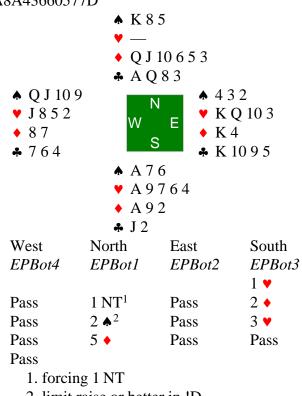
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South

68A87919BE67A33FF6CCE3DF2D57



6BAF12D7F5D6EE3BA8A43660577D

Board 48 South Deals Both Vul



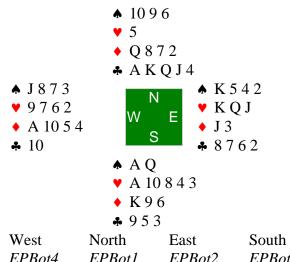
- 2. limit raise or better in !D
- 5 ♦ by South

6A6D3E29E161FBFF9FEB4756F811

★ K Q 2 Board 49 South Deals **y** 5 N-S Vul • A K 8 7 **4** 98765 **▲** J9863 **♦** A 10 5 4 **♥** K983 **v** 742 ♦ J 10 2 ◆ Q963 S **♣** 3 ♣ K4 **↑** 7 ♥ A Q J 10 6 **♦** 54 ♣ A Q J 10 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass **5** ♣ Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 5 & by South

69AF5B93D72C39E2F23A4D6FE572

Board 50South Deals
E-W Vul



EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** 3 NT Pass Pass Pass Pass

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

3 N by North

6A21161BEBAECEBF6171A4FFFB58

- A K Q

 ▼ 9

 10 9 8 4

 Q J 8 4 3

 N

 W

 E

 S

 7 6 2

 ▼ K Q 2

 Q J 3 2

 K 10 9
- **▲** 10 8 5
- ♥ AJ1075
- ♦ K 5
- ♣ A 7 6

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

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

♣ 52

6B67FEAF93A6F264F64CE4F1171C

Board 52 **★** 32 South Deals **y** 6 Both Vul ◆ A 10 8 7 5 3 **♣** A Q J 3 **★** K 9 7 5 4 **A** A 8 6 **∨** K974 ♥ J32 ♦ J94 S ♣ K 10 9 7 **♣** 8652 **♠** QJ10 ♥ A Q 10 8 5 ♦ KQ62 **4** 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !D

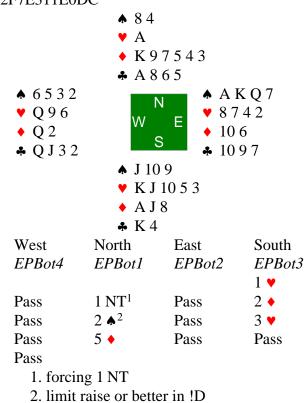
4 ♦ by South

6A27915E32A17FFBA4ECE91EFB4B

Board 53 **▲** AJ4 South Deals **v** 2 ◆ Q964 N-S Vul ♣ A 9 8 3 2 **♦** Q92 **♦** 8653 **♥** K Q 4 ♥ J983 **♦** 8532 ♦ KJ 10 S ♣ QJ4 **4** 76 **★** K 10 7 ♥ A 10 7 6 5 • A 7 ♣ K 10 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

694B617CA8A6B21B52F7E311E0DC

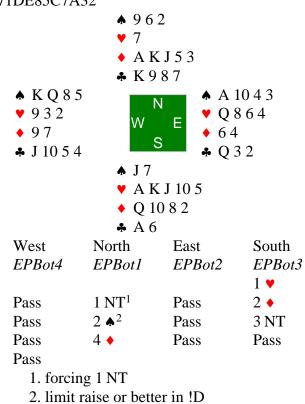
Board 54 South Deals E-W Vul



5 ◆ by South

7869EBD2A86037D3871DE85C7A32

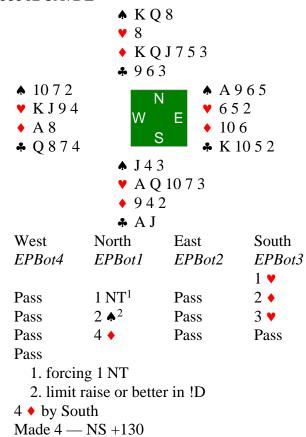
Board 55 South Deals None Vul



4 ♦ by South

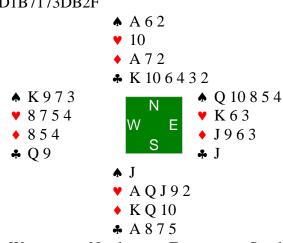
7B693624B5E27F08E45356BCA7DE

Board 56South Deals
Both Vul



7A2DD764AA47E871FD1B7173DB2F

Board 57 South Deals N-S Vul

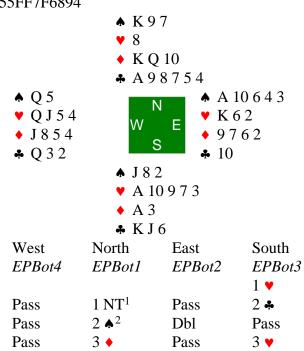


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	4 ♦ ³
Pass	4 ♠ ⁴	Pass	$4 \mathrm{NT}^5$
Pass	5 ♣ ⁶	Pass	Pass
Pass			

- - 1. forcing 1 NT
 - 2. limit raise or better in !C
 - 3. Cue bid, a !D stopper
 - 4. Cue bid, a !S stopper
 - 5. Blackwood 0314, for !C
 - 6. A=0/5 or 3/5
- 5 & by South

796B11F0BD62278F2755FF7F6894

Board 58South Deals
E-W Vul



Pass

Pass

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

4 &

4 ♣ by South

Pass

Pass

7BA46731D1556CFBDFEEBB376002

♠ Q42 Board 59 South Deals **v** 2 Both Vul • A K 10 4 **♣** K 8 7 5 4 **▲** J876 **★** K 10 9 3 ♥ Q854 ♥ J 10 7 **♦** 85 ♦ QJ32 S ♣ A 9 3 **♣** 62 **♠** A 5 AK963 976 ♣ QJ10 East West North South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 🚓 $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

79EBB21129DB7650DB70E0DF6124

Board 60South Deals
E-W Vul

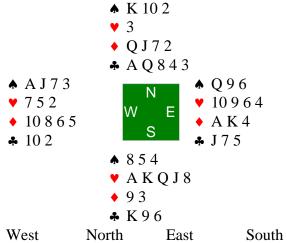
♠ QJ2 ◆ KQ8653 ♣ A 10 7 4 **♦** A 10 7 5 4 **♦** 9863 **♥** K 9 6 **Q** 10 8 7 4 **♦** 92 **•** 4 S ***** 8652 **♣** K 9 **∧** K ♥ AJ532 ◆ AJ107 **♣** QJ3 West North East South

EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 • Pass $2 \wedge^2$ Pass 3 **Y** 3 NT Pass Pass Pass Pass

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

7BE32167E6185DABF659BA93CF34

Board 61South Deals
Both Vul

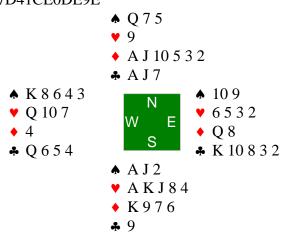


EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** 3 NT Pass Pass Pass Pass

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

7AAFE638AF7E45EA37D41CE0DE9E

Board 62South Deals
N-S Vul



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

- Pass
 - 1. forcing 1 NT
 - 2. limit raise or better in !D
 - 3. Cue bid, a !C stopper
 - 4. Blackwood 0314, for !D
 - 5. A=0/5 or 3/5
 - 6. King ask by 5 NT
 - 7. K=1
- 7 ♦ by South

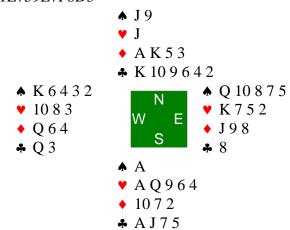
Down 1 — NS –100

792725F59BB38AE47DDF6C72D322

Board 63 **▲** A K 2 South Deals **y** 9 E-W Vul ◆ 10 4 3 2 ♣ AJ1063 **♦** Q863 **↑** 754 ♥ Q 10 7 4 **♥** J 6 3 **♦** 765 ♦ AKQ8 S **4** 8 5 **♣** 942 **♦** J 10 9 ♥ A K 8 5 2 **♦** J9 **♣** K Q 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 **.** Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 **.** by South

