08822EC30EF821F52CFECEEE02A8 **▲** KJ973 Board 1 ♥ AQJ53 South Deals None Vul **◆** 10 2 **♣** Q ♠ Q 10 8 6 5 4 **v** 10 8 6 W **8** KJ7654 S **4** 10 7 2 ♣ AKJ6543 **♠** A 2 **∨** K9742 ♦ AQ93 **4** 98 Shape 5521 0067 2542 6313 HCP 13 12 13 2 Losers 6 3 6 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3

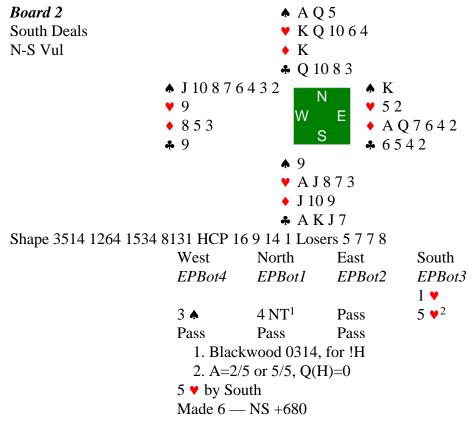
West North East South EPBot4 EPBot1 EPBot2 EPBot51 \checkmark Pass 4 * 1 $4 NT^2$ $6 \checkmark$ Pass Pass Pass

1. Splinter

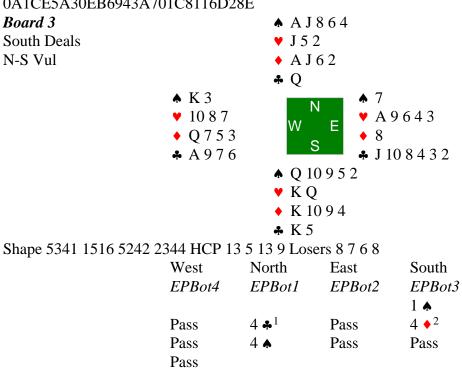
2. Unusual 4 NT $6 \checkmark$ by South

Made $6 \longrightarrow NS + 980$

0A294D0BE5C7B4E3E9CA12CAE3DA

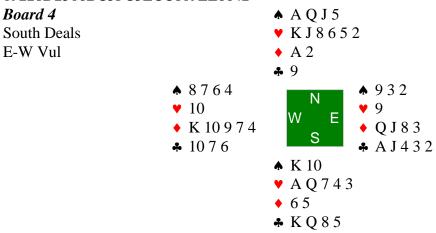


0A1CE5A30EB6943A701C8116D28E



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

09228D2506BC5FC5ECC809EE6642



Shape 4621 3145 2524 4153 HCP 15 8 14 3 Losers 5 8 5 9

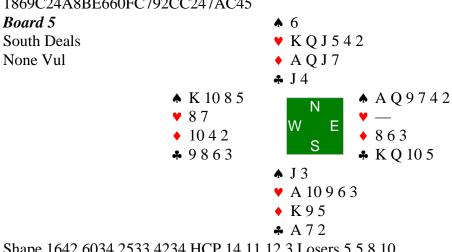
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Dbl	4 ♦ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♦ ⁴
Pass	6 Y	Pass	Pass
Pacc			

Pass

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

6 ♥ by South

1869C24A8BE660FC792CC247AC45



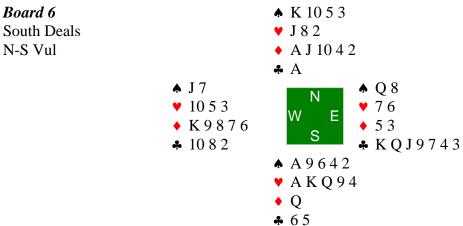
Shape 1642 6034 2533 4234 HCP 14 11 12 3 Losers 5 5 8 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	3 ♠ ¹	Dbl	4 ♣²
Pass	$4 NT^3$	Pass	5 ♥ ⁴
Pass	Pass	Pass	
1 Splir	nter		

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

5 ♥ by South

1AAF2266CE3CA240D29139AE3A8C



Shape 4351 2227 5512 2353 HCP 13 8 15 4 Losers 7 7 5 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Pass	4 ♦ ²
Pass	4 🛦	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=0/5 or 3/5

