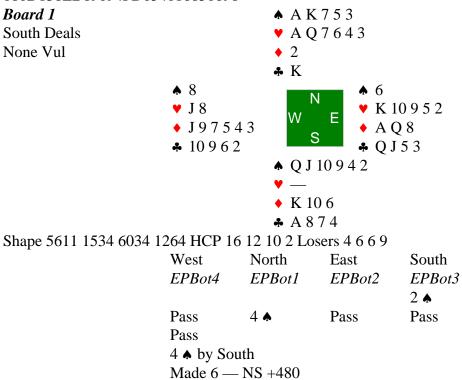
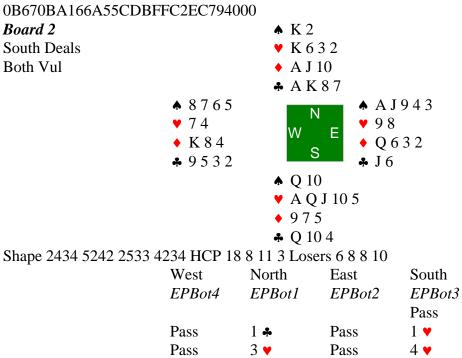
080D138EB69094FD054016850698





Pass

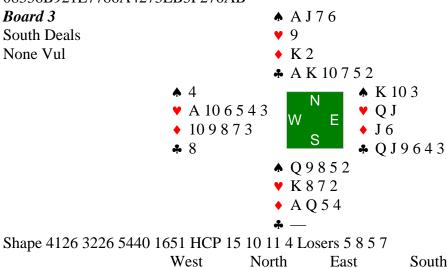
Pass

4 ♥ by South

Made 5 — NS +650

Pass

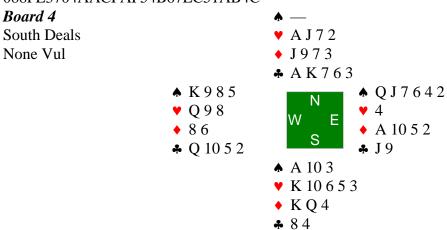
08336B921E7786A4273EB3F276AB



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

- 1. Splinter
- 2. Blackwood 0314, for !S
- 3. A=1/5 or 4/5
- 5 ♠ by South

088FE3704AACFAF54B67EC51AB4C



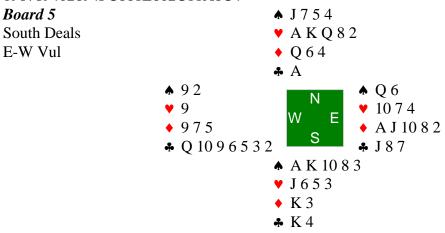
Shape 0445 6142 3532 4324 HCP 13 8 12 7 Losers 6 7 7 8

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

- 1. Splinter
- 2. Cue bid, a !D stopper
- 3. Blackwood 0314, for !H
- 4. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

098789402694FC861E602C11A8C4

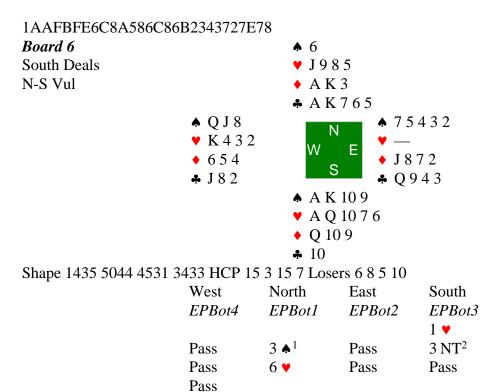


Shape 4531 2353 5422 2137 HCP 16 8 14 2 Losers 5 10 6 8

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=0

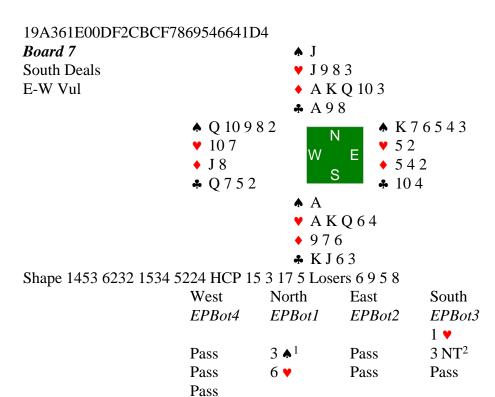
6 ♠ by South



1. Splinter

6 ♥ by South

2. Cue bid, surplus

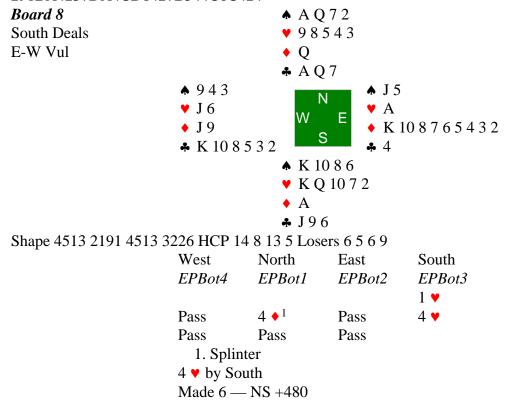


1. Splinter

6 ♥ by South

2. Cue bid, surplus

291BA4237DA4CD8427B544C6C424



2B0E81F459B88186920FD038990E

Board 9 **♠** A 6 4 2 South Deals ♥ AK9862 Both Vul ♦ Q8 **4** 6 **♠** Q 5 ♥ Q 10 4 ♥ J753 ◆ J 10 4 3 ◆ K975 S ♣ Q 10 5 4 ♣ A 8 7 2 **▲** K 10 9 8 7 3 ◆ A 6 2 **♣** KJ93

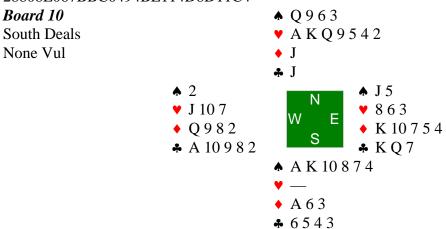
Shape 4621 1444 6034 2344 HCP 13 9 11 7 Losers 6 8 6 9

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

- 1. Splinter
- 2. Cue bid, a !D stopper
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=1

6 ♠ by South

28808E067BBC0494BE114D8D11C4



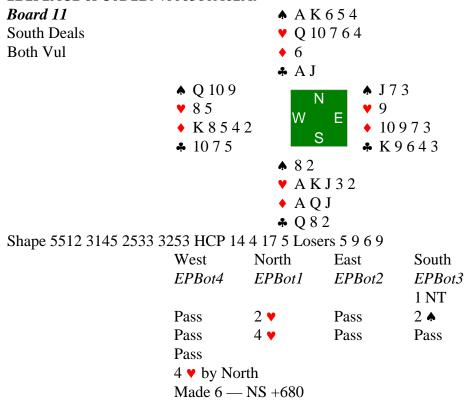
Shape 4711 2353 6034 1345 HCP 13 9 11 7 Losers 4 8 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Pass	4 ◆ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♣ ⁴
Pass	5 A	Pass	6 ♠
Pass	Pass	Pass	
1 0 1			

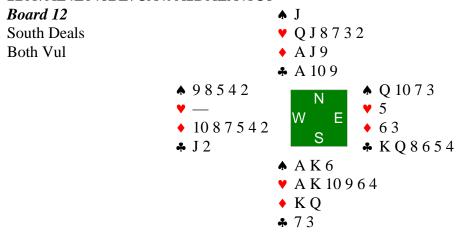
- 1. Splinter
- 2. Cue bid, a !D stopper
- 3. Blackwood 0314, for !S
- 4. A=0/5 or 3/5

6 ♠ by South

2B2F2ACD6FC0D2B94006380A62A9



2BA7AE4E046BE7CA49A2DAEA41C8



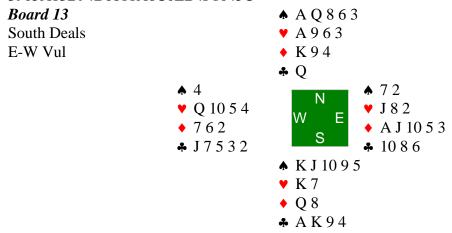
Shape 1633 4126 3622 5062 HCP 13 7 19 1 Losers 7 6 5 8

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=2/5 or 5/5, Q(H)=1

7 ♥ by South

3905A13B94B6811A6C0EB4F1045C



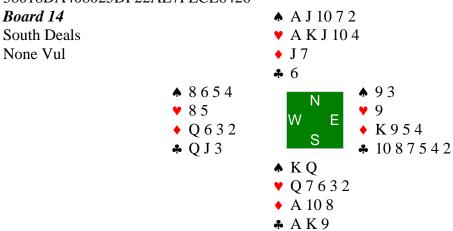
Shape 5431 2353 5224 1435 HCP 15 6 16 3 Losers 6 10 6 9

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=0

6 ♠ by South

38018DA408025DF22AE7FECE6426



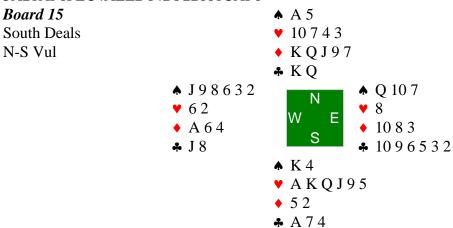
Shape 5521 2146 2533 4243 HCP 14 3 18 5 Losers 6 8 6 9

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

3A21AF6FEC4AEED84DF22681CAF6

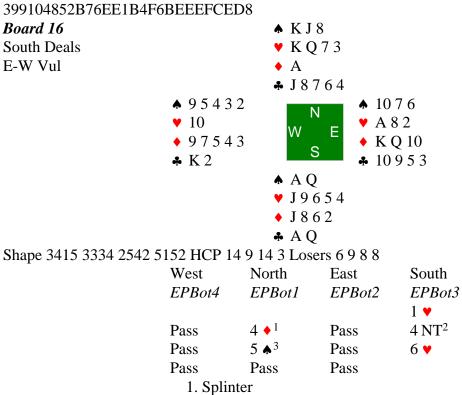


Shape 2452 3136 2623 6232 HCP 15 2 17 6 Losers 6 9 5 9

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

- 1. limit raise or better in !H
- 2. Cue bid, a !S stopper
- 3. Cue bid, surplus
- 4. Blackwood 0314, for !H
- 5. A=1/5 or 4/5

6 ♥ by South

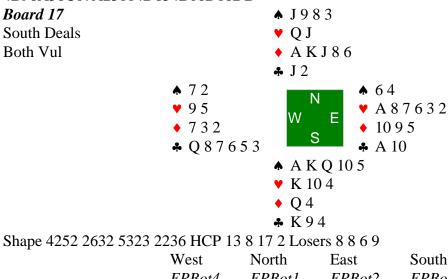


6 ♥ by South

Made 6 — NS +980

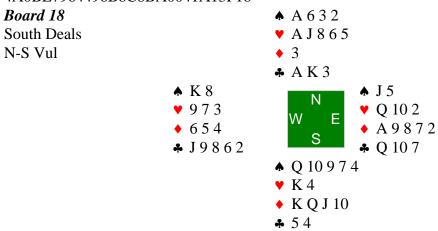
2. Blackwood 0314, for !H 3. A=2/5 or 5/5, Q(H)=1

4B96A58C07A23114D854B06D18DB



South EPBot4 EPBot1 EPBot2 EPBot3 1 NT Pass 2 🛦 Pass 2 **♣**¹ Pass 4 🛦 Pass Pass Pass 1. Stayman 4 ♠ by South Made 5 — NS +650

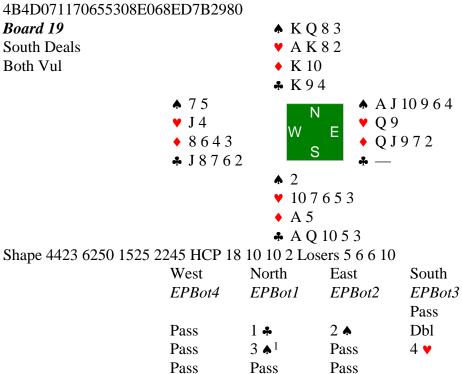
4A0BE7964496B8C8BA0041A13F18



Shape 4513 2353 5242 2335 HCP 16 9 11 4 Losers 6 8 6 10

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

- 1. Splinter
- 2. Blackwood 0314, for !S
- 3. A=0/5 or 3/5
- 5 ♠ by South

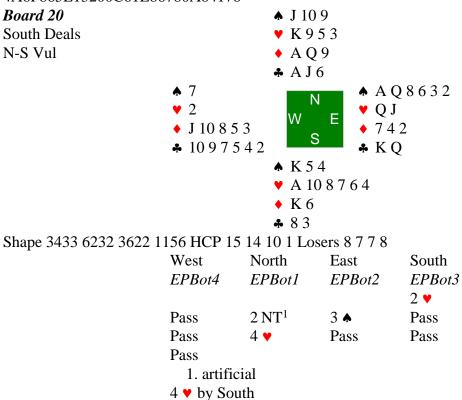


1. strength cue bid

Made 5 — NS +650

4 ♥ by South

4A6F865E13200C61E86780A84178



490927ABEC895C0B6FC07E765EE7

Board 21 **▲** A K 8 South Deals ♥ A 10 8 6 E-W Vul **•** 6 ♣ KQ872 **♠** J 6 2 **♦** 97543 **v** 54 **9** 9 3 ◆ J9753 ♦ K42 S **♣** J96 **♣** 543 **♠** Q 10 ♥ KQJ72 ◆ A Q 10 8

Shape 3415 5233 2542 3253 HCP 16 3 18 3 Losers 5 10 5 11

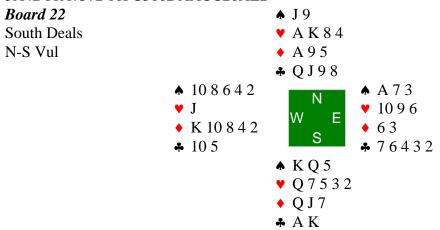
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ◆ ¹	Pass	$4 \mathrm{NT^2}$
Pass	5 ♥ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♥ ⁵	Pass	7 💙
Pass	Pass	Pass	