88A9DB640D732F7E51E759E7F8D3

Board 64South Deals
None Vul



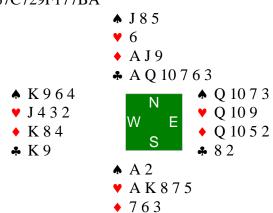
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Pass	4 ♥ ³
Pass	4 ♠ ⁴	Pass	$4 \mathrm{NT^5}$
Pass	5 ∀ ⁶	Pass	6 ♣
Pass	Pass	Pass	

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Cue bid, a !H stopper
- 4. Cue bid, a !D stopper
- 5. Blackwood 0314, for !C
- 6. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

8AAFE05B3D5BDC2267C729F177BA

Board 65South Deals
N-S Vul

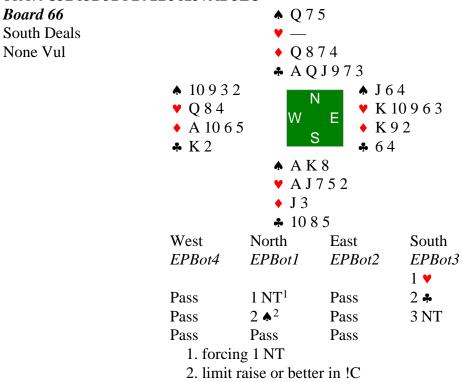


♣ J 5 4

West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 🚓 Pass Pass Pass

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

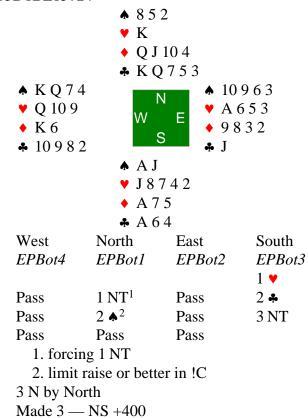
88A79C3B63D5DFB92B56257AD3EC



3 N by North

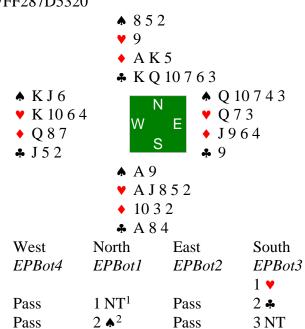
8999CFF3A2707424EB5D1BE15724

Board 67South Deals
E-W Vul



88A9FB57EC738E2557FF287D5320

Board 68 South Deals None Vul



Pass

1. forcing 1 NT

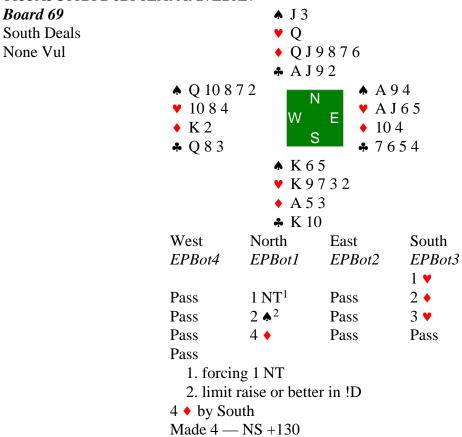
2. limit raise or better in !C

Pass

3 N by North

Pass

8853A5C81BFD6BF8EA9A927E20E7



8921B69FEFCB1C745DA25124EB73

Board 70 **▲** A 9 4 South Deals **v** 10 E-W Vul ♦ A 6 5 2 ♣ QJ1032 **♦** J 10 3 **★** 8752 ♥ K82 ♥ Q975 ♦ QJ97 ♦ K84 S **4** 984 **♣** K 6 **★** K Q 6 A J 6 4 3 **◆** 10 3 ♣ A 7 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

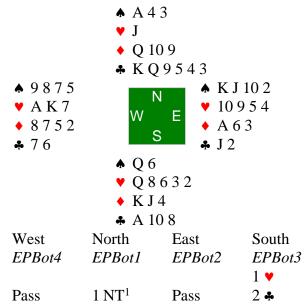
3 N by North

9BA72E72D3E8FB16491461B7E1BF

Board 71 **★** K 8 6 South Deals **v** 7 Both Vul ◆ A864 ♣ AJ942 **▲** J 10 9 3 **♠** Q 7 5 ♥ Q942 **♥** J86 **♦** 10 9 7 ◆ QJ53 S **4** 10 6 **♣** K Q 8 **▲** A 4 2 ♥ A K 10 5 3 ♦ K 2 **4** 753 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 🚓 $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

9A3977AF465DDFE1F0A8D3172B62

Board 72South Deals
N-S Vul



Pass

Pass

3 **Y**

Pass

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

 $2 \wedge^2$

3 NT

3 N by North

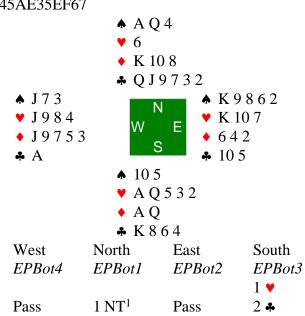
Pass

Pass

Pass

9928512BFF927F71DF45AE35EF67

Board 73South Deals
E-W Vul



Pass

Pass

Pass

Pass

3 🔻

6 &

 $4 NT^3$

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

 $2 \wedge^2$

3 NT

5 **\ **4

Pass

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

6 ♣ by South

Pass

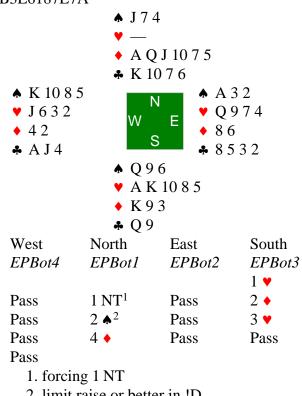
Pass

Pass

Pass

9B64EF9534E79DE217B3E6187E7A

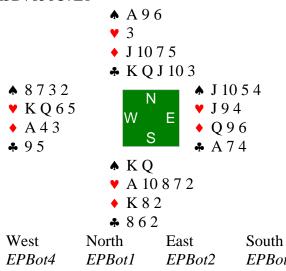
Board 74 South Deals Both Vul



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

9826B3BF5B6B1CE1EA3D7856C7E1

Board 75South Deals
None Vul



Pass 1 NT^1 Pass $2 \clubsuit$ Pass $2 \spadesuit^2$ Pass Pass Pass

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

9AEFB5314BAC1C6FE6631959D2F3

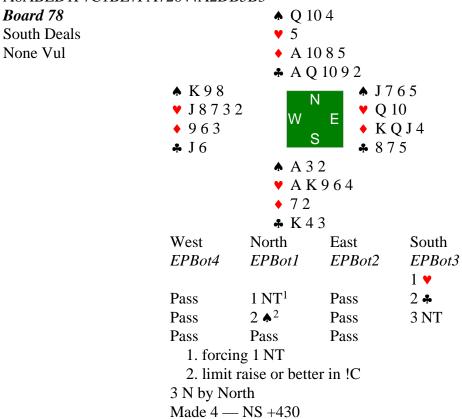
♦ Q95 Board 76 South Deals **y** J N-S Vul ♦ A 10 9 8 ♣ AJ862 **↑** A 7 3 2 **▲** J864 **♥** K Q 2 **9** 9 5 4 3 ◆ Q632 J 5 4 S **4** 10 9 **4** 73 **♦** K 10 ♥ A 10 8 7 6 ◆ K 7 ♣ KQ54 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ Pass 2 🚓 $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

9922B1FD2C579A6A5F63C010AFD8

Board 77 **▲** AJ4 South Deals **y** 5 E-W Vul ◆ A K 6 5 4 **4** 10 7 6 3 **♠** Q 5 2 **▲** 10876 ♥ K Q **v** 10 9 7 4 2 ♦ QJ73 **•** 10 S ♣ J 5 4 2 ♣ A 9 8 **★** K93 ♥ AJ863 **♦** 982 **♣** K Q West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 • Pass $2 \wedge^2$ Pass 3 **Y** 3 NT Pass Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !D