6 ♠ by South

1A2CA61E825C148E89FBF2508531

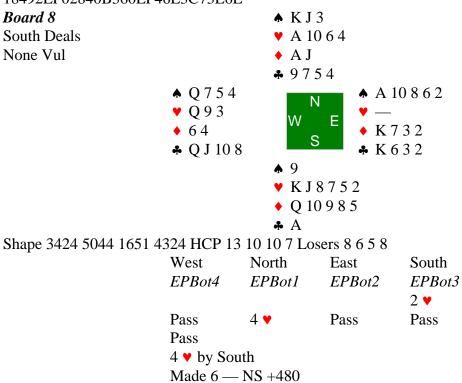
Board 7 **♠** AQ92 South Deals ♥ J873 N-S Vul ♦ A Q 10 8 **.** 6 **♦** 65 **▲** 10 4 Ν **v** 652 ♥ Q 10 9 4 ◆ J 5 4 2 **♦** 76 S ♣ A 10 9 4 ♣ KQJ85 **▲** KJ873 ♥ A K ♦ K93 **♣** 732

Shape 4441 2425 5233 2344 HCP 13 8 14 5 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 ^	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

18492EF02840B360EF46E3C73E6E



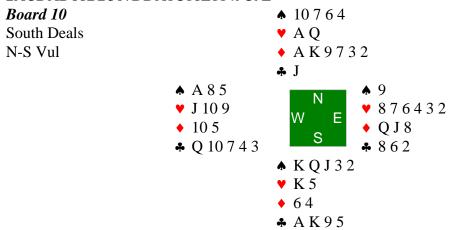
1A2DC9428A22DBF325602217A2C2 **▲** A 10 7 5 4 Board 9 South Deals **♥** KQJ2 N-S Vul • A **♣** 984 **♦** K982 **♠** Q 6 **v** 8 **9** 4 ♦ KJ9 • Q 10 8 6 5 3 2 ♣ QJ10532 **♠** J3 A 10 7 6 5 3 **♦** 74 ♣ A K 7 Shape 5413 2236 2623 4171 HCP 14 9 12 5 Losers 6 8 7 6 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 **4** ♦ ¹ **3** ♦ Pass 4 🔻 Pass Pass Pass

4 ♥ by South

Made 6 — NS +680

1. limit raise or better in !H

2ACDAD88BB307DDA1C16E1149C9E



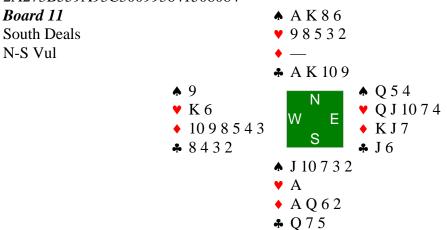
Shape 4261 1633 5224 3325 HCP 14 3 16 7 Losers 6 9 5 9

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			

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

6 ♠ by South

2A273B559A93C300993641508084



Shape 4504 3532 5143 1264 HCP 14 10 13 3 Losers 5 8 6 8

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

2987EB7842A4F2FD436FE459A344

Board 12 South Deals ♥ AJ72 E-W Vul ◆ J973 ♣ AK763 **★** K 9 8 5 **♦** QJ7642 ♥ Q98 **♦** 86 A 10 5 2 S ♣ Q 10 5 2 **♣** J 9 **▲** A 10 3 **♥** K 10 6 5 3 ♦ K Q 4

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

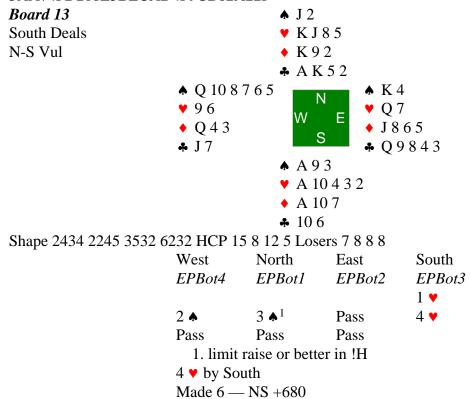
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	3 ♠ ¹	Pass	4 ◆ ²
Pass	$4 NT^3$	Pass	5 ∨ ⁴
Pass	6 Y	Pass	Pass
Pacc			

***** 84

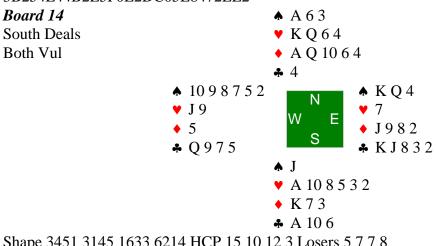
- Pass
 - 1. Splinter
 - 2. Cue bid, a !D stopper
 - 3. Blackwood 0314, for !H
 - 4. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