♣ A 10

- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=2/5 or 5/5, Q(H)=0
- 4. King ask by 5 NT
- 5. K=2

7 ♥ by South

5A4D81A737D01FC366DAACC26AE2



Shape 2434 3325 3532 5152 HCP 15 4 17 4 Losers 7 10 5 8

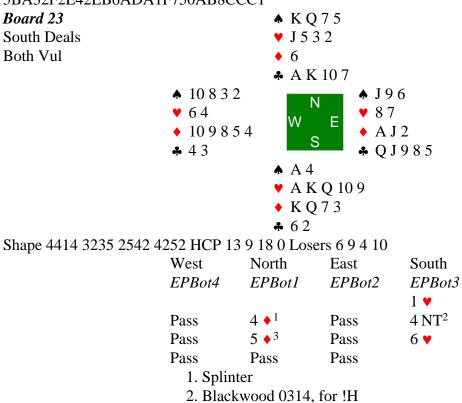
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 ♣¹	Pass	2 🔻
Pass	$3 \blacktriangle^2$	Pass	4 ♣ ³
Pass	4 💙	Pass	$4 \mathrm{NT^4}$
Pass	5 ♣ ⁵	Pass	5 Y
Pass	6 Y	Pass	Pass
Daga			

Pass

- 1. Stayman
- 2. artificial
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5

6 ♥ by South

5BA32F2E42EB6ADA1F750AB8CCC1

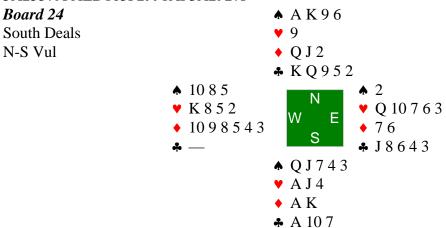


3. A=1/5 or 4/5

Made 6 — NS +1430

6 ♥ by South

5A25379FAED103F2991AF3A2927F

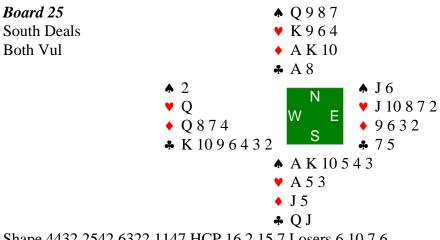


Shape 4135 1525 5323 3460 HCP 15 3 19 3 Losers 5 8 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
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 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0
- 4. King ask by 5 NT
- 5. K=1
- 7 ♠ by South

5BA784395D94001B1A40AE88A0D0

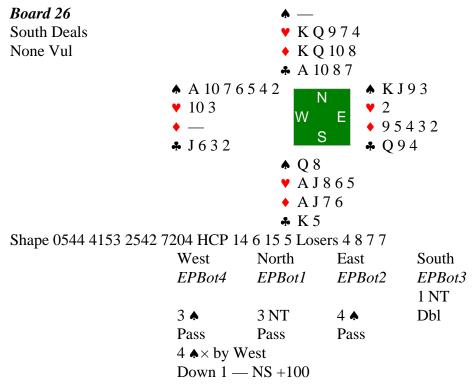


Shape 4432 2542 6322 1147 HCP 16 2 15 7 Losers 6 10 7 6

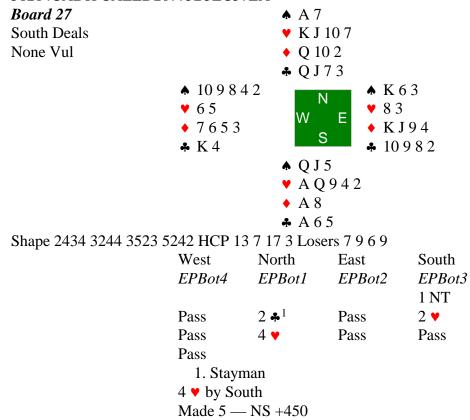
West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
			1 🛦	
3 ♣	4 ♣ ¹	Pass	$4 \mathrm{NT^2}$	
Pass	$5 \blacktriangle^3$	Pass	6 ♠	
Pass	Pass	Pass		
1. limit raise or better in !S				
2. Blackwood 0314, for !S				
3. $A=2/5$ or $5/5$, $Q(S)=1$				

6 ♠ by South

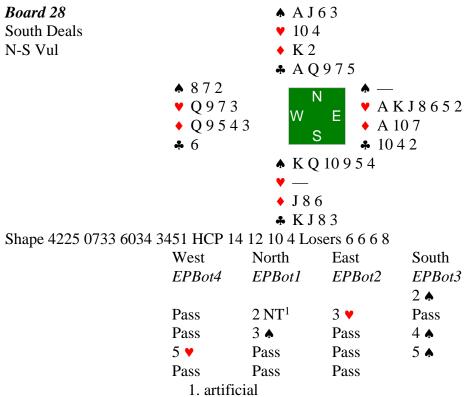
58E3498A60FB4EABC3E0EDCE7CDC



58214CAB8FCAEED20775B5EC57EA

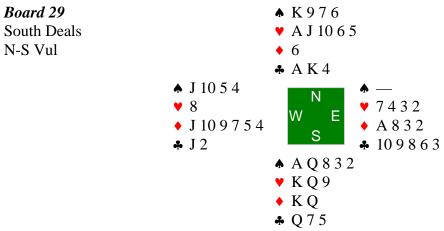


5A1B9DB3158AB3D5FB14938231DE



5 ♠ by South

5A8B27A5C0C222BA110EC1D39A98



Shape 4513 0445 5323 4162 HCP 15 4 18 3 Losers 6 8 5 9

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=1/5 or 4/5
- 5 ♠ by South

6A0E26273BEA4DF9E844C1E8712A

Board 30 South Deals N-S Vul

▲ A K Q J 2 **♥** A 9 6 5 ♦ A 9 **♣** Q J **♦** 963 J 10 8 7 4 2 ♣ A K 10 2

▲ 10 8 7 5 4 ♥ J83 **♦** 53 **4** 764

> **♥** K Q 10 7 4 2 ♦ K Q 6 **4** 9853

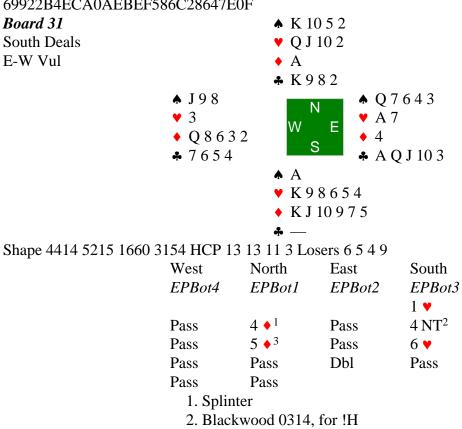
Shape 5422 3064 0634 5323 HCP 21 8 10 1 Losers 5 7 5 11

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

- 1. artificial
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5

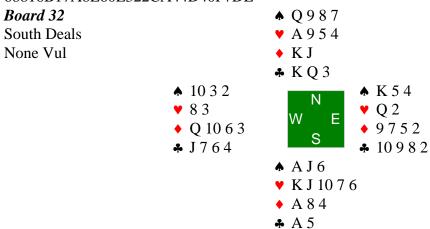
5 ♥ by South

69922B4ECA0AEBEF586C28647E0F



3. A=1/5 or 4/56 ♥× by South

68816B17A8E60E322CA44D40F7DE



Shape 4423 3244 3532 3244 HCP 15 5 17 3 Losers 6 10 7 10

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

- Pass
 - 1. Stayman
 - 2. artificial
 - 3. Blackwood 0314, for !H
 - 4. A=1/5 or 4/5
 - 5. no !H queen
- 6 ♥ by South

6888AD299839DE3A9AD49E32E4C3

♠ Q 10 8 4 Board 33 South Deals **♥** A 2 None Vul ◆ AQJ1087 **4** 2 **♦**9632 **v** 10 8 4 J9765 **♦** 63 ♦ K95 S ♣ AJ63 ♣ 98754 **▲** A K J 7 5 **♥** K Q 3 **♦** 42 ♣ K Q 10

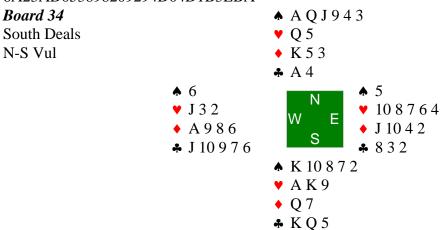
Shape 4261 0535 5323 4324 HCP 13 4 18 5 Losers 5 8 5 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 4 ¹	Pass	4 ♥ ²
Pass	$4 NT^3$	Pass	5 ♥ ⁴
Pass	6 ^	Pass	Pass
Pacc			

- Pass
 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=2/5 or 5/5, Q(S)=0

6 ♠ by South

6A23AD053898209294D04D1B3EBA



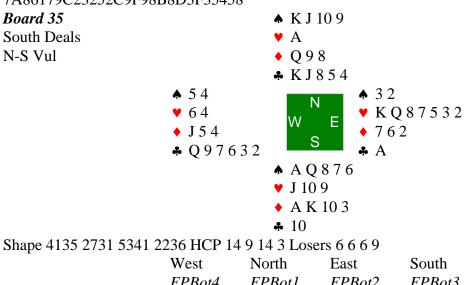
Shape 6232 1543 5323 1345 HCP 16 1 17 6 Losers 6 10 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	4 ♥ ¹	Pass	4 🛦
Pass	$4 NT^2$	Pass	$5 \blacktriangle^3$
Pass	6 ^	Pass	Pass
Pass			
1. Texa	ıs		
2. Blac	kwood 0314.	for !S	

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

6 ♠ by South

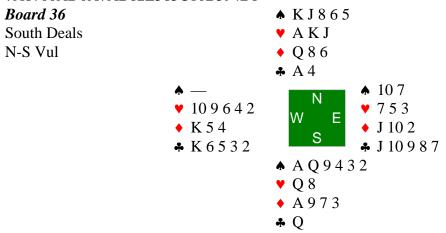
7A86179C23252C9F98B8D3F35458



EPBot4 EPBot1 EPBot2 EPBot3 1 🛦 Pass **4** ♥¹ Dbl $4 NT^2$ **5** ♥³ Pass Pass 6 ♠ Pass Pass Pass 1. Splinter

- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0
- 6 ♠ by South

7A8700AD0A7AB62E563C10B394B8



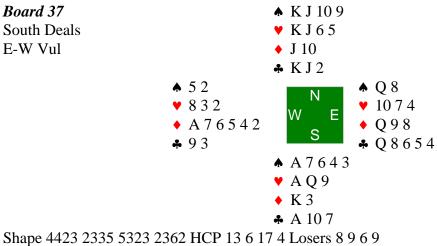
Shape 5332 2335 6241 0535 HCP 18 2 14 6 Losers 6 11 6 7

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

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

6 ♠ by South

79AD0B66031124769D8ECE9EB8FF



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 ♣ ¹	Pass	2 🛦
Pass	4 🛦	Pass	Pass
Pass			
 Stayr 	nan		
4 ♠ by So	uth		
Made 6 —	- NS +480		

780286BA3119BCD9C9B51C885254

Board 38 **▲** AJ105 South Deals A K 7 4 • Q 10 8 7 4 None Vul **♦** 87 **★** 3 2 ♥ QJ96 **v** 10 8 5 3 2 **♦** 95 ◆ K 6 2 S **♣** 9 5 4 2 ♣ A K Q 3 **♦** KQ964 ◆ AJ3 ♣ J 10 8 7 6

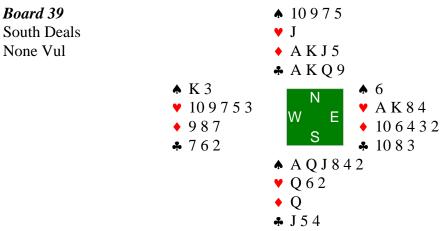
Shape 4450 2524 5035 2434 HCP 14 9 11 6 Losers 5 7 6 9

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

- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=2/5 or 5/5, Q(S)=1

6 ♠ by South

789BDBA3893E3796346C399DFEAC

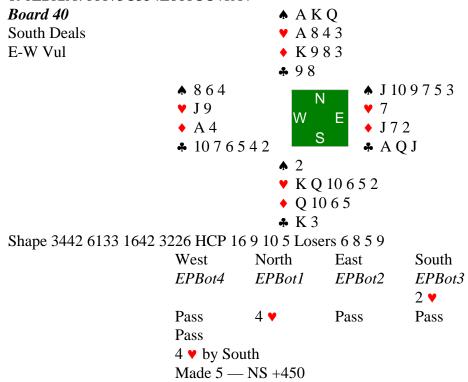


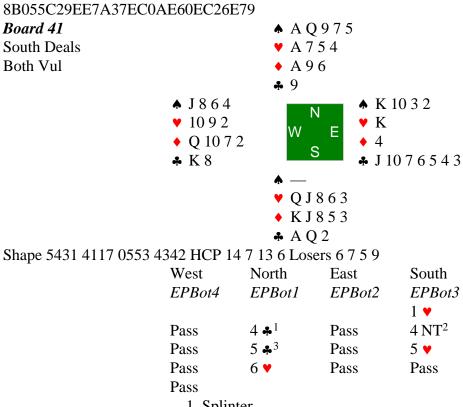
Shape 4144 1453 6313 2533 HCP 18 7 12 3 Losers 5 8 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♥ ¹	Pass	4 ♠
Pass	$4 \mathrm{NT}^2$	Pass	$5 \diamond 3$
Pass	5 A	Pass	Pass
Pass			
1 0 1			