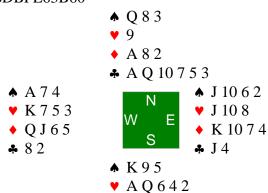
3 N by North

A8ABED1F7C1BE7FA72644A2DB5B3



A9E3B52F5E578910F76DBFE63B60

Board 79South Deals
E-W Vul



★ K 9 6WestNorthEastSouthEPBot4EPBot1EPBot2EPBot31 ♥

93

Pass 1 NT^1 Pass $2 \clubsuit$ Pass $2 \spadesuit^2$ Pass $3 \checkmark$ Pass3 NTPassPass

Pass

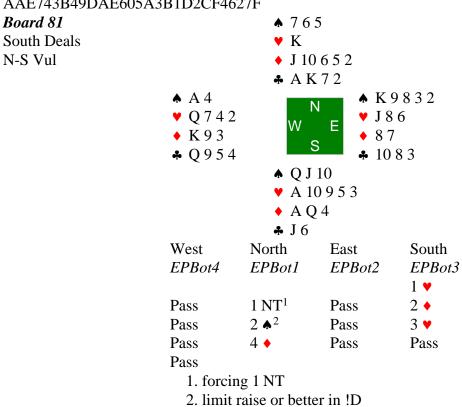
- 1. forcing 1 NT
- 2. limit raise or better in !C

3 N by North

ABDFE7A963825B276B73BD18F4D1

Board 80 **♦** 84 South Deals **v** 10 Both Vul ♦ K83 ♣ AKJ9876 ♠ AK32 **♦** J976 **v** 653 ♥ A 9 4 2 ♦ Q974 ♦ J 10 6 2 S **4** 4 3 **4** 10 ♠ Q 10 5 ♥ KQJ87 ♦ A 5 ♣ Q 5 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

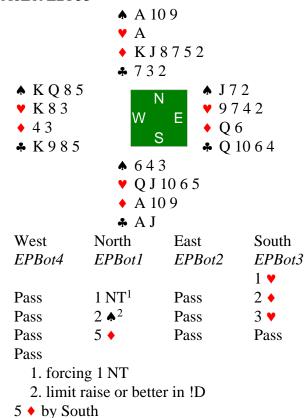
AAE743B49DAE605A3B1D2CF4627F



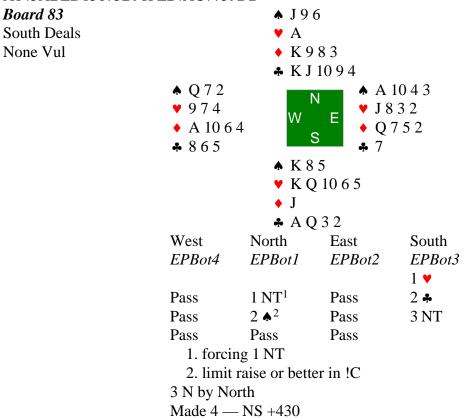
4 ♦ by South

A909F0E6612A18F053A6E09EBF53

Board 82 South Deals E-W Vul

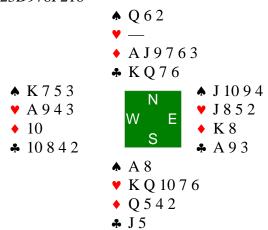


A845ABED13673B98FE24AC7759DD



A9B2E72B516C7294E323D978F218

Board 84South Deals
E-W Vul



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

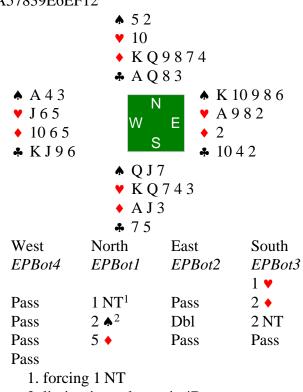
- Pass
 - 1. forcing 1 NT
 - 2. limit raise or better in !D
 - 3. Blackwood 0314, for !D
 - 4. A=1/5 or 4/5

6 ♦ by South

Down 1 — NS -50

ABDF64A7BC4A5457A57839E6EF12

Board 85South Deals
Both Vul



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

Down 1 — NS -100

A8D3D9A7EBD8663C6E3FBC2B8155 Board 86 **★** 864 South Deals **v** 3 ♦ KJ 104 None Vul ♣ A Q J 6 4 **▲** A K J 10 **♦** 972 **v** 865 ♥ A K 10 2 ♦ Q92 **♦** 8765 S **4** 10 8 5 **4** 97 **♠** Q 5 3 ♥ QJ974 ♦ A 3 **♣** K 3 2 West North East South EPBot4 EPBot1 EPBot2

EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 ♣ Pass Pass Pass

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

A9A263D069BA965F2804FE7333ED

Board 87 **↑** 763 South Deals **9** 6 • A K Q 4 3 E-W Vul **♣** K 8 4 3 **♠** Q 5 2 **★** KJ84 **v** 10 5 4 3 ♥ Q98 **♦** 852 **♦** 96 S ♣ A 10 9 5 ♣ Q 7 6 **♦** A 10 9 ♥ A K J 7 2 ◆ J 10 7 ♣ J 2 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass

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

B8693DDF23F35AFD5AA0D4C7256B Board 88 **★** KJ3 South Deals **y** 4 None Vul ♦ A 9 7 2 ♣ QJ1042 **♦** Q 10 8 5 4 **A** A 9 7 2 **♥** K 108 ♥ Q975 **♦** 543 ♦ K Q 8 S **4** 65 **4** 97 **♠** 6 ♥ AJ632 ♦ J 10 6 ♣ A K 8 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥**

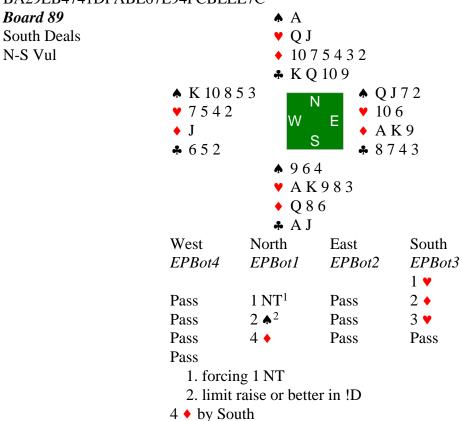
Pass $1 NT^1$ 2 🚓 Pass Pass $2 \triangleq^2$ Pass **3** 🔻 Pass 4 ♣ Pass **5** ♣ Pass Pass Pass

1. forcing 1 NT

2. limit raise or better in !C

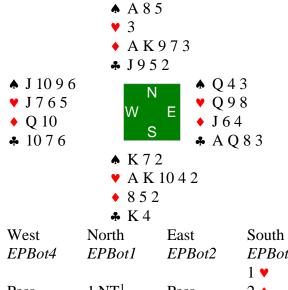
5 **.** by South

BA29EB4741DFABE67E94FCBEEE7C



BB26A55AF3E8D71EB4F03F6146AF

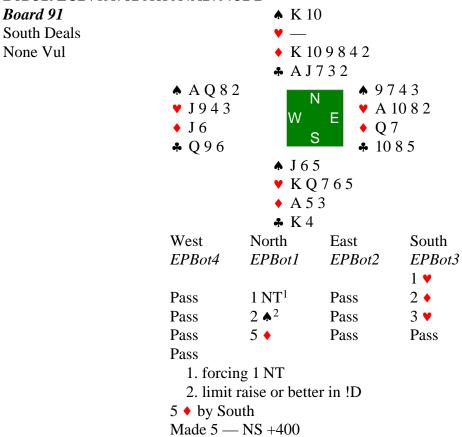
Board 90 South Deals Both Vul



EPBot4EPBot1EPBot2EPBot31 \checkmark Pass1 \checkmark Pass1 NT¹Pass2 ♦Pass2 ♠²Pass3 \checkmark Pass3 NTPassPassPass