- 1. Splinter
- 2. Blackwood 0314, for !S
- 3. A=1/5 or 4/5
- 5 ♠ by South

890E212A766873C354E868CC41A4

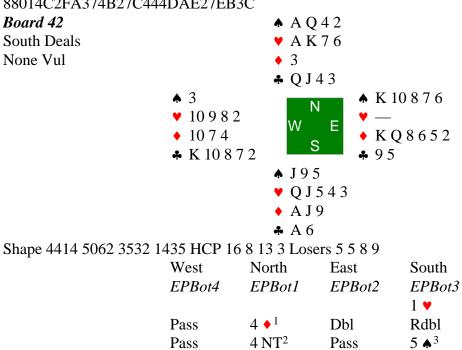




- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=0/5 or 3/5

6 ♥ by South

88014C2FA374B27C444DAE27EB3C



1. Splinter

Pass

Pass

2. Blackwood 0314, for !H

Pass

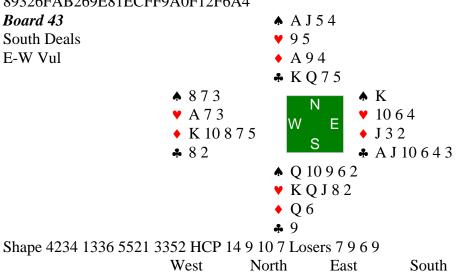
Pass

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

6 🔻

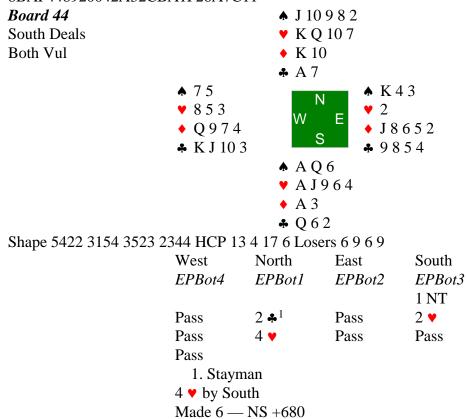
6 ♥ by South

89326FAB269E81ECFF9A0F12F6A4

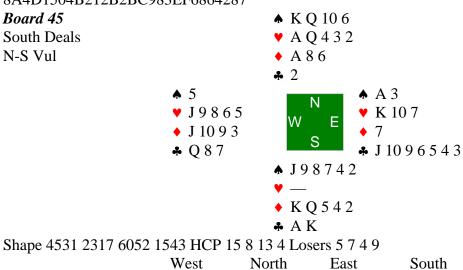


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			Pass
Pass	1 .	Pass	1 🛦
Pass	2 🛦	Pass	4 🛦
Pass	Pass	Pass	
4 ♠ by So	outh		
Down 1 –	-NS - 50		

8BAF448920042A32CBA1F26A7C11



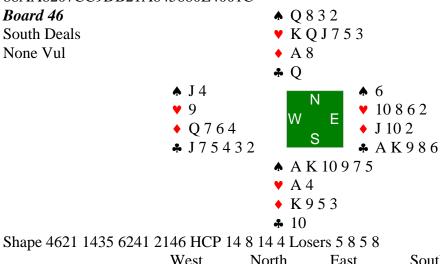
8A4D1504B212B2BC983EF6864287



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

- 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=1/5 or 4/5
- 6 ♠ by South

88AA8207CC9DB21A845680E4001C



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Dbl	4 ♥ ²
Pass	$4 NT^3$	Pass	5 ♣ ⁴
Pass	6 ^	Pass	Pass
Pass			

- - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
- 6 ♠ by South

8A410D26C854D0610F59E520FE2A

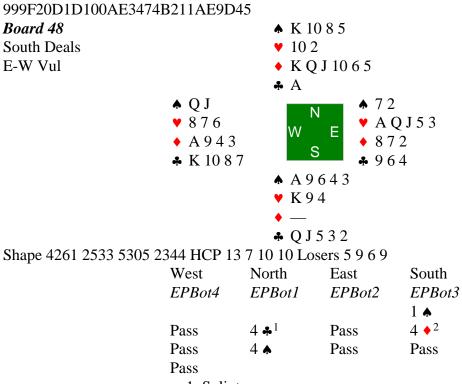
Board 47 ♠ KQ742 South Deals **♥** A K J 7 N-S Vul ♦ K73 **.** 7 **▲** J953 **♦** A 10 8 6 **v** 3 **v** 10 9 6 ♦ A 9 8 4 ♦ J62 ♣ J 10 9 4 ♣ Q32 ♥ Q8542 • Q 10 5 ♣ A K 8 6 5

Shape 5431 4333 0535 4144 HCP 16 7 11 6 Losers 5 10 5 9

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

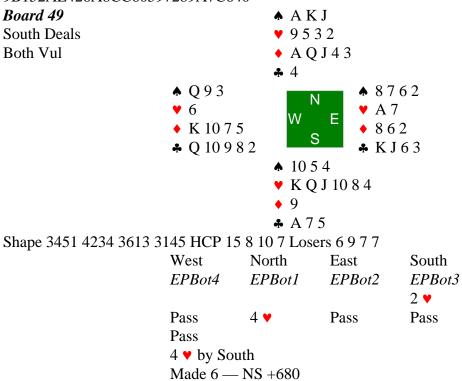
- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5

5 ♥ by South

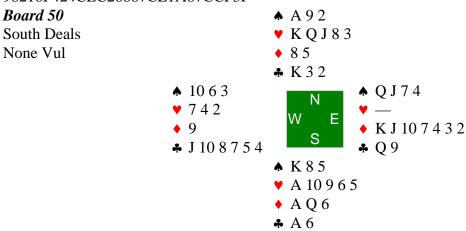


- 1. Splinter
- 2. Cue bid, a !D stopper
- 4 ♠ by South

9B152AE426A8CC60597289A7C640



98218F424CEC26887CE1A87CCF3F



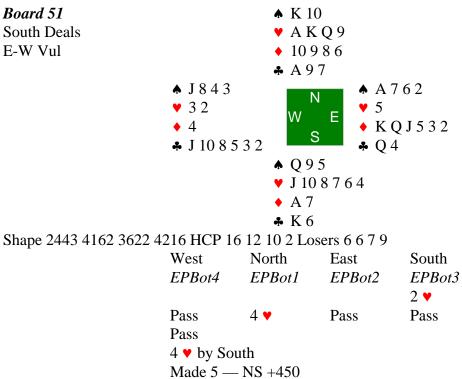
Shape 3523 4072 3532 3316 HCP 13 9 17 1 Losers 7 6 6 10

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

- 1. Extended acceptance after NT
- 2. Cue bid, a !C stopper
- 3. Cue bid, a !D stopper
- 4. Cue bid, a !D stopper
- 5. Blackwood 0314, for !H
- 6. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

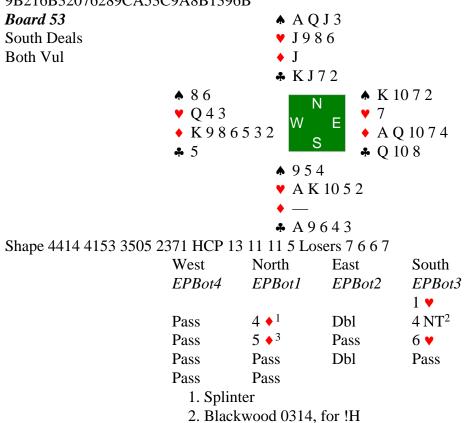
994B0586E42083E06B6194EEF474



9B86C6A26C682C2AE8543B824A2F Board 52 **♦** 9852 South Deals A K 4 3 Both Vul ♦ A K 6 **♣** 52 **∧** K 7 **♦** J 10 6 3 **y** 5 **y** 6 ◆ 108753 ♦ Q 4 S ♣ J 10 9 7 6 ♣ AKQ843 **∧** A Q 4 ♥ QJ109872 ♦ J92 Shape 4432 4126 3730 2155 HCP 14 12 10 4 Losers 7 6 6 8 West North East South EPBot4 EPBot1 EPBot2 EPBot3 3 **Y** Pass 4 🔻 Pass Pass Pass

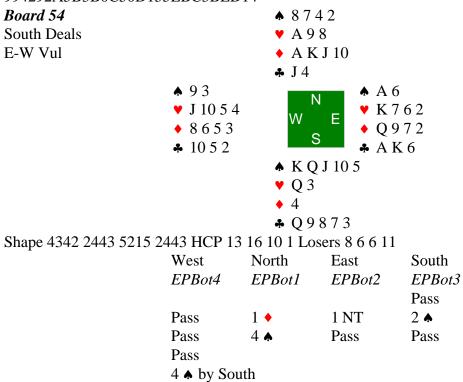
4 ♥ by South

9B216B32076289CA53C9A8B1396B

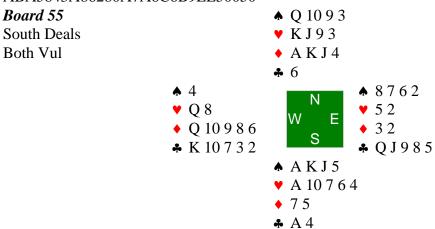


3. A=1/5 or 4/5 6 ♥× by South

994292A5B3B0C50D155EBC3BED14



ABA5843A86280A7A6C6B9EE50050



Shape 4441 4225 4522 1255 HCP 14 3 16 7 Losers 6 9 6 7

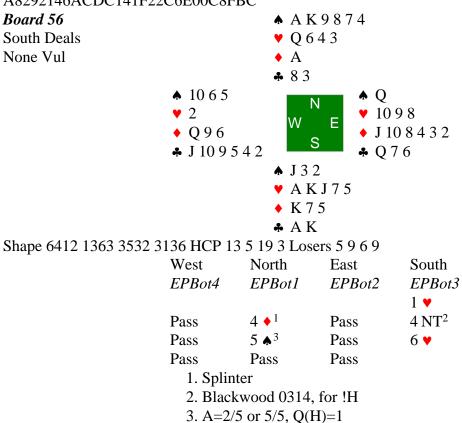
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣ ¹	Pass	4 ♦ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	5 ♦	Pass	5 ♥ ⁵
Pass	5 ♠ ⁶	Pass	6 ♣ ⁷
Pass	6 Y	Pass	Pass
Pacc			

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=0/5 or 3/5
- 5. no !H queen
- 6. King ask by available bid
- 7. K=1

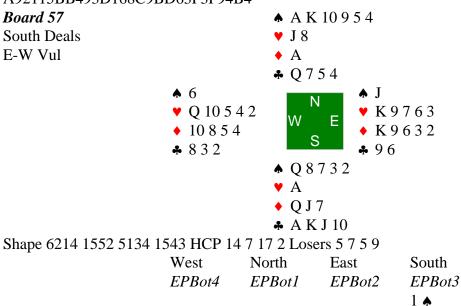
6 ♥ by South

A8292146ACDC141F22C6E00C8FBC



6 ♥ by South

A92115BB493D168C9BD63F3F94B4



Pass
1. Splinter

Pass

Pass Pass

- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S

4 ♦ ¹

 $4 NT^3$

6 🛦

Pass

Pass

Pass

4 ♥²

5 **♠**⁴

Pass

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

6 ♠ by South

AA1F8AB58CF4387BCA26A81CA398 *Board 58*

South Deals

N-S Vul

A 9 6 4 ▼ K J 7 ◆ A J 4 ♣ A 8 3 8

N

■ A 8

■ A 8

■ A 8

■ A 4 2

■ K 9 8 7 5 2

↑ 10 7♥ Q 10 9 8↑ 3♣ J 10 9 5 4 2

★ K 7 6 **★** K Q J 5 3 2 **♥** 6 5 3

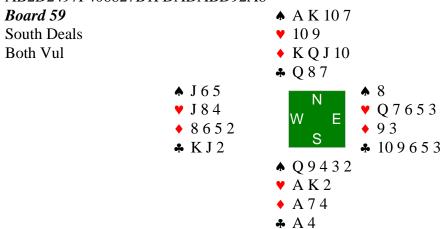
◆ Q 10 6 **♣** Q

Shape 4333 1363 6331 2416 HCP 17 10 10 3 Losers 8 7 7 8

West North East South EPBot4 EPBot2 EPBot1 EPBot3 2 🛦 $2 \, NT^1$ Pass Pass **3** ♦ Pass 4 🛦 Pass Pass Pass 1. artificial

4 ♠ by South

AB2D2497F406827B1FDADABD92A8

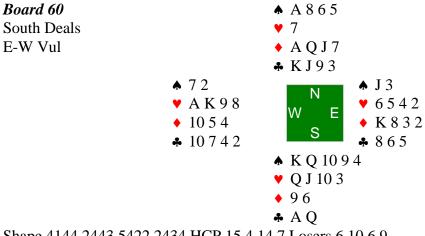


Shape 4243 1525 5332 3343 HCP 15 2 17 6 Losers 6 8 6 11

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

- Pass
 - 1. Stayman
 - 2. artificial
 - 3. Cue bid, a !D stopper
 - 4. Cue bid, a !C stopper
 - 5. Blackwood 0314, for !S
 - 6. A=0/5 or 3/5
 - 7. !S queen and !H king
- 6 ♠ by South

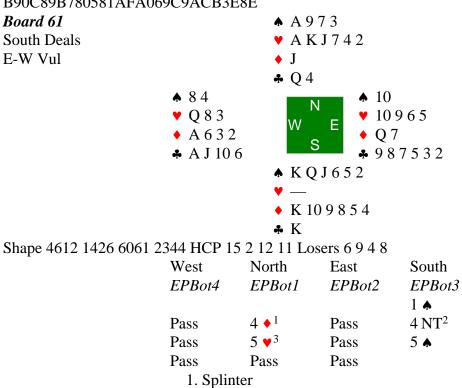
A931B7A163ACBB36C01A1E9C67D4



Shape 4144 2443 5422 2434 HCP 15 4 14 7 Losers 6 10 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♥ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♥ ³	Pass	5 A
Pass	Pass	Pass	
1. Splir	nter		
2. Blac	kwood 0314,	for !S	
3. A=2	/5 or 5/5, Q(S	S)=0	
5 ♠ by So	outh		

B90C89B780581AFA069C9ACB3E8E

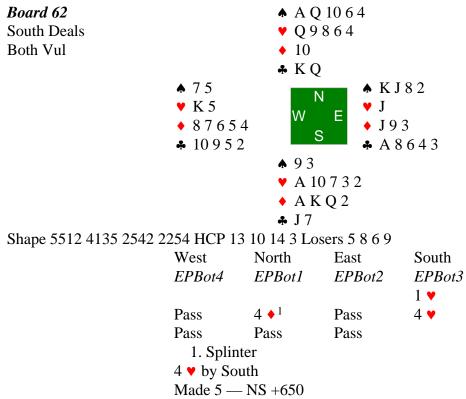


5 ♠ by South

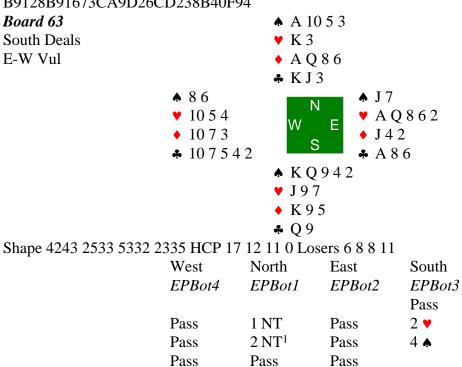
Made 5 — NS +450

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

BB2E7F0F5124804AE90AF80AA26C



B9128B91673CA9D26CD238B40F94

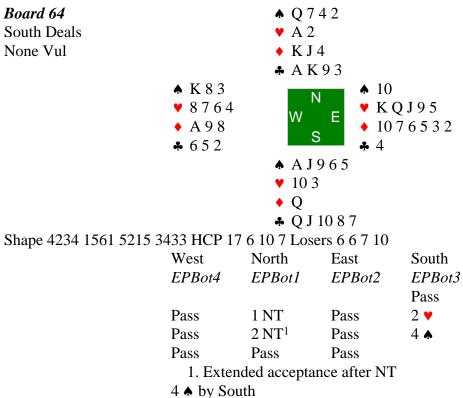


4 ♠ by South

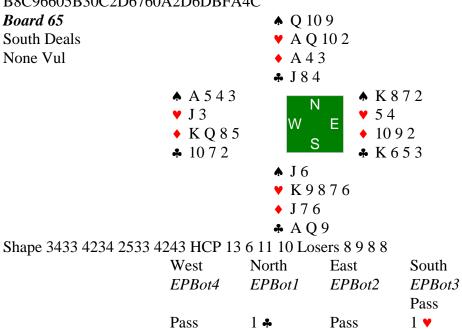
Made 5 — NS +450

1. Extended acceptance after NT

B887DB11996D97F53DBC9C3AEF0C



B8C96605B30C2D6760A2D6DBFA4C



Pass

Pass

3 **♥** by South

Made 4 — NS +170

2 🔻

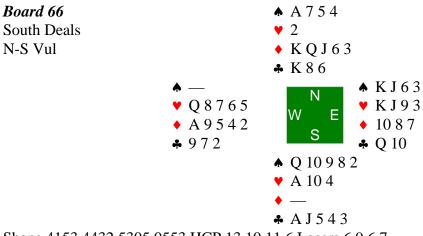
Pass

Pass

Pass

3 ♥

BA215FBE5DAA90BB387F31215D80

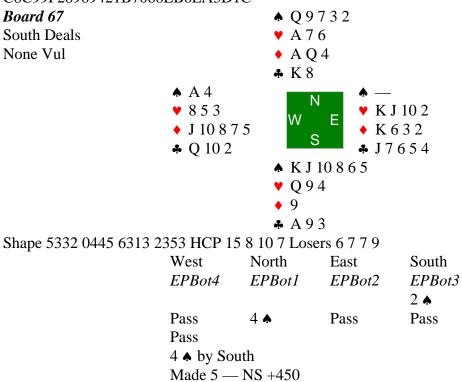


Shape 4153 4432 5305 0553 HCP 13 10 11 6 Losers 6 9 6 7

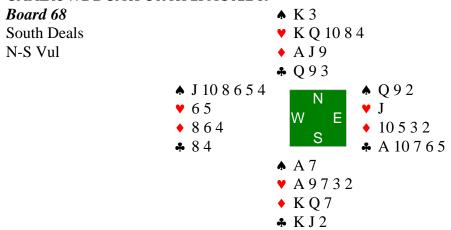
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
$2 \blacktriangle^1$	4 ♥ ²	Pass	$4 NT^3$
Pass	5 ♦ ⁴	Pass	5 A
Pass	Pass	Dbl	Pass
Pass	Pass		

- 1. Michaels Cuebid
- 2. Splinter
- 3. Blackwood 0314, for !S
- 4. A=1/5 or 4/5
- $5 \triangleq \times$ by South

C8C99F28969421B7068EB6EA3D1C



CAAE0547DDCA6FC0A6F2FAC02B69



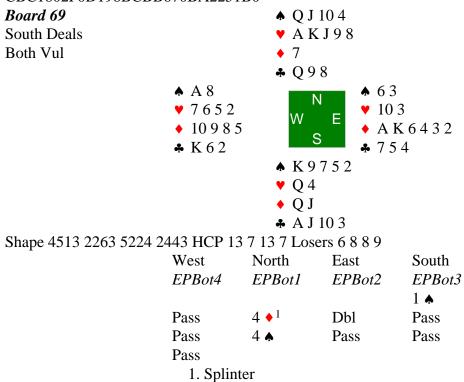
Shape 2533 3145 2533 6232 HCP 15 7 17 1 Losers 6 8 6 10

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

- 1. Extended acceptance after NT
- 2. Cue bid, surplus
- 3. Cue bid, surplus
- 4. Cue bid, a !C stopper
- 5. Cue bid, a !D stopper
- 6. Blackwood 0314, for !H
- 7. A=2/5 or 5/5, Q(H)=1

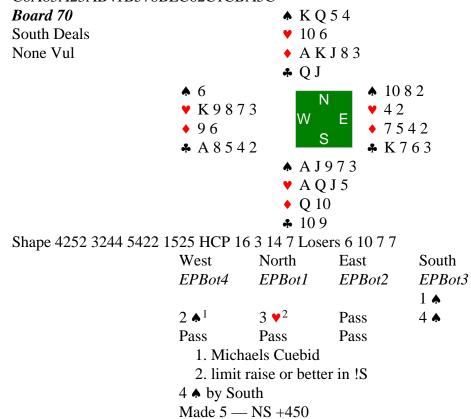
6 ♥ by South

CBC1802F0D198BCBB670BA2251B0



4 ♠ by South

C8A83A23AB41B578BEC62C1CBA5C



CA812B87A3515A14B2D8BF3BC824

★ K 8 4 2 Board 71 **♥** A Q 3 South Deals N-S Vul **•** 5 **♣** KQJ54 **♦** 63 **▲** 10 9 **7** 7 5 4 **v** 10 9 8 6 ♦ K9643 ◆ AJ107 S **♣** 8632 **4** 97 **▲** AQJ75 **♥** KJ2 ♦ Q82

Shape 4315 2452 5332 2344 HCP 15 3 17 5 Losers 5 9 6 10

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

♣ A 10

- 1. Stayman
- 2. artificial
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !S
- 5. A=2/5 or 5/5, Q(S)=0
- 6 ♠ by South

DB2D03612028DB9A8BB3F069C34E

Board 72 **▲** A K J 10 South Deals **∨** K732 Both Vul **♣** K 9 7 6 3 **♦** 953 **♠** Q 4 2 **V** 65 **9** 8 ◆ 109874 ♦ KQJ653 S ♣ J 10 5 ***** 82 **★** 876 ♥ AQJ104 ◆ A 2 ♣ A Q 4

Shape 4405 3262 3523 3253 HCP 14 8 17 1 Losers 5 7 6 11

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

Pass

- 1. Stayman
- 2. artificial
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5

6 ♥ by South

DB9301B1065634E9AA98953A8578 Board 73

South Deals Both Vul



♥ Q942 **♦** 87642 **♣** 962

8

S ♣ J 10 7 4 **▲** AQ7653

♦ AKQ

v 87

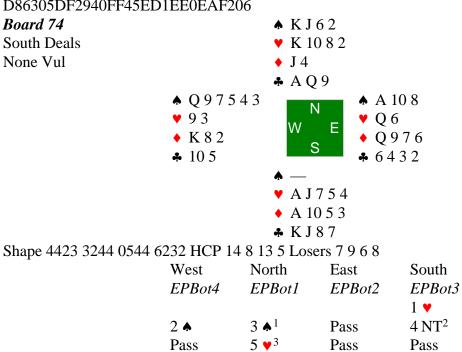
♣ KQ853

Shape 4351 2434 6205 1453 HCP 13 14 11 2 Losers 7 7 4 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Pass	$4 \diamond^2$
Pass	4 🛦	Pass	Pass
Pass			

- 1. Splinter
- 2. Cue bid, a !D stopper
- 4 ♠ by South

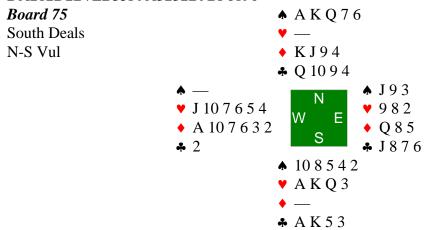
D86305DF2940FF45ED1EE0EAF206



- 1. limit raise or better in !H
- 2. Blackwood 0314, for !H
- 3. A=2/5 or 5/5, Q(H)=0
- 5 ♥ by South

Pass

DA212D2B7EB35F9A3232B9BF6190

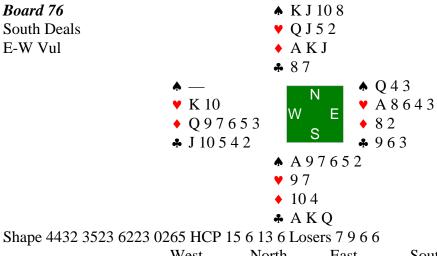


Shape 5044 3334 5404 0661 HCP 15 4 16 5 Losers 4 11 4 6

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

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

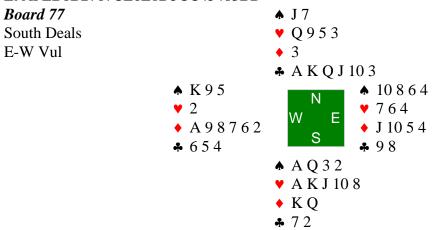
D991314D0038AE17AF9E8C585E84



West	North	East	South
VV CBC	1 101 111		
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
$2 \mathrm{NT^1}$	3 ♣ ²	Pass	3 A
Pass	4 🛦	Pass	Pass
Pass			
1. Unus	sual 2 NT		
2. stren	gth cue bid		

- 4 ♠ by South

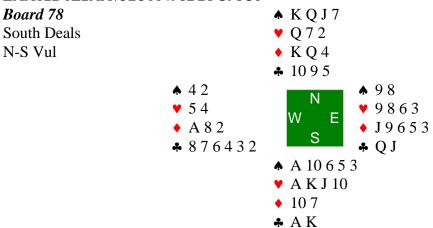
E9AFEB8B2767CE6E1D5CC45483BD



Shape 2416 4342 4522 3163 HCP 13 1 19 7 Losers 5 11 5 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♦ ¹	Pass	$4 \mathrm{NT^2}$
Pass	5 ♦ ³	Pass	6 y
Pass	Pass	Pass	
1. Spli	nter		
2. Blac	kwood 0314	, for !H	
3. A=1	/5 or 4/5		
6 ♥ by So	outh		

EAA12D0E2AA75B500498BBFC98C0

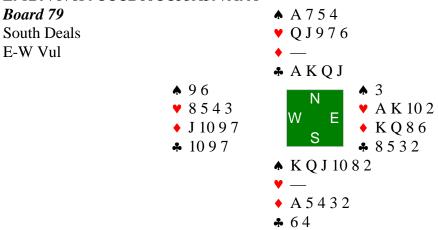


Shape 4333 2452 5422 2236 HCP 13 4 19 4 Losers 7 10 5 9

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

- 1. Cue bid, surplus
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=1/5 or 4/5
- 6 ♠ by South

E91B97878F9CCCB60CC53A397A9A



Shape 4504 1444 6052 2443 HCP 17 12 10 1 Losers 4 6 5 11

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

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

6 ♠ by South

EA2DE60932E7ECC9886E1262EC48

♠ AQJ5 Board 80 ♥ Q872 South Deals ♦ A 9 6 3 N-S Vul **4** 10 **★** K 10 9 8 3 **♦** 642 **♥** J **y** 5 W ♦ J 5 4 • Q872 S **♣** KJ654 **♣** 9732 **♠** 7 ♥ A K 10 9 6 4 3 ♦ K 10 ♣ A Q 8

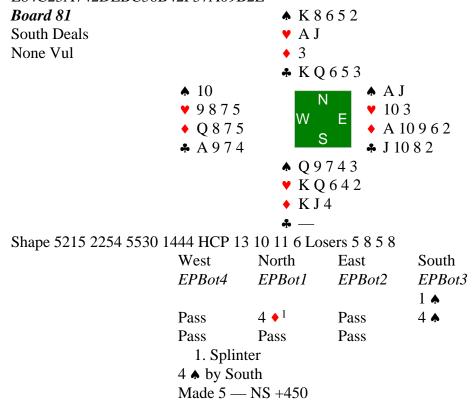
Shape 4441 3145 1723 5134 HCP 13 6 16 5 Losers 6 8 4 9

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

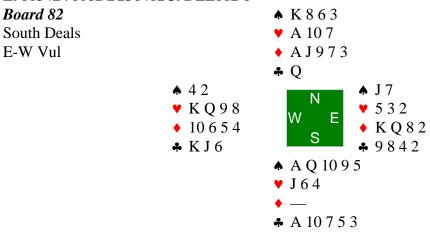
- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=0/5 or 3/5

6 ♥ by South

E84C23A742DEBC36B42F37A09B2E



E98134B7608DB236412C9DEE11D6



Shape 4351 2344 5305 2443 HCP 14 6 11 9 Losers 7 9 6 8

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

- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=2/5 or 5/5, Q(S)=1

6 ♠ by South

FB8F8F15D5B6D02ABAF2ACF31015

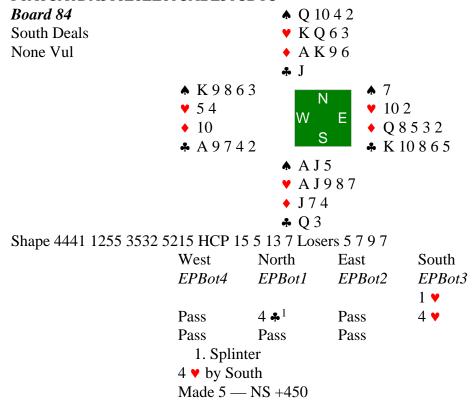
♠ Q832 Board 83 South Deals ♥ A K Both Vul ♦ QJ102 ♣ A K 4 **♦** J964 **v** 10 7 6 4 QJ932 **♦** 87 9643 S **4** 9 5 3 **4** 10 8 7 6 **▲** A K 10 7 5 **9** 8 5 ♦ A K 5 ♣ QJ2