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

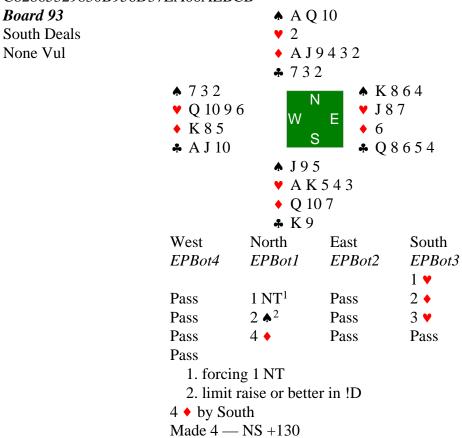
B8D329ECB71A78DA6FA4A27973DB



B9B3AE63E5560B1BECF7E7315D9C

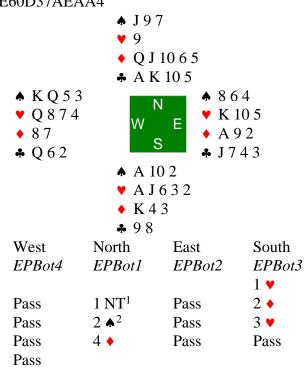
Board 92 **♦** 984 **y** 9 South Deals E-W Vul ♦ A Q 4 ♣ AQ9865 **▲** J765 **♠** Q 10 3 ♥ A 6 4 **v** 10 8 3 2 ◆ J 10 6 5 ♦ K732 S ♣ K 10 ***** 72 **♠** A K 2 ♥ KQJ75 **♦** 98 ♣ J 4 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

C82865329830B956D37EA66AEBCB



C9A7DBF02293057D3E60D37AEAA4

Board 94South Deals
E-W Vul



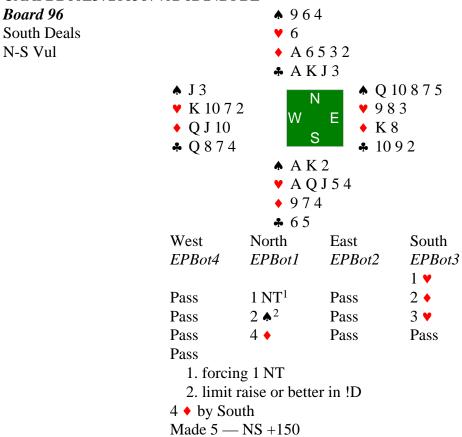
- 1. forcing 1 NT
- 2. limit raise or better in !D
- 4 ♦ by South

CB8E75776E9227A6ECF0F7285B1C

Board 95 **♦** 942 South Deals **Y** A Both Vul ♦ KQ985 • Q953 **↑** 765 **★** K Q J 3 **♥** KQ65 **v** 10 3 2 **♦** 43 **♦** 10 6 S ♣ AJ108 **♣** 7642 **♠** A 10 8 ♥ J9874 ◆ AJ72 **♣** K West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass

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

CAAFBB60E3721658740D6D24DFBE



C93185F8EB53D7AF626FBC215C57

Board 97 **∧** A4 South Deals **♥** K E-W Vul • A 10 7 4 ♣ J 10 9 8 6 2 **♠** QJ9 **▲** 107632 ♥ A Q 5 **v** 10 9 3 2 **♦** 8653 ♦ K92 S ♣ Q 5 3 **.** 7 **★** K 8 5 ♥ J8764 • QJ ♣ A K 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ Pass 2 🚓 $2 \triangleq^2$ Pass Pass 3 NT

1. forcing 1 NT

2. limit raise or better in !C

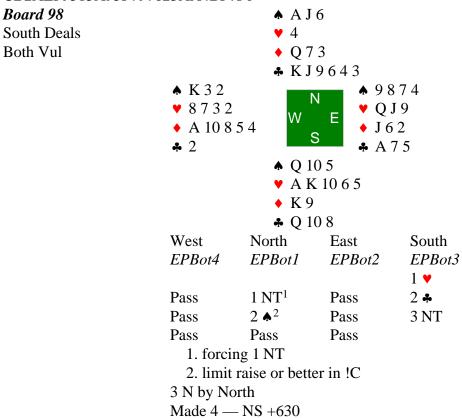
Pass

Pass

3 N by North

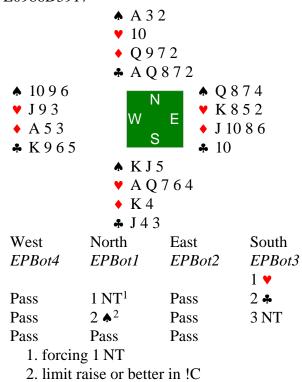
Pass

CB2AEF9513A95F797623AA4BF7F0



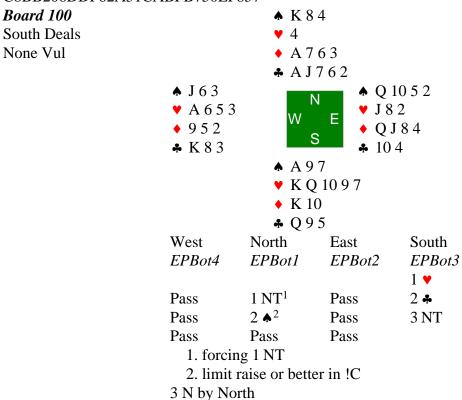
CB2B9C67B1C2F45367E0986D3917

Board 99South Deals
Both Vul



3 N by North

C8BB206DDF62A51CABFB750EF857



CA6BC11D25AB9FBB33D66EDBE2F0 **♦** QJ7 **Board 101** South Deals ♥ K N-S Vul ♦ Q95 **A** 109874 **∧** K 6 4 3 2 **♠** A 5 **♥** Q964 **v** 872 ♦ K732 • A 10 8 4 S **.** 2 **4** 653 **▲** 1098 ♥ AJ1053 ♦ J 6 ♣ KQJ West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

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

3 NT

Pass

Pass

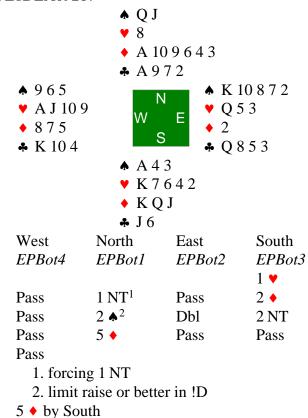
3 N by North

Pass

Pass

C9B3681A3970F34E6FE1DEA09267

Board 102South Deals
E-W Vul

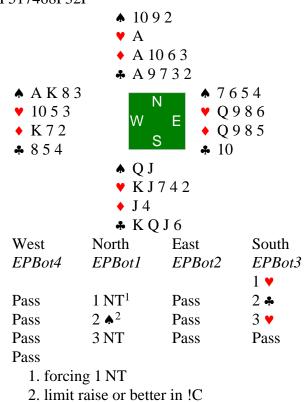


D8A72518FF7D1BAC597F82FEE7E3

★ K Q 9 **Board 103** South Deals **y** 5 None Vul ♦ Q97 ♣ AJ9632 **▲** J 4 3 2 **▲** 10 7 6 ♥ J 10 6 4 ♥ Q97 ♦ A K 3 ♦ J 10 8 6 4 S ♣ Q8 **\$** 54 **▲** A 8 5 A K 8 3 2 **♦** 52 ♣ K 10 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

D9C3ED95A93217D46F517468F32F

Board 104South Deals
E-W Vul



3 N by North

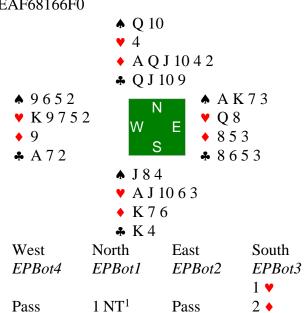
DAA13B1C5FF6BCD356EE6BBD642C

★ K Q 2 **Board 105** South Deals N-S Vul ◆ QJ9642 **♣** KJ85 **▲** 1086 **▲** J753 **♥** K 10 9 4 ♥ QJ87 ♦ A8 ♦ K 5 S ♣ Q932 **4** 10 7 6 **A** A 9 4 A 6 5 3 2 **◆** 10 7 3 ♣ A 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \triangleq^2$ Pass 3 **Y 5** • Pass Pass Pass Pass