Shape 4243 0544 5233 4423 HCP 19 3 17 1 Losers 5 8 6 11

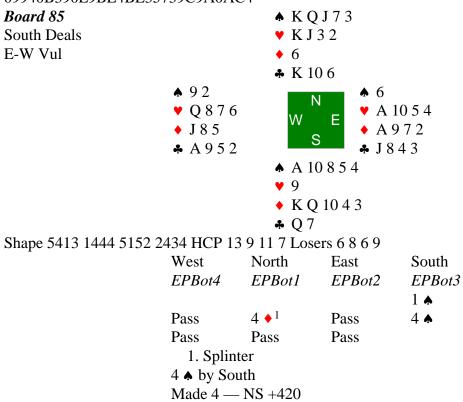
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 ♣ ¹	Pass	2 🛦
Pass	3 ♥ ²	Pass	3 A
Pass	$4 \mathrm{NT^3}$	Pass	5 4 ⁴
Pass	7 🛧	Pass	Pass
Dogg			

- Pass
 - 1. Stayman
 - 2. artificial
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
- 7 ♠ by South

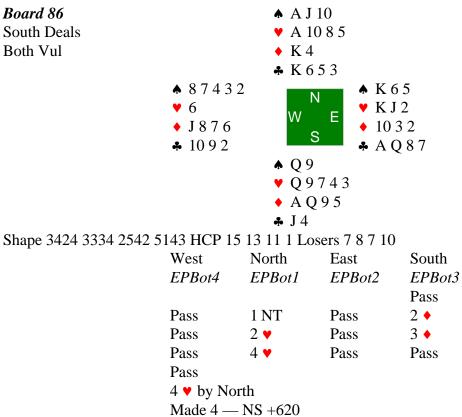
F8A8CA0DA316E8EE60CABE30CD1C



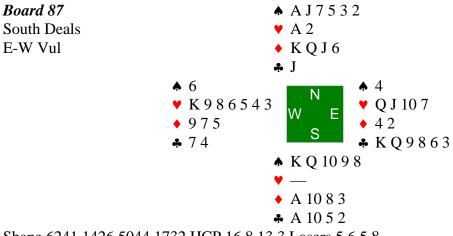
09940B390E9BE4BE35739C9A0AC4



0B0E57AE1900ACCAEA7B4FE5E3D0



0909B2921399BEBA1CF23D743A05



Shape 6241 1426 5044 1732 HCP 16 8 13 3 Losers 5 6 5 8

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

- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
- 7 ♠ by South

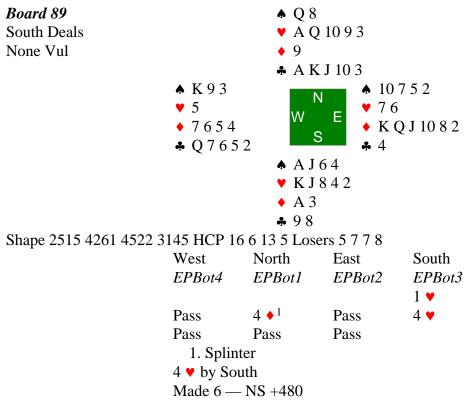
0B0D3181A88A2440C28E3CF292F7 Board 88 **A** A K 9 5 ♥ AQ10876 South Deals Both Vul **♦** 92 **4** 2 **↑** 742 ♥ K 5 4 2 ◆ KQ8743 ♦ J 10 S ♣ J985 **4** 10 7 6 4 3 ♠ QJ1063 **♥** J 9 ♦ A 6 5 ♣ A K Q Shape 4621 1165 5233 3424 HCP 13 5 17 5 Losers 5 6 6 10 North West East South EPBot4 EPBot1 EPBot2 1 NT

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

- 1. Texas
- 2. Blackwood 0314, for !H
- 3. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

1883EF0CAF4FC92D549474A6C36C



1B257767C042858960BA2AE2E9D4

Board 90 **♠** A 5 South Deals ♥ J 10 9 8 ♦ AKQ92 Both Vul **♣** K Q **↑** J 4 3 2 **▲** K Q 10 7 **∨** K 6 **2 ♦** 8653 ◆ J 10 7 4 S **4** 10 6 5 4 ♣ J 7 2 **♦** 986 ♥ AQ7543 ♣ A 9 8 3

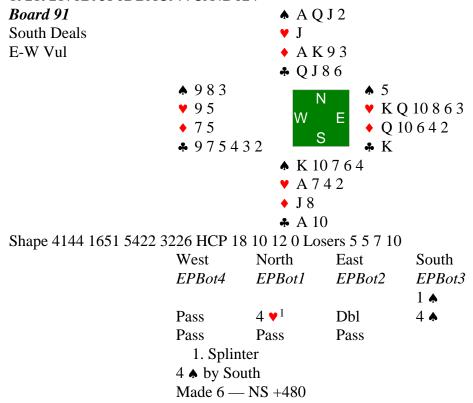
Shape 2452 4144 3604 4243 HCP 19 6 10 5 Losers 5 8 6 10

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

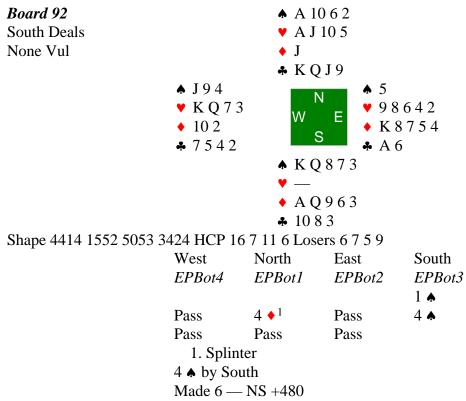
- 1. artificial
- 2. Blackwood 0314, for !H
- 3. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

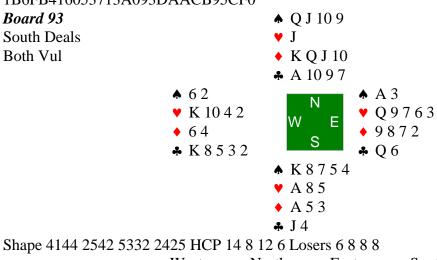
192192170B95F0DBAC977CA4D024



1802BFB3CB05D39DBC124CDCB114

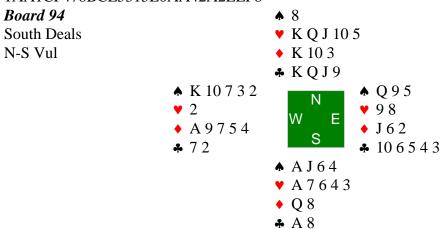


1B6FB416053713A093DAACB95CF0



West North East South EPBot4 EPBot2 EPBot1 EPBot3 1 🛦 **4 ♥**¹ Pass Pass 4 🛦 Pass Pass Pass 1. Splinter 4 ♠ by South Made 6 — NS +680

1AA1CF478BCE5315E0AA42A2EEF8



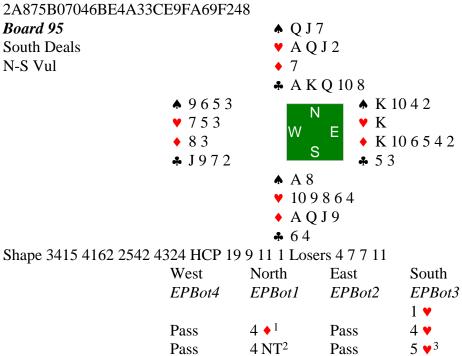
Shape 1534 3235 4522 5152 HCP 15 3 15 7 Losers 5 10 7 7

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

Pass

- 1. Michaels Cuebid
- 2. Splinter
- 3. Cue bid, a !D stopper
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5

6 ♥ by South



1. Splinter

Pass

2. Blackwood 0314, for !H

Pass

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

Pass

5 ♥ by South

2B2F3301A298A099C8F021038370

Board 96 **▲** AKQ54 ♥ Q743 South Deals Both Vul ♣ A K 4 3 **↑** 76 **A** 2 **♥** K 6 2 **v** 10 8 **◆** 10 8 7 ♦ KQJ965432 S **♣** 10 9 7 6 2 **▲** J 10 9 8 3 ♥ AJ95 A

Shape 5404 1291 5413 2335 HCP 18 7 12 3 Losers 3 5 7 10

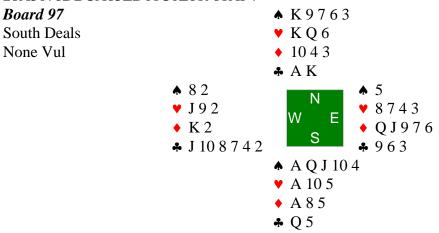
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♦ ¹	Pass	4 🛦
Pass	$4 \mathrm{NT}^2$	Pass	5 ♥ ³
Pass	$5 \mathrm{NT^4}$	Pass	6 ♣ ⁵
Pass	6 A	Pass	Pass
Dogg			

♣ Q85

Pass

- 1. Splinter
- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0
- 4. King ask by 5 NT
- 5. K=0
- 6 ♠ by South

28A3078DBCA83ED01C0E61981AF4



Shape 5332 1453 5332 2326 HCP 15 3 17 5 Losers 6 9 7 9

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

- - 1. Extended acceptance after NT
 - 2. Cue bid, surplus
 - 3. Cue bid, a !D stopper
 - 4. Blackwood 0314, for !S
 - 5. A=0/5 or 3/5
 - 6. !S queen no !H king no !C king no !D king

6 ♠ by North

39091288D25DC1B3981C947C891E

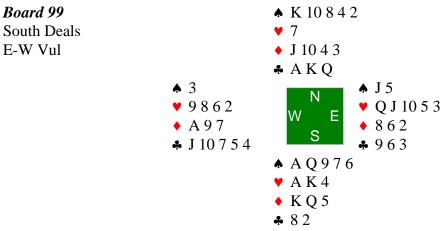
Board 98 **▲** A K 6 2 ♥ AQ93 South Deals ♦ KJ98 E-W Vul **\$** 8 **♦** J9 **▲** 10 4 Ν **v** 84 ♥ KJ107652 **◆** 10 6 4 2 **•** 5 S ♣ Q 7 6 5 4 **♣** KJ2 **♦** Q8753 ◆ AQ73 ♣ A 10 9 3

Shape 4441 2713 5044 2245 HCP 17 8 12 3 Losers 5 7 5 9

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

- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=2/5 or 5/5, Q(S)=1
 - 5. King ask by 5 NT
 - 6. K=0
- 6 ♠ by South

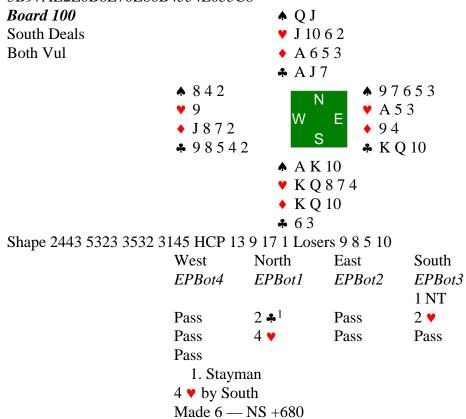
39AF2B9B5010BE358CB65820D235



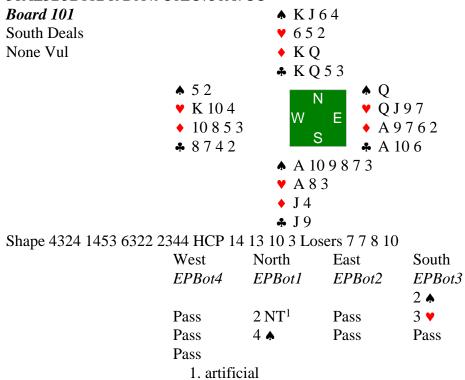
Shape 5143 2533 5332 1435 HCP 13 4 18 5 Losers 6 10 5 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♥ ¹	Pass	$4 \mathrm{NT}^2$
Pass	$5 \triangleq 3$	Pass	6 ♠
Pass	Pass	Pass	
1. Spli	nter		
2. Blac	kwood 0314	, for !S	
3. A=2	2/5 or 5/5, Q(S	S)=1	
6 ♦ by So	outh		
Made 6 -	– NS +980		

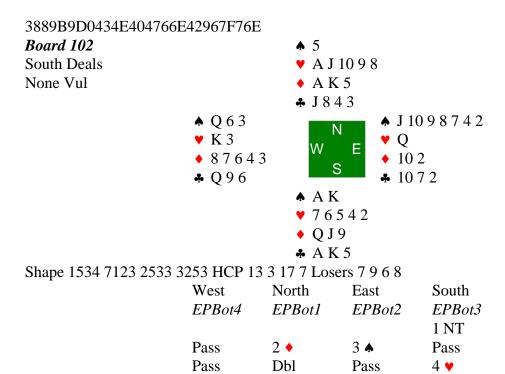
3B97AE2E0B8E70E86B4554E055C8



38AE3B5B11B69DA49C0EC730A7CC



4 ♠ by South



Pass

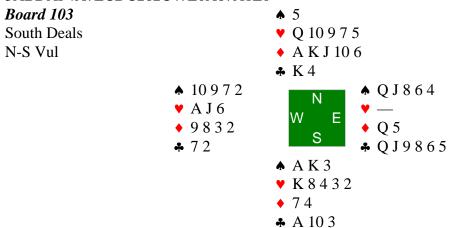
Pass

4 ♥ by South

Made 6 — NS +480

Pass

3ABDAF4A7ECDC262C47E0A67A1E0



Shape 1552 5026 3523 4342 HCP 13 8 14 5 Losers 5 6 7 10

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

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5

6 ♥ by South

3B29233193808ACB19DF5E49B0B4

♠ A K Q 7 **Board 104 v** 10 9 8 4 South Deals Both Vul **•** 2 **♣** KJ86 **♦** 86 **♦** 54 ♥ J765 ♥ Q32 ♦ A 9 8 7 4 ♦ KQJ103 S **4** 10 3 2 **4** 9 5 **▲** J 10 9 3 2 ♥ A K **♦** 65 ♣ A Q 7 4

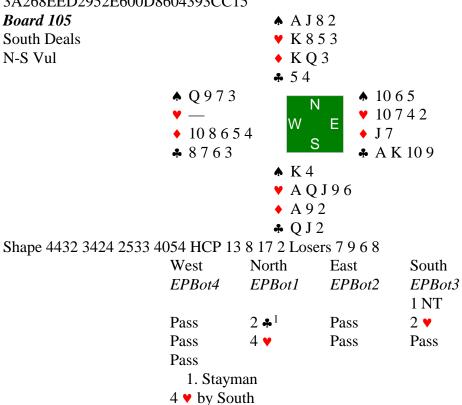
Shape 4414 2452 5224 2353 HCP 13 7 14 6 Losers 6 8 6 9

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

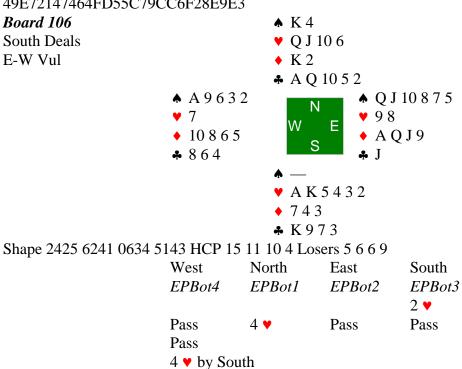
- ass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=0

5 ♠ by South

3A268EED2952E600D8604393CC15



49E72147464FD55C79CC6F28E9E3



4B6D0402E96AC64A81F621692BF0

♠ KQ53 **Board 107 ∨** KQ987 South Deals Both Vul ★ K96 **4** 3 **↑** J962 **▲** A 10 8 4 **v** 62 ◆ J 10 8 4 3 Q752 ♣ Q 10 9 8 6 ♣ K 2 **♠** 7 ♥ AJ10543 • A ♣ AJ754

Shape 4531 4045 1615 4252 HCP 13 8 14 5 Losers 5 6 5 9

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

- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !H
 - 4. A=0/5 or 3/5

6 ♥ by South

4B2FF283CC90DE2A68CE73A40F2A **Board 108 ▲** A832 South Deals **♥** QJ63 Both Vul **•** 4 ♣ A Q 5 3 **♦** KJ96 **↑** 75 **v** 10 9 **♥** K 5 **♦** 872 ♦ K Q 10 5 S **♣** K9862 ♣ J 10 7 4 **♦** Q 10 4 A 8 7 4 2 ◆ AJ963 Shape 4414 2245 3550 4234 HCP 13 8 11 8 Losers 6 7 6 9 West North East South EPBot4 EPBot2 EPBot1 EPBot3

Pass

Pass

1. Splinter 4 ♥ by South

Made 5 — NS +650

4 ♦ ¹

Pass

Pass

Pass

1 🔻

4 🔻

4A97339F6A32102E35D0A48D1298 **Board 109 ★** K 10 9 8 7 3 South Deals **y** 4 N-S Vul ♦ Q84 ♣ A K Q **♠** 6 **∨** K 10 7 AQ9632 ◆ K 10 9 6 3 ◆ J 2 **♣** 9652 ♣ J 10 8 3 **♠** A Q 5 4 2 ♥ J85 • A 7 5 **.** 74 Shape 6133 1624 5332 1354 HCP 14 9 11 6 Losers 5 7 8 8 West North East South EPBot4 EPBot1 EPBot2

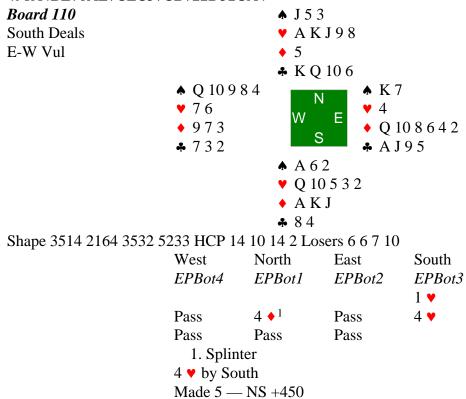
West North East South EPBot4 EPBot1 EPBot2 EPBot31 \spadesuit Pass $4 \checkmark 1$ Dbl $4 \spadesuit$ Pass Pass Pass

1. Splinter

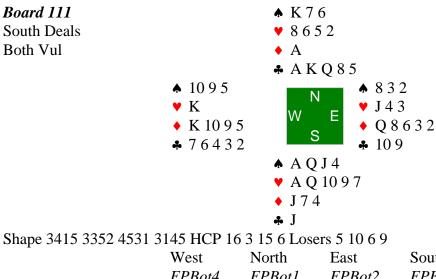
4 \spadesuit by South

Made 5 — NS +650

498A4BE70AE7CEC57CB722D52CA4



5BA73BA39DEAEA432C00CB9C5040

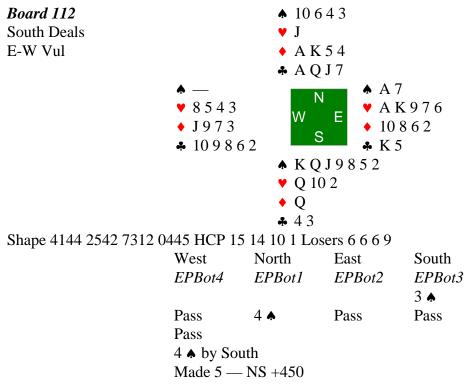


South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 Pass **4** ♦ ¹ Pass $4 NT^2$ **5 ♥**³ Pass Pass 6 🔻 Pass Pass Pass 1. Splinter 2. Blackwood 0314, for !H

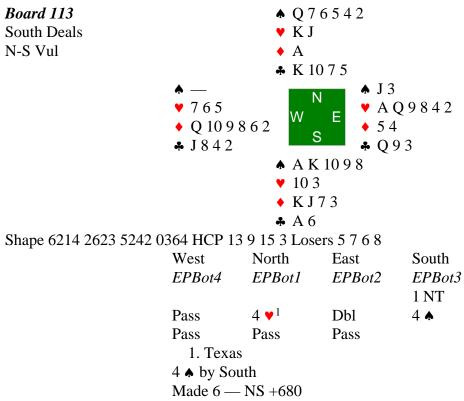
3. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

595392AB8F249CB45F14B2313DA4



6A9D871244A3929037313B186610



69093D85153757BBBFC4F69F99C4

Board 114 ▲ A K J 10 ♥ AQ62 South Deals E-W Vul **4** 10 9 8 7 4 **♦** 652 ♥ K 10 8 7 5 ♥ J943 ♦ K74 ◆ QJ109652 S **♣** 62 **4** 5 ♠ Q8743 ♦ A83

Shape 4405 1471 5035 3532 HCP 14 4 16 6 Losers 5 7 4 9

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

♣ A K Q J 3

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=1
- 5. King ask by 5 NT
- 6. K=1
- 6 ♠ by South

6B876E2C99937EF616CB3B9CB910

♠ Q752 **Board 115** South Deals **♥** A 6 Both Vul ♦ A87 ♣ A 10 6 5 **♦** 86 **∧** K9 ♥ J 10 7 4 2 **9** 9 8 5 3 ◆ J653 **♦** 10 2 S ♣ Q 4 2 **♣** K987 **▲** AJ1043 ♥ K Q ♦ KQ94

Shape 4234 2524 5242 2443 HCP 14 7 16 3 Losers 7 8 6 10

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

♣ J 3

Pass

- 1. Stayman
- 2. artificial
- 3. Cue bid, a !D stopper
- 4. Cue bid, a !C stopper
- 5. Blackwood 0314, for !S
- 6. A=0/5 or 3/5

6 ♠ by South

Down 1 — NS –100

6A82860BA1B9011E789DBD38D8C8

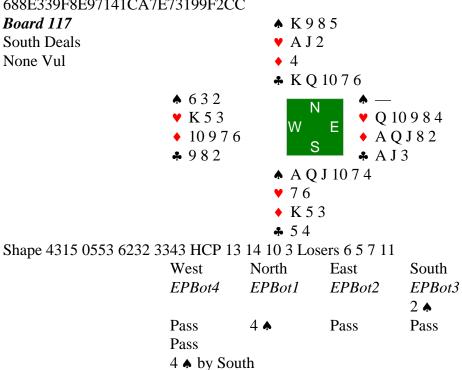
♦ Q984 **Board 116** ♥ A K Q 9 2 South Deals N-S Vul **♦** 865 **♣** Q **♦** 32 **863 v** 10 7 5 4 ♦ A J 9 • Q 10 7 4 3 2 S **♣** 7432 ♣ A K 8 **▲** A K J 10 6 5 **♥** J K ♣ J 10 9 6 5

Shape 4531 1363 6115 2434 HCP 13 9 13 5 Losers 6 7 6 10

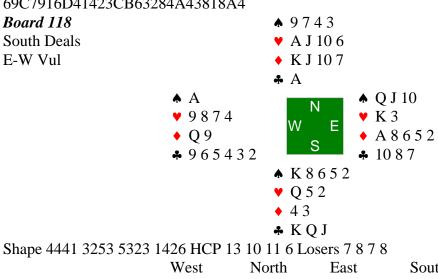
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 4 ¹	Pass	4 ◆ ²
Pass	4 🛦	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Pass	5 A
Pass	Pass	Pass	

- 1. Splinter
- 2. Cue bid, a !D stopper
- 3. Blackwood 0314, for !S
- 4. A=1/5 or 4/5
- 5 ♠ by South

688E339F8E97141CA7E73199F2CC

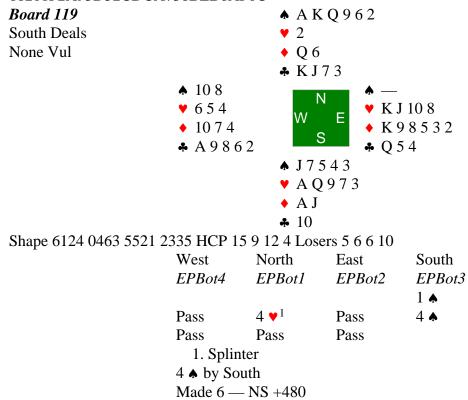


69C7916D41423CB63284A43818A4

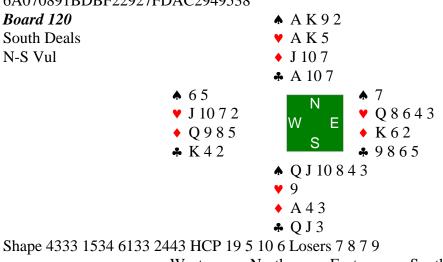


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			Pass
Pass	1 •	Pass	1 🛦
Pass	2 🛦	Pass	4 🛦
Pass	Pass	Pass	
4 ♠ by So	outh		
Made 4 –	– NS +420		

68201F2A93D52CDCA738BEB6AF0C

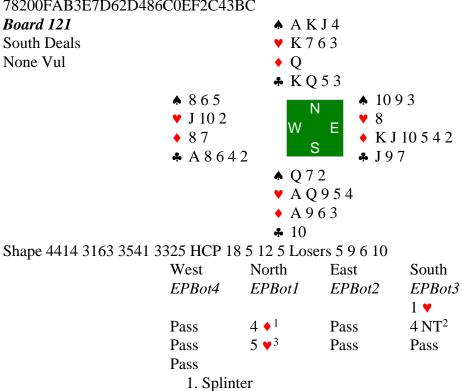


6A070891BDBF22927FDAC2949538



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 🛦
Pass	$2 NT^1$	Pass	3 .
Pass	4 🛦	Pass	Pass
Pass			
1. artifi	icial		
4 ♠ by So	outh		
Made 6 –	– NS +680		

78200FAB3E7D62D486C0EF2C43BC

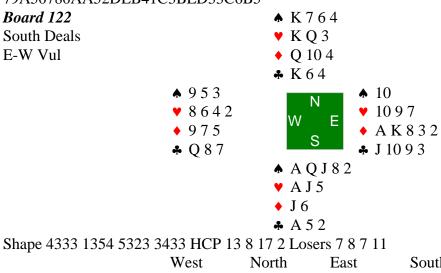


5 ♥ by South

Made 6 — NS +480

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

79A50780AA52DEB41C3BED33C6B5



South EPBot4 EPBot1 EPBot2 EPBot3 1 NT Pass Pass 2 **♣**¹ 2 🛦 Pass Pass 4 🛦 Pass Pass 1. Stayman 4 ♠ by South

7B8524716FE6C8F162448432A460

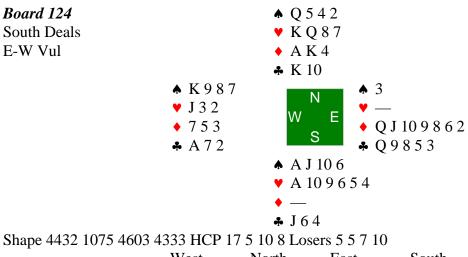
∧ K4 **Board 123** South Deals A 9 6 5 Both Vul ◆ A K 10 6 5 3 **♣** J **▲** 1098 **♦** QJ762 ♥ Q84 **•** 9 Q8742 S **♣** K 9 6 5 3 2 **♣** 10 7 4 **A** A 5 3 ♥ KJ10732 J ♣ A Q 8

Shape 2461 5053 3613 3316 HCP 15 5 15 5 Losers 5 7 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	4 4 ¹	Pass	4 ◆ 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
Pass			

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=0/5 or 3/5
- 5. !H queen no !S king no !C king no !D king
- 6. King ask by available bid
- 7. K=0
- 7 **♥** by South

89A0C306B5A7E6C6CCA52E217E34

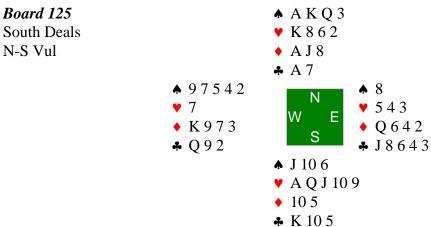


<i>333</i> 11C1 1	7 5 10 0 LOS	015 5 5 7 10	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			Pass
Pass	1 NT	3 ◆	3 ♥
Pass	4 ♦ ¹	Pass	$4 \mathrm{NT^2}$
Pass	$5 \triangleq^3$	Pass	6 Y
Pass	Pass	Pass	
1. limit	raise or bette	er in !H	
2. Blac	kwood 0314,	, for !H	
3. A=2	/5 or $5/5$, Q(1	H)=1	
6 M by Co	uuth		