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

D9607913A323FF9678EAF68166F0

Board 106
South Deals
E-W Vul



Pass Pass

Pass

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

 $2 \wedge^2$

4 •

Pass

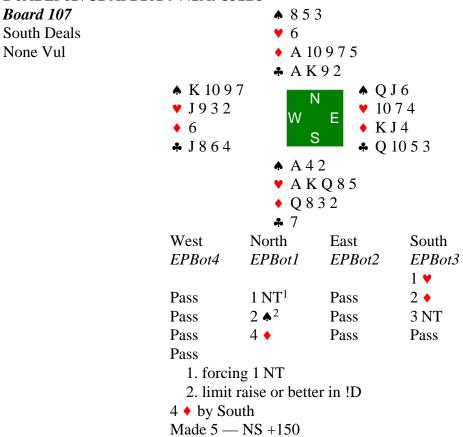
Pass

3 **Y**

Pass

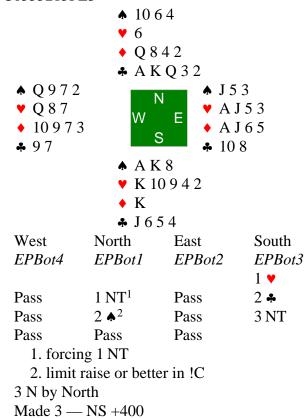
4 ♦ by South

D8ABEF627CDAFB20D9442A9C32B3

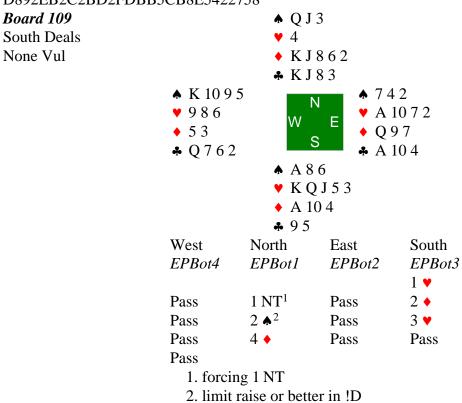


D997ABF3552EECB2FC0555215FE3

Board 108South Deals
E-W Vul

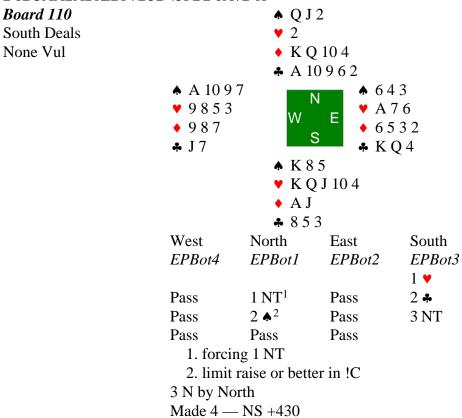


D892EB2C2BD2FDBB5CB8E5422758



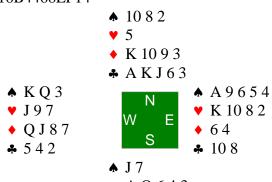
4 ♦ by South

D8D3AA2A20EBF7B5D45FBD6A7D0F



DA67DFE1B31E7D12B16B4468EF14

Board 111 South Deals N-S Vul



♥ AQ643

♦ A 5 2

♣ Q97

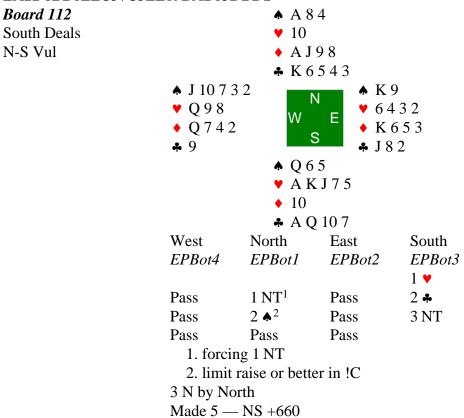
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 🔻
Pass	4 🚓	Pass	Pass
Pass			

1. forcing 1 NT

2. limit raise or better in !C

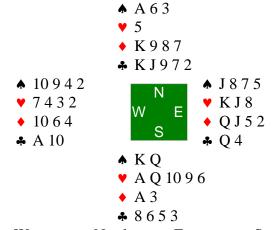
4 ♣ by South

EA2D6BB1EEC57C3EE19BAB13DBD2



E92893A657ECE351732D45FE39F7

Board 113South Deals
E-W Vul



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

- 1. forcing 1 NT
- 2. limit raise or better in !C
- 3. Cue bid, a !D stopper
- 4. Cue bid, a !S stopper
- 5. Blackwood 0314, for !C
- 6. A=2/5 or 5/5, Q(C)=0

6 ♣ by South

Down 1 — NS -50

EB55A51BF3E32479D24E35B3AAEB

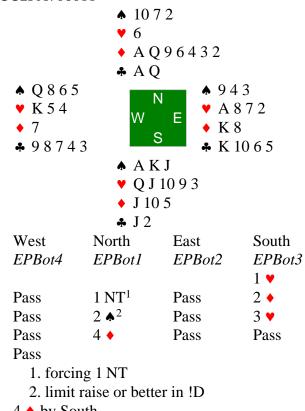
♦ Q95 **Board 114** South Deals **y** 6 Both Vul ♦ AK95 ♣ QJ1042 **▲** J 10 7 2 **A** A 8 6 ♥ J854 ♥ A Q 7 J 10 7 4 ◆ Q832 S **.** 9 **♣** 763 **★** K 4 3 ♥ K 10 9 3 2 **•** 6 ♣ A K 8 5 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

EABD22CB54F46D7FF328DE56AFAE

Board 115 ∧ K 6 **♥** Q South Deals N-S Vul ♦ A 9 8 5 3 2 ♣ Q873 **♦** Q 10 7 5 **▲** J984 A 10 8 7 ♥ J 5 4 ♦ K 7 • Q6 S ♣ J 10 6 ♣ K 5 4 2 **▲** A 3 2 ▼ K9632 ♦ J 10 4 ♣ A 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass **3 ♥** 4 • Pass Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !D 4 ♦ by South

E993B6E3A92A60D41CC2FA706011

Board 116South Deals
E-W Vul



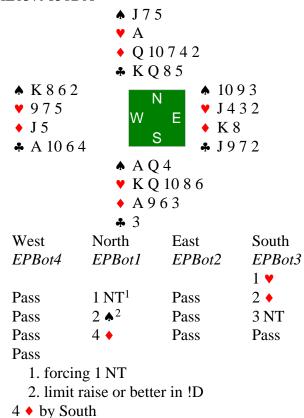
4 ♦ by South

EB2BA3EA7F64106D375B9DF4D1C3

Board 117 ▲ A 9 7 South Deals **v** 2 Both Vul **◆** 10 7 4 ♣ A K J 7 6 2 **♦** Q432 **♦** J 10 8 6 **y** J74 **9** 9 6 5 3 ♦ K932 ♦ AQ6 S **4** 10 9 4 **♣** Q **♦** K 5 ♥ A K Q 10 8 ♦ J85 ***** 853 West North East South EPBot1 EPBot4 EPBot2 EPBot3 1 **v** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

E880EFAB166872EF3AE0379851DA

Board 118South Deals
None Vul



E92D67181FF7C56CA27BB3F5AE53

Board 119South Deals
E-W Vul

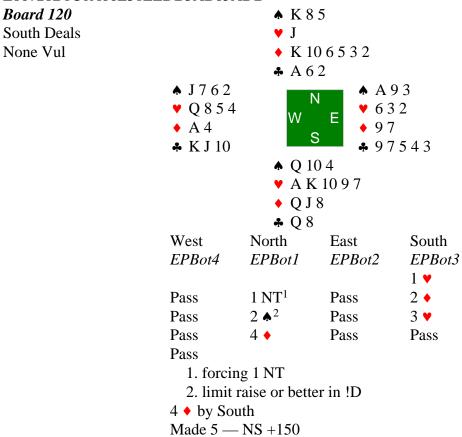
A Q J ▼ 9 ▼ 7 5 2 ★ K J 10 6 5 2 ■ K J 10 6 5 2 ■ K S 6 2 ▼ Q J 2 ● K 10 9 4 ■ A J 8 3 ■ Q 8