6 ♥ by South

Down 1 — NS –50

8A2F0128AEA5E04EF38AD5DA12C8



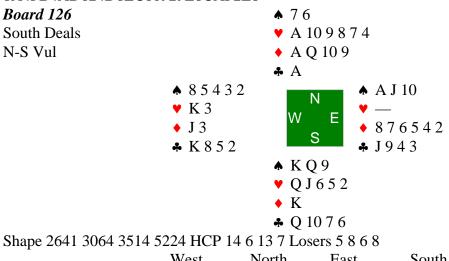
Shape 4432 1345 3523 5143 HCP 21 3 11 5 Losers 5 9 8 8

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

- - 1. Extended acceptance after NT
 - 2. Cue bid, a !C stopper
 - 3. Blackwood 0314, for !H
 - 4. A=1/5 or 4/5

6 ♥ by North

8A4FB4AD624D8EC80929E8CAF2E8

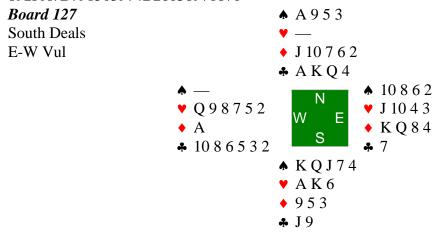


west	NOTH	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ♥
Pass	4 ♣¹	Pass	4 💙
Pass	$4 \mathrm{NT}^2$	Pass	5 ♣ ³
Pass	5 Y	Pass	Pass
D			

- Pass
 - 1. Splinter
 - 2. Blackwood 0314, for !H
 - 3. A=0/5 or 3/5

5 ♥ by South

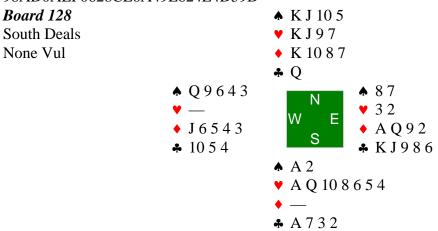
892FA7B791503974B26038971870



Shape 4054 4441 5332 0616 HCP 14 6 14 6 Losers 5 8 7 5

JOIO HEL	IT U IT U LUS	cis j o i j	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ^
Pass	4 ♥ ¹	Pass	4 🛦
Pass	$4 \mathrm{NT^2}$	Pass	$5 \wedge 3$
Pass	Pass	Pass	
1. Spli	nter		
2. Blac	kwood 0314,	for !S	
3. A=2	$\frac{1}{5}$ or $\frac{5}{5}$, Q(3)	S)=1	
5 ♠ by So	outh		
Down 1 -	— NS −50		

98AD0AEF0628CE6A49E624E4D59D



Shape 4441 2245 2704 5053 HCP 13 10 14 3 Losers 7 7 4 8

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

- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5
- 4. King ask by 5 NT
- 5. K=2

7 ♥× by South

99AB1180CFE83E6FF5504DA60E66

★ K93 **Board 129** ♥ QJ53 South Deals E-W Vul ♦ KQ6 ♣ AJ8 **♦** J 10 7 **★** 8652 **y** 97 **∨** K 6 ◆ J9853 **♦** 742 S ♣ Q 10 6 **♣** 9432 **♠** A Q 4 A 10 8 4 2 • A 10 ♣ K 7 5

Shape 3433 4234 3523 3253 HCP 16 3 17 4 Losers 7 10 6 10

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

- 1. Stayman
- 2. artificial
- 3. Blackwood 0314, for !H
- 4. A=1/5 or 4/5

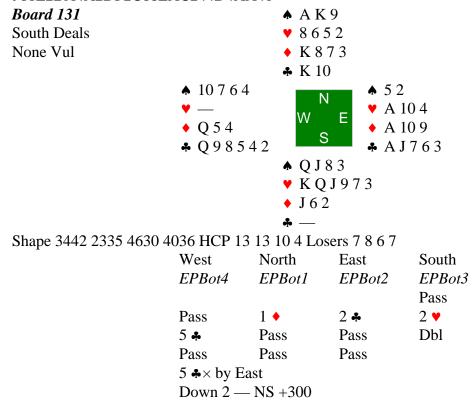
6 ♥ by South

9BAB13820EE09B881EDBE8BE3F66 **Board 130 ▲** KJ73 ♥ QJ8 South Deals **•** 2 Both Vul ♣ A K 9 6 3 **▲** 10 6 5 **∨** K976 **4** 4 3 ♦ A 9 8 6 5 ♦ K Q 10 ♣ QJ742 **4** 10 8 5 **▲** AQ984 ♥ A 10 5 2 ◆ J743

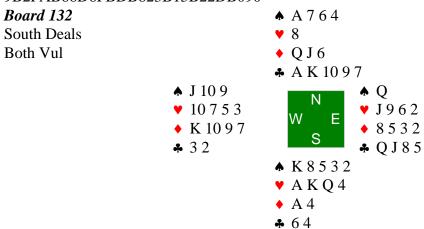
Shape 4315 1435 5440 3253 HCP 14 11 11 4 Losers 6 6 6 10

West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🛦 **4** ♦ ¹ Pass Pass 4 🛦 Pass Pass Pass 1. Splinter 4 ♠ by South Made 6 — NS +680

981E2BA4A2DF2C88EAC244D4AA40



9B2FAB66D6FBDB823B15B22DB090



Shape 4135 1444 5422 3442 HCP 14 6 16 4 Losers 6 9 5 10

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

- 1. Splinter
- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0
- 4. King ask by 5 NT
- 5. K=1
- 6 ♠ by South

9A2BC5950738B8A39ED312788632

Board 133South Deals N-S Vul

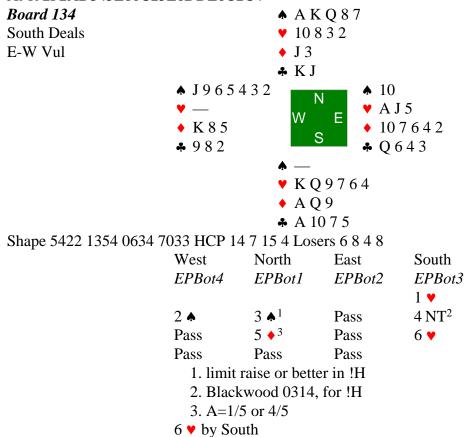
- **▲** A J 10 5 2 **▼** K J 3
- **♦** 7
- ♣ AJ86
- ★ K 6▼ 10 9 4 2◆ 8 6 5 2♣ 10 9 4
- W E S 4 4 V Q 7 6 5 A 10 9 4 7 5 3 2
- **♠** Q9873
- **♥** A8
- ♦ KQJ3
- **♣** K Q

Shape 5314 1444 5242 2443 HCP 14 6 17 3 Losers 7 8 5 10

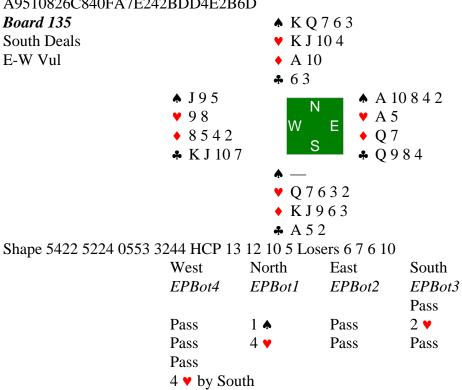
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ◆ ¹	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♦ ⁴
Pass	5 A	Pass	Pass
D			

- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=1/5 or 4/5
- 5 ♠ by South

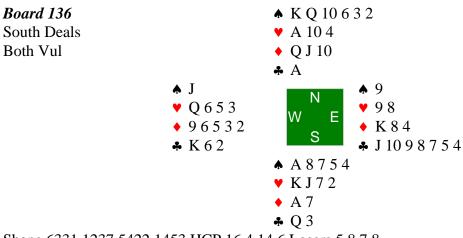
A9192F2AD345E80C25E6DDE6C2C4



A9510826C840FA7E242BDD4E2B6D



AB8F2035E6065A92AE38BA823928

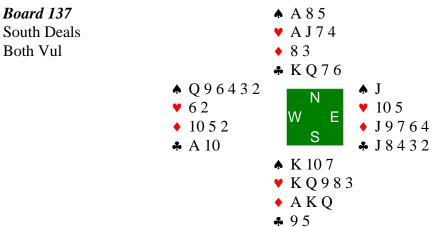


Shape 6331 1237 5422 1453 HCP 16 4 14 6 Losers 5 8 7 8

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

- 1. Splinter
- 2. Cue bid, a !D stopper
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=0
- 6 ♠ by South

AB0CAFEF4298E12683F319C2E6FA



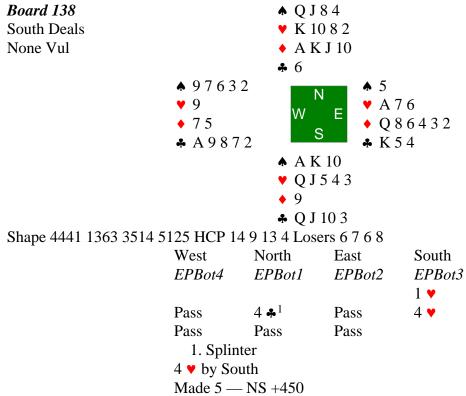
Shape 3424 1255 3532 6232 HCP 14 3 17 6 Losers 7 9 5 8

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

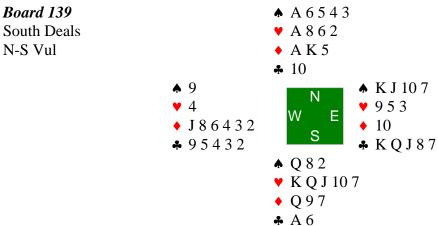
- 1. Stayman
- 2. artificial
- 3. Cue bid, a !D stopper
- 4. Cue bid, a !C stopper
- 5. Blackwood 0314, for !H
- 6. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

A8988A2D2989F00CD4DF662EEDCC



BA0D6EA6626BD48266011C301080



Shape 5431 4315 3532 1165 HCP 15 10 14 1 Losers 6 7 6 8

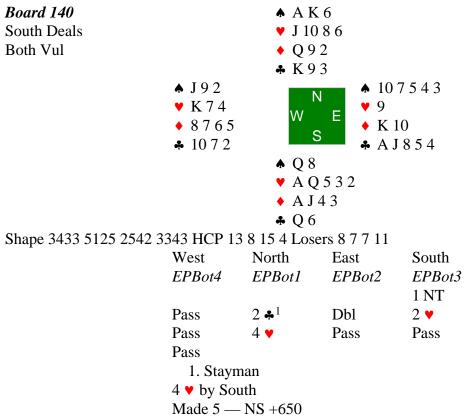
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Dbl	4 ♦ ²
Pass	$4 NT^3$	Pass	5 ♠ ⁴
Pass	6 Y	Pass	Pass
Pacc			

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

BB2E33A5CE40D78A78096A7E6FE4



BB0D63CE65E48FBADA48366366FC

♠ A 5 **Board 141 ∨** AQ96 South Deals ◆ J 10 5 3 Both Vul **♣** K 9 4 ♠ Q 10 7 2 **▲** KJ643 **v** 8 5 2 **♦** 876 ♦ K4 S ♣ Q8753 **♣** 10 6 2 **♦** 98 ♥ KJ1043 ♦ AQ92 **♣** A J

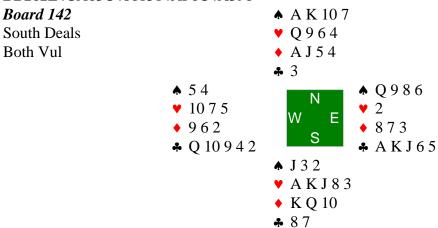
Shape 2443 5125 2542 4333 HCP 14 9 15 2 Losers 7 6 6 11

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

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

6 ♥ by South

BB262E4CA63C4861314AF6C4A398



Shape 4441 4135 3532 2335 HCP 14 10 14 2 Losers 6 7 7 10

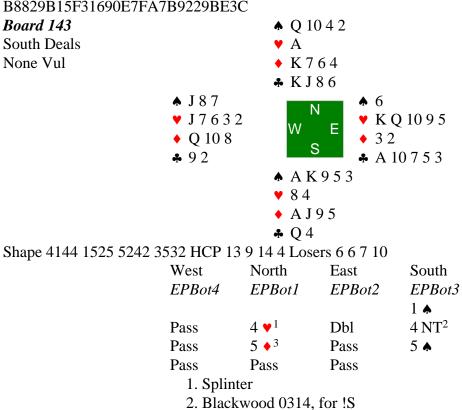
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Dbl	4 ♦ ²
Pass	$4 NT^3$	Pass	5 ∨ ⁴
Pass	6 Y	Pass	Pass
Pass			