A K 8 7 3Q 6♣ A 9 4

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

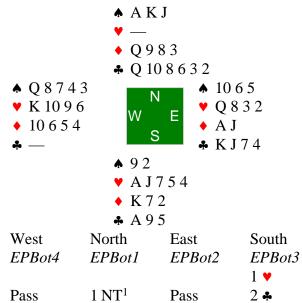
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 ♣ by South Made 4 NS +130

E86728B1C0A86E31EEDB3AB65ADB



EA2936DF2A73BDDFE67361E2DF97

Board 121South Deals
N-S Vul



Pass

Pass

3 **Y**

Pass

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

 $2 \wedge^2$

3 NT

3 N by North

Pass

Pass

Pass

EB35E1DF63F56A7BB1D2240B57AC

Board 122 ▲ A 5 4 South Deals **y** 4 Both Vul ◆ A 10 5 3 ♣ QJ843 **♦** K Q 10 6 **▲** J983 ♥ A 10 8 7 ♥ Q63 ♦ 984 ◆ KJ76 S **♣** 52 **4** 96 **↑** 72 ♥ KJ952 ♦ Q 2 ♣ A K 10 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 🚓 Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 ♣ Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

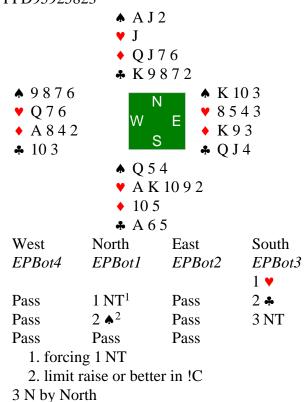
4 ♣ by South

E8337DA37955AB76142FECD78BEE

Board 123 ▲ A 7 6 South Deals **v** 3 None Vul ♦ J93 ♣ AQ9643 **♦** 542 **★** KJ 108 A K J 8 **v** 10 7 4 ◆ K 6 5 2 10874 S **4** 7 5 ***** 82 **♦** Q93 ♥ Q9652 ◆ A Q ♣ KJ10 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

EA216BBE0E64EBD3FFFD95925823

Board 124South Deals
N-S Vul



E9D823BB6513EDC715E2BEB7647F

Board 125 ♦ K 10 7 South Deals **y** 8 ♦ K 10 6 E-W Vul ♣ K Q 10 8 4 2 **▲** A 9 8 6 **▲** J 3 2 ♥ Q 5 4 2 **∨** A 10 7 ♦ 952 ◆ J8743 S ♣ A 3 **4** 65 **♠** Q 5 4 ♥ KJ963 ◆ A Q **♣** J 9 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT

Pass

Pass

2. limit raise or better in !C

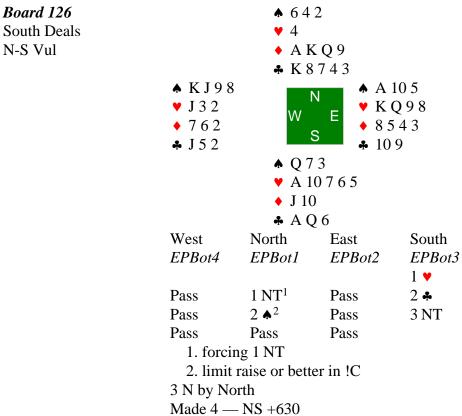
1. forcing 1 NT

Made 3 — NS +400

3 N by North

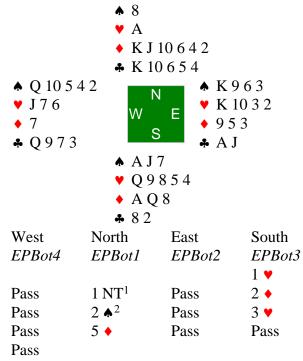
Pass

FA6DDF9DF466DEDBA321680BBB30



F98A53E8B2D36429BC73E7E354D1

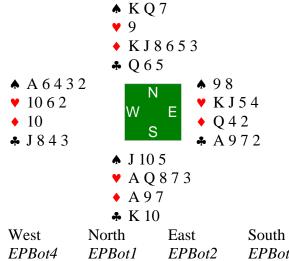
Board 127South Deals
E-W Vul



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

FAE61D2B9CB1466C26FF9FD8ECFA

Board 128 South Deals N-S Vul

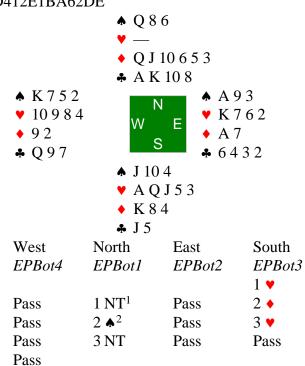


EPBot4EPBot1EPBot2EPBot31 \checkmark Pass1 \checkmark Pass1 \land Pass2 \blacklozenge Pass2 \spadesuit Pass3 \checkmark Pass4 \blacklozenge PassPassPass

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

F967DB20A1B37C3BD412E1BA62DE

Board 129 South Deals E-W Vul

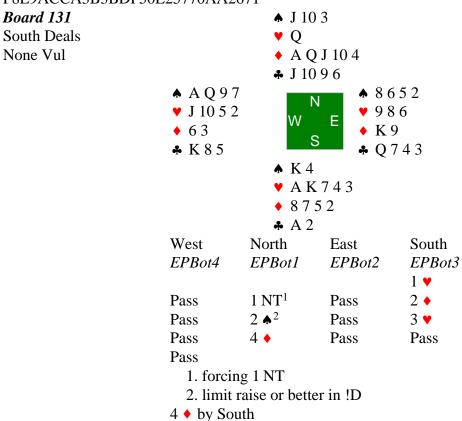


- 1. forcing 1 NT
- 2. limit raise or better in !D
- 3 N by North

FBFF65ABD7621B24BC1AF5C3619A

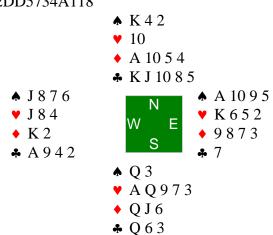
Board 130 ♦ 986 South Deals **y** 4 ♦ KJ85 Both Vul ♣ A Q J 9 4 **▲** AJ54 **★** K 10 3 ♥ A 7 5 ♥ J962 ♦ Q962 **♦** 10 4 3 S ***** 87 **4** 10 6 2 ♠ Q72 **♥** K Q 10 8 3 • A 7 **♣** K 5 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

F8E9ACCA3B3BDF50E25770AA2671



FB641BADFF4760F3E2DD5734A118

Board 132 South Deals Both Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 ♣ Pass Pass Pass

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

F8AA73E88B70302A5C27D97AA55C

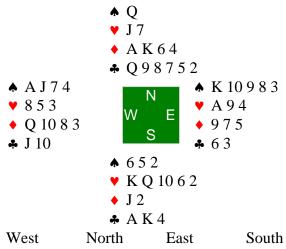
Board 133 **♦** 986 **♥** J South Deals None Vul ♦ AQJ854 **♣** KJ6 **♠** Q 5 **♦** K 10 7 4 2 **∨** K 10 9 4 **v** 752 **♦** 63 **♦** 72 S ♣ Q 10 9 7 2 ♣ A84 **♠** AJ3 AQ863 ♦ K 10 9 **4** 5 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Dbl 2 NT 3 NT Pass Pass Pass

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

Pass

FADD6D23C4605B73CBAEBBDD72A7

Board 134South Deals
N-S Vul



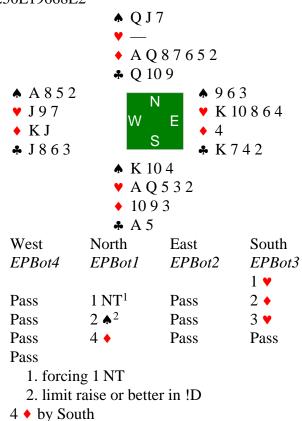
11 050	1 101 111	Last	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \triangleq^2$	Dbl	Rdbl
Pass	3 ♦	Pass	4 🚓
Pass	5 ♣	Pass	Pass
_			

Pass

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

F9E19E233C9B7BD03250E19668E2

Board 135 South Deals E-W Vul



0810611B77D86B8FD46FFA36E1AD

Board 136South Deals
None Vul

A Q 4

▼ 8

▼ Q 10 9 5

♣ Q J 9 8 6

♣ 10 7 5 3

▼ J 5 4

◆ J 7 4

♣ A 10 7

♣ 8 2

▼ K 9 6 3 2

★ 62★ K 9 6 3★ A K 3★ K 3 2

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

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

0B1DE42460775B63CE2BDD97B9D0

♦ AQ6 **Board 137** South Deals **v** 7 ♦ K Q 10 4 Both Vul **4** 109864 **★** K 7 5 2 **▲** J 10 9 8 **v** 10 3 A 9 5 4 2 ♦ 963 ♦ J82 S ♣ K Q J 2 **.** 7 **♦** 43 ♥ KQJ86 ◆ A 7 5 ♣ A 5 3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

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

4 ♣

Pass

Pass

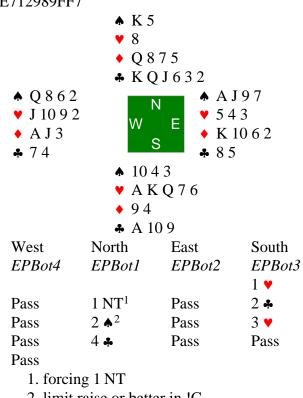
4 ♣ by South

Pass

Pass

096D27E37FB579C260E712989FF7

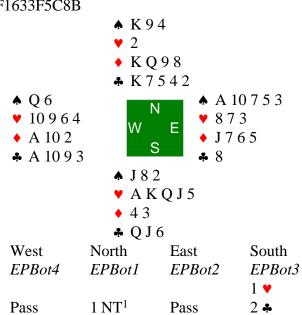
Board 138 South Deals E-W Vul



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

0B6827E5A178349653F1633F5C8B

Board 139 South Deals Both Vul



Pass 4 ♣ Pass 1. forcing 1 NT

Pass

Pass

2. limit raise or better in !C

 $1 \, NT^1$

 $2 \wedge^2$

Pass

Pass

Pass

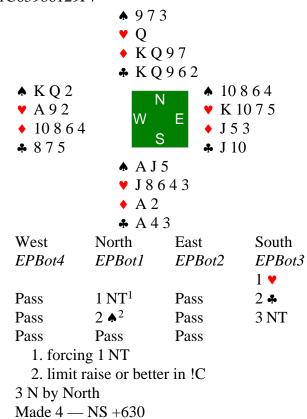
3 **Y**

Pass

4 ♣ by South

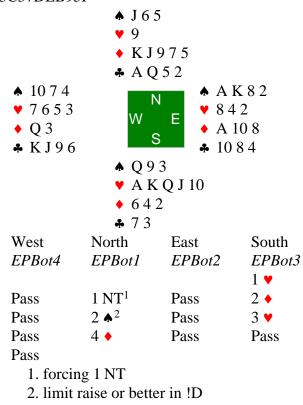
0AB5DFCFAA523F601C63986129F7

Board 140South Deals
N-S Vul



0B6364AB24E28452F53C37DEB95F

Board 141South Deals
Both Vul



4 ♦ by South

Down 1 — NS -100

094B9CABEF77F3106AF13517ED66

Board 142 ♦ 854 South Deals **♥** A E-W Vul 986 ♣ AQJ1094 **▲** J963 **▲** A 10 7 2 **v** 10 9 6 5 **∨** K84 ♦ KJ3 ◆ 10 5 4 2 S ♣ K8 **4** 72 ∧ KQ ♥ QJ732 ♦ A Q 7 **4** 653 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C

3 N by North

1A6CBF26D1DDA5BB2FF0625B0AD3 **♠** Q 7 3 **Board 143** South Deals **v** 3 N-S Vul ♦ A K 10 7 **♣** K 8 7 4 2 **▲** J 10 6 2 **A** A 5 4 **♥** K86 ♥ J 10 4 2 ♦ J652 **♦** 843 S ♣ A 6 ♣ Q53 **★** K 9 8 ♥ AQ975 **♦** Q 9 ♣ J 10 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

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

3 NT

Pass

Pass

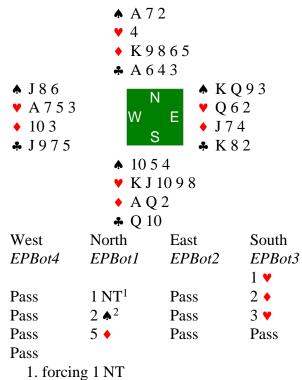
3 N by North

Pass

Pass

193B6259E4AD60E234D3B0877F1A

Board 144South Deals
E-W Vul

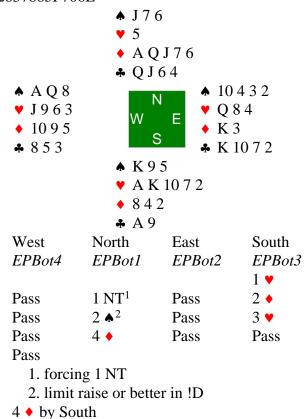


- 2. limit raise or better in !D
- 5 ♦ by South

Down 1 — NS -50

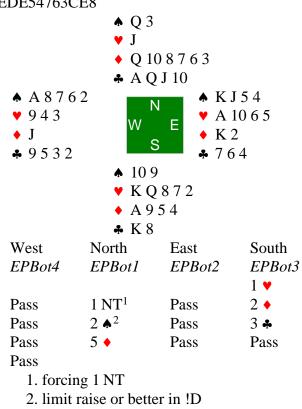
1BE5A2D7376AB9DC2637885F706E

Board 145South Deals
Both Vul



1AD7692F439FB4EDEEDE54763CE8

Board 146South Deals
N-S Vul



5 ♦ by South

Down 1 — NS -100

19A731F0691E7D149063477FA5EF

Board 147 ♦ K 10 8 South Deals **y** 5 E-W Vul ♦ KQ76 ♣ A 6 5 4 2 **♠** Q 2 **▲** J9654 **♥** KQ94 **v** 10 8 7 ♦ 10942 ♦ A 8 5 3 S ♣ Q87 **4** 10 **▲** A 7 3 A J 6 3 2 J

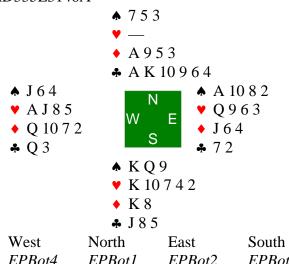
♣ KJ93 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \wedge^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT

2. limit raise or better in !C

3 N by North

1B77AF98F16B977D2AD335E3146A

Board 148South Deals
Both Vul



EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y 5** ♣ Pass Pass Pass Pass

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

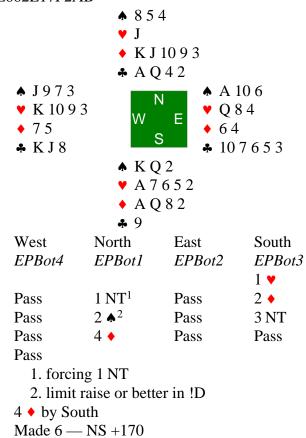
18B51948D37324EA3F7AEAA06C9A

Board 149 ∧ K97 **♥** Q South Deals • KQ8652 None Vul ♣ J 10 7 **♦** J85 ♠ Q 10 6 3 ♥ A 10 7 6 **∨** KJ2 ♦ A 9 **♦** 73 S ***** 8652 ♣ Q943 **▲** A 4 2 **9** 9 8 5 4 3 ◆ J 10 4 ♣ A K West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !D

4 ♦ by South

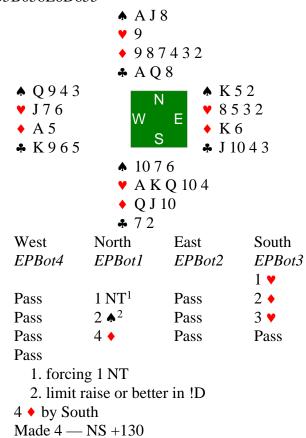
196BB09BC072F118EE662E17F2AB

Board 150 South Deals E-W Vul



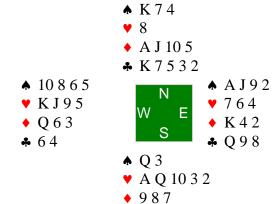
1B2B60EF3EAEC417B5B058E6D655

Board 151South Deals
Both Vul



18693FA679E972C213D4FB1CA76F

Board 152South Deals
None Vul



West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass Pass $2 \wedge^2$ Pass 3 **Y**