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

B8829B15F31690E7FA7B9229BE3C

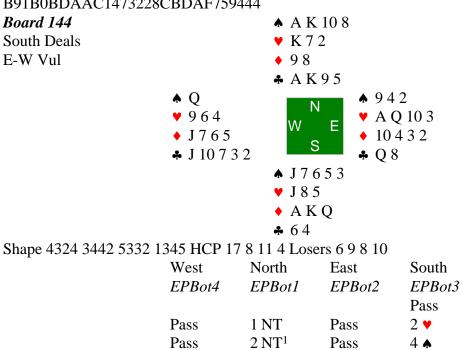


3. A=1/5 or 4/5

Made 6 — NS +480

5 ♠ by South

B91B0BDAAC1473228CBDAF759444



1. Extended acceptance after NT

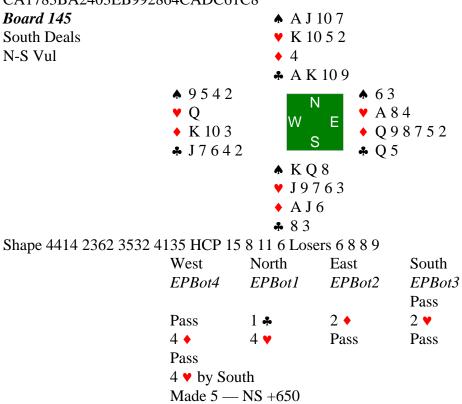
Pass

Pass

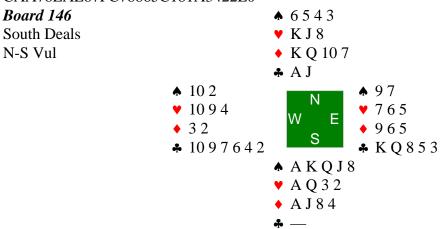
4 ♠ by South

Pass

CA1783BA2403EB992864CADC61C8



CAA78EAE87FC78865C181A3422E0



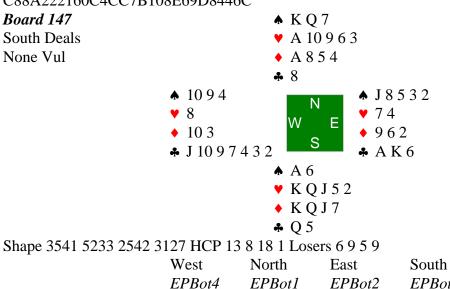
Shape 4342 2335 5440 2326 HCP 14 5 21 0 Losers 7 9 3 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			2 + 1
Pass	$2 \diamond^2$	Pass	2 🛦
Pass	$4 \mathrm{NT^3}$	Pass	5 ♦ ⁴
Pass	5 Y	Pass	$5 \mathrm{NT}^5$
Pass	7 🛦	Pass	Pass
Daga			

Pass

- 1. strong
- 2. waiting
- 3. Blackwood 0314, for !S
- 4. A=1/5 or 4/5
- 5. !S queen no !C king no !D king no !H king
- 7 ♠ by South

C88A222160C4CC7B108E69D8446C



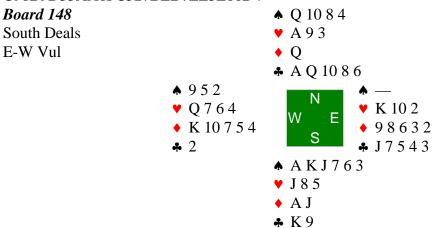
Pass
$$4 \clubsuit^1$$
 Pass $4 \clubsuit^2$ Pass $6 \blacktriangledown$ Pass Pass Pass

Pass

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !H
- 4. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

C98B9D33AA1FC527BEB7EE3E86D4

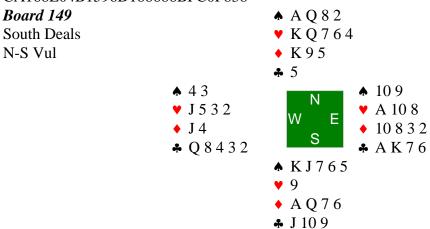


Shape 4315 0355 6322 3451 HCP 14 4 17 5 Losers 6 8 6 8

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

- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=0/5 or 3/5
- 6 ♠ by South

CA168E04B1596D188686BFC0F838

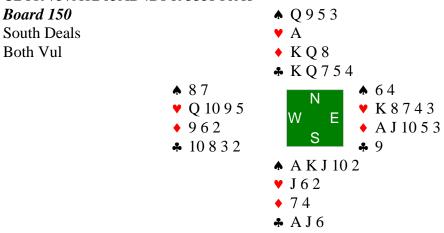


Shape 4531 2344 5143 2425 HCP 14 11 11 4 Losers 5 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Pass	4 ♦ ²
Pass	$4 NT^3$	Pass	5 ∨ ⁴
Pass	5 A	Pass	Pass
Pacc			

- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !S
 - 4. A=2/5 or 5/5, Q(S)=0
- 5 ♠ by South

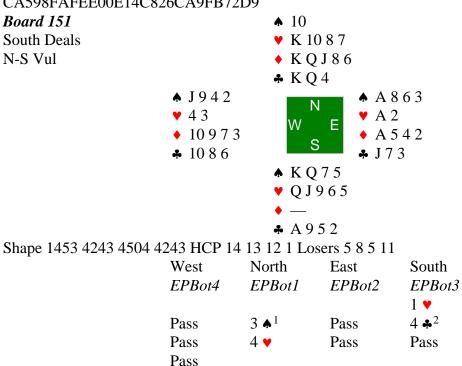
CB819737A1B03AD4DF69335F10A8



Shape 4135 2551 5323 2434 HCP 16 8 14 2 Losers 4 7 8 10

	100112103		
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♥ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	6 ♠
Pass	Pass	Pass	
1. Spli	nter		
2. Blac	kwood 0314	, for !S	
3. A=1	/5 or 4/5		
6 ♦ by So	outh		
Made 6 -	- NS +1430		

CA598FAFEE00E14C826CA9FB72D9



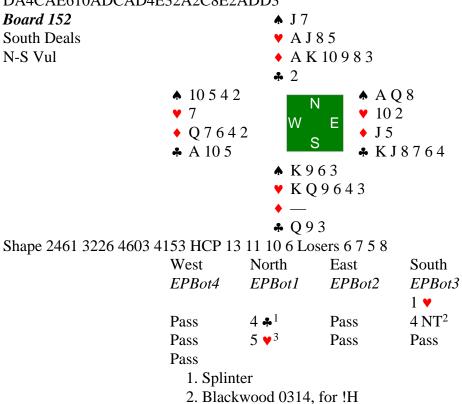
1. Splinter

Made 5 — NS +650

4 ♥ by South

2. Cue bid, a !C stopper

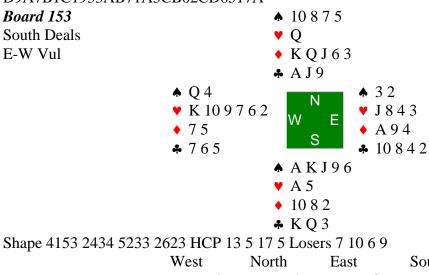
DA4CAE610ADCAD4E32A2C8E2ADD3



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

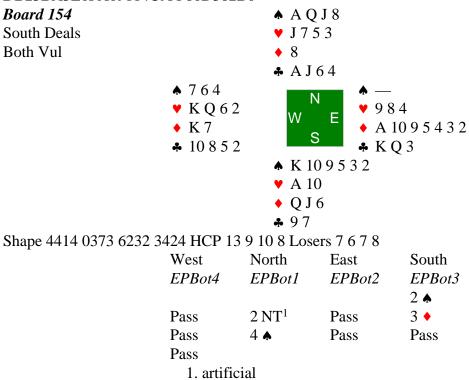
5 ♥ by South

D9A7B1C1933AB71A3CB02CD6517A



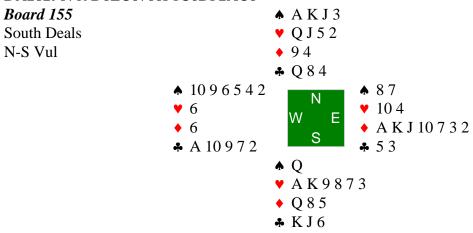
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 ♣ ¹	Pass	2 🛦
Pass	4 🛦	Pass	Pass
Pass			
1. Stayı	man		
4 ♠ by So	outh		
Made 6 —	– NS +480		

DB23BA3E0FA09114C9FF80D382B0



4 ♠ by South

DA28298709D8EC6768F1C6DF2AC8



Shape 4423 2272 1633 6115 HCP 13 8 15 4 Losers 7 7 6 7

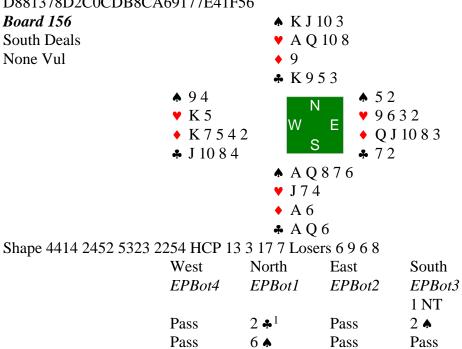
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
2 🛦	3 ♠ ¹	Pass	$3 NT^2$
Pass	4 🕶	Pass	$4 \mathrm{NT}^3$
Pass	5 ♦ ⁴	Dbl	5 Y
Pass	Pass	Pass	

- 1. limit raise or better in !H
- 2. Cue bid, a !S stopper
- 3. Blackwood 0314, for !H
- 4. A=1/5 or 4/5

5 ♥ by South

Down 1 — NS -100

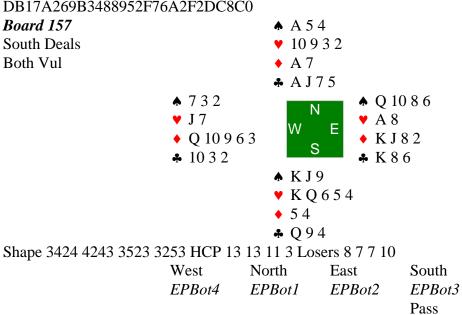
D881378D2C0CDB8CA69177E41F56



Pass

1. Stayman 6 ♠ by South

DB17A269B3488952F76A2F2DC8C0



1 ♣

2 🔻

Pass

Pass

Pass

Pass

1 🔻

3 ♥

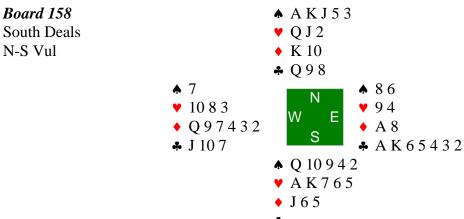
Pass

Pass

Pass

3 **♥** by South

DA2A2E8304BC937BE06626923282



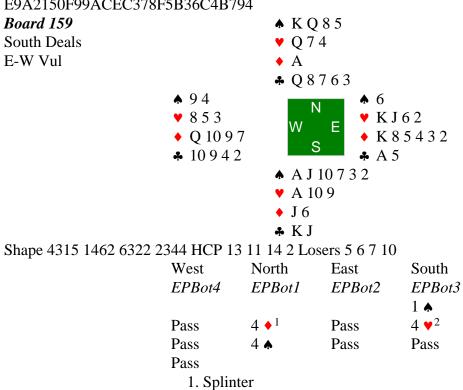
Shape 5323 2227 5530 1363 HCP 16 11 10 3 Losers 6 6 6 9

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

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

6 ♠× by South

E9A2150F99ACEC378F5B36C4B794



2. Cue bid, surplus

Made 5 — NS +450

4 ♠ by South

EB5FD7A325BB189B9CA81BE23220

Board 160 ▲ J9532 South Deals **y** — Both Vul ♦ KJ ♣ A K Q 10 8 5 **∧** K4 **v** 10 3 A K 9 8 7 5 ◆ 109865 ◆ Q432 **♣** 9762 **4** 4 3 ♠ Q 10 8 7 6 ♥ QJ642 ♦ A 7

Shape 5026 1642 5521 2254 HCP 14 13 10 3 Losers 4 5 6 9

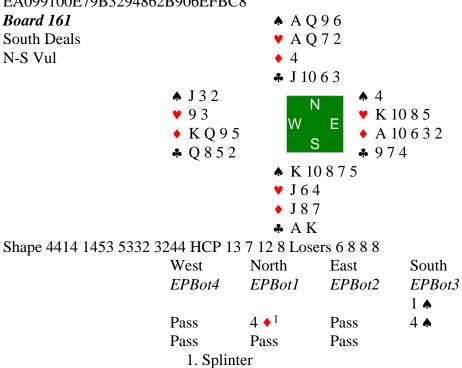
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			Pass
Pass	1 🚓	1 🔻	1 🛦
Pass	4 ♥ ¹	Dbl	$4 \mathrm{NT^2}$
Pass	$5 \diamond^3$	Pass	6 ♠
Pass	Pass	Dbl	Pass
Pass	Pass		
1. Splin	ter		
2. Black	kwood 0314,	for !S	

♣ J

- 3. A=1/5 or 4/5
- 6 ♠× by South

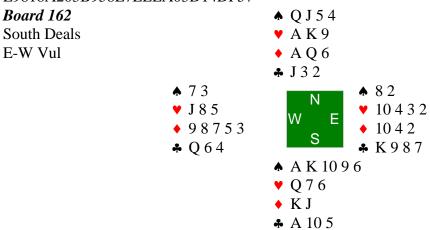
Down 1 — NS -200

EA099100E79B3294862B906EFBC8



4 ♠ by South

E9818A203B958E7EEEA03D14DF57



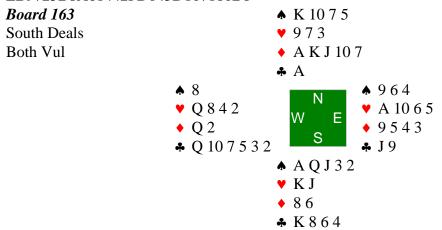
Shape 4333 2434 5323 2353 HCP 17 3 17 3 Losers 7 10 6 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 ♣ ¹	Pass	2 🛦
Pass	3 ♥ ²	Pass	3 A
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	7 🛦	Pass	Pass
Pass			

- Pass
 - 1. Stayman
 - 2. artificial
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
- 7 ♠ by South

Down 1 — NS -50

EB9725B8A61442FD045D107180B8

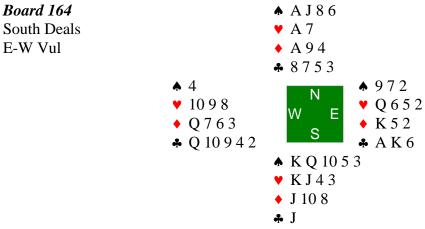


Shape 4351 3442 5224 1426 HCP 15 5 14 6 Losers 6 10 6 7

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

- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=1/5 or 4/5
- 5 ♠ by South

F902A69C29B8703B4F1E97E0AF54



Shape 4234 3433 5431 1345 HCP 13 12 11 4 Losers 8 8 7 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			Pass
Pass	1 📤	Pass	1 🛦
Pass	2 🛦	Pass	4 🛦
Pass	Pass	Pass	
4 ♠ by So	uth		
Made 4 —	- NS +420		