Pass

Pass

♣ AJ10

Pass Pass

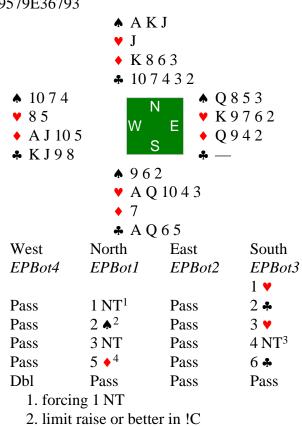
- 1. forcing 1 NT
- 2. limit raise or better in !C

4 ♣

4 ♣ by South

1B29146108EB9074DF9579E36793

Board 153South Deals
Both Vul



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

6 ♣× by South

18A819547967E2E66C3BCD13BFBF

Board 154

South Deals

None Vul

A K 6 4

5

A K J 6

A K J 6

10 6 4 3 2

↓ Q 10 8

A A Q 7

A 3 2✓ A 10 9 8 7✓ 9 4♣ K J 5

♠ QJ107

♥ K Q 4

♦ 7532

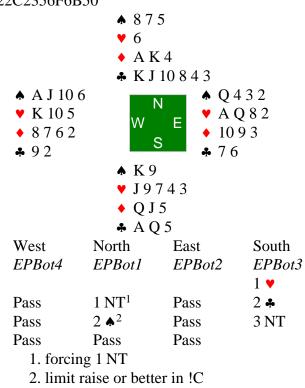
4 98

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

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

1ADDBF55E7FBA81322C2356F6B50

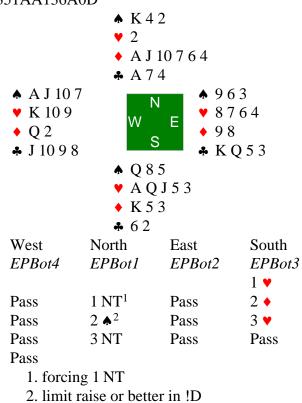
Board 155South Deals
N-S Vul



3 N by North

19E33AAEE0F07494D351AA136A0D

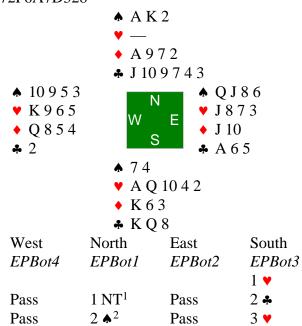
Board 156South Deals
E-W Vul



3 N by North

282A31655FEFFB559B72F6A7D328

Board 157South Deals
None Vul



Pass

Pass

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

5 ♣

5 & by South

Pass

Pass

296B11DC92C67DF023AF756D17AF

Board 158 ★ K 7 3 South Deals **v** 10 E-W Vul ♦ KJ87 • A 7 6 3 2 ♠ Q 10 8 **A** A 9 5 4 **9** 9 8 5 **♥ KQJ**3 ◆ Q9642 **♦** 10 5 3 S ♣ Q8 **♣** J 10 **▲** J 6 2 A 7 6 4 2 • A **♣** K 9 5 4 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ Pass 2 🚓 Pass $2 \wedge^2$ Pass 3 **Y** Pass 4 🚓 Pass Pass Pass

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

296378A16730E9E65B001EB0D29C

Board 159 ▲ 10 6 5 South Deals **9** 6 E-W Vul ◆ AQ10643 ♣ AJ7 **♦** 983 **▲** A K J 7 **∨** K 10 4 **7** 7 5 3 2 **♦** 52 → J 8 S ♣ K 10 6 4 2 ***** 853 **♠** Q42 ♥ AQJ98 ★ K 9 7 **♣** Q 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 • Pass Pass $2 \wedge^2$ Pass 3 **Y** 4 • Pass Pass Pass Pass

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

2BC4A6A0297933972D795073D3E7

Board 160
South Deals
Both Vul

A K 8 2
A A 3 2
V 10 9 6 4
J 10 6
S

N
W
E
S

♦ 7

♣ J 10 7 6

▲ 10 6 5 4

♦ Q9543

v 853

♣ K

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

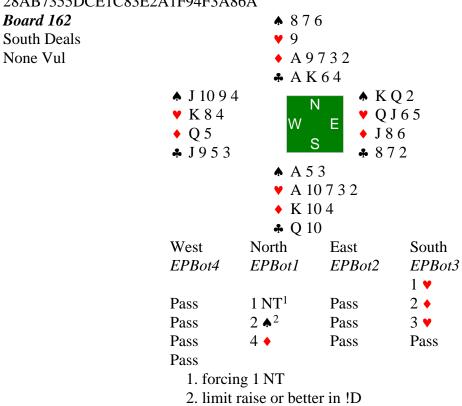
- 1. forcing 1 NT
- 2. limit raise or better in !C
- 4 st by South

Down 1 — NS –100

2AEFBC5529B8F8BF5B6E17EA21C3

Board 161 ▲ J 5 3 South Deals **v** 2 N-S Vul ♦ AK86 • A 8 7 5 2 **♦** Q 7 6 **A** A 9 4 2 **V** K 10 9 8 ♥ Q75 **♦** 32 ♦ J 10 9 7 4 S ♣ K 10 9 **♣** 64 **∧** K 10 8 A J 6 4 3 ♦ Q 5 **♣** QJ3 West North East South EPBot4 EPBot1 EPBot2 EPBot3 **1 ♥** Pass $1 \, NT^1$ 2 🚓 Pass $2 \triangleq^2$ Pass Pass 3 NT Pass Pass Pass 1. forcing 1 NT 2. limit raise or better in !C 3 N by North

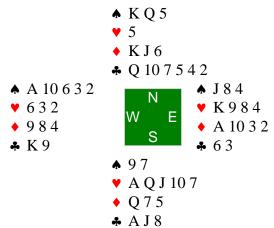
28AB7355DCE1C83E2A1F94F3A86A



4 ♦ by South

29E5102B61E79C5DABF20B5FF6F7

Board 163South Deals
E-W Vul

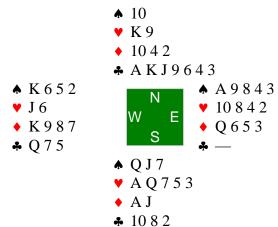


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 ♥
Pass	4 🚓	Pass	Pass
Pass			

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

3863C7ACB3194755A4FFEC5B6FD9

Board 164South Deals
None Vul

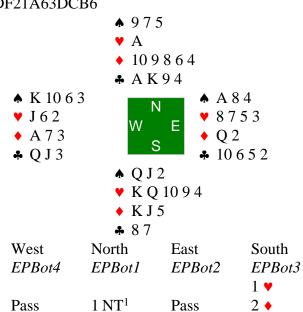


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 NT
Pass	5 4	Pass	Pass
Pass			

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

394FEBA4B8E223511DF21A63DCB6

Board 165South Deals
E-W Vul



Pass

Pass

3 **Y**

Pass

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

 $2 \wedge^2$

4 •

4 ♦ by South

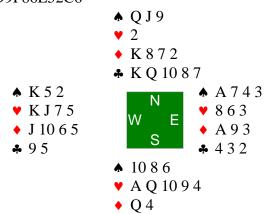
Pass

Pass

Down 1 — NS -50

3B61F72F39AB20977799F86E52C6

Board 166South Deals
Both Vul



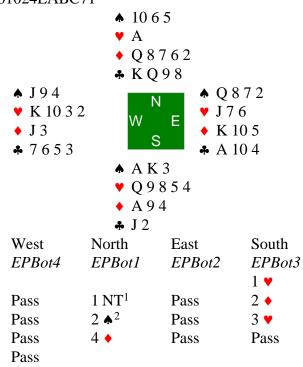
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
Pass	$2 \blacktriangle^2$	Pass	3 y
Pass	4 🚓	Pass	Pass
Pass			

♣ A J 6

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

398AB763DD36EB63501024EABC71

Board 167 South Deals E-W Vul



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