3AA74FD208E5BECAD4F9CB62A22F



3B254E44B2E5F0E2DC05E8472EE2



Shape 3451 3145 1633 6214 HCP 15 10 12 3 Losers 5 7 7 8

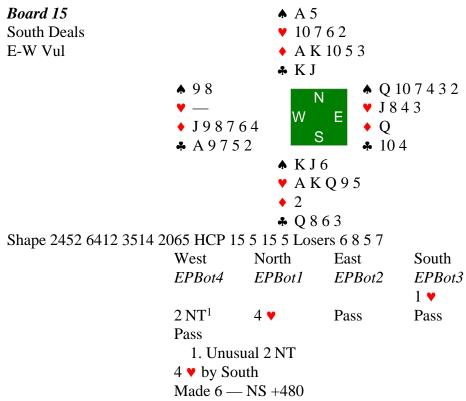
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Pass	4 💙
Pass	$4 \mathrm{NT}^2$	Pass	$5 \wedge 3$
Pass	$5 \mathrm{NT^4}$	Pass	6 ♦ ⁵
Pass	6 Y	Pass	Pass
Pacc			

Pass

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

6 ♥ by South

3920A3659F42ECDD4C8D205E5148



3B876CA9444B30EF6260DBB1D38B

Board 16 **♠** 9 ♥ AJ102 South Deals Both Vul ♦ A J ♣ A 10 8 5 3 2 **♦** 853 **★** KJ1076 **9** 4 **♥** 53 ◆ Q 10 5 2 97643 S **♣** KJ96 **.** 7 **▲** A Q 4 2 ♥ KQ876 ★ K 8

Shape 1426 5251 4522 3244 HCP 14 4 16 6 Losers 6 8 5 9

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

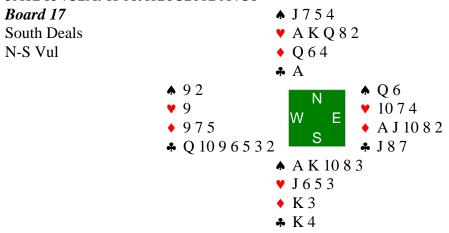
♣ Q 4

- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, surplus
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5
- 6. King ask by 5 NT
- 7. K=0

7 **♥** by South

Down 1 — NS –100

3A8B854C2A98F08A126C201DA4C8

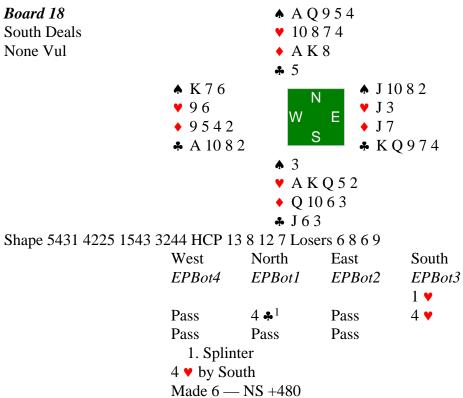


Shape 4531 2353 5422 2137 HCP 16 8 14 2 Losers 5 10 6 8

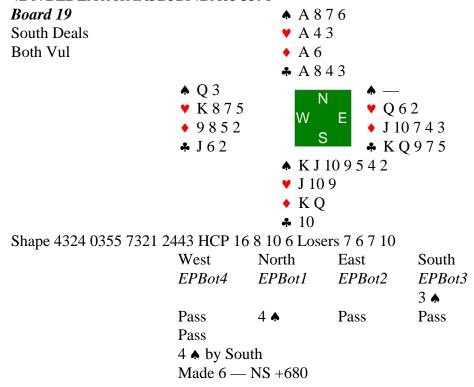
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ^
Pass	4 ♣¹	Pass	4 ♥ ²
Pass	$4 \mathrm{NT}^3$	Pass	5 ♥ ⁴
Pass	6 A	Pass	Pass
Pass			

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

4828EA225D403648CEF127069164



4B07BEDEA0A1AA3B3214BA83C398



489303C890EF57849D341631B25F

♦ K 6 5 4 Board 20 **♥** K Q 8 South Deals None Vul • Q ♣ A K 10 9 2 **♠** Q 10 **♦** 92 **•** 643 AJ9752 9865 **♦** 10 7 2 S ♣ QJ86 **4** 53 **▲** AJ873 **v** 10 ♦ A K J 4 3

Shape 4315 2632 5152 2344 HCP 17 5 13 5 Losers 5 9 6 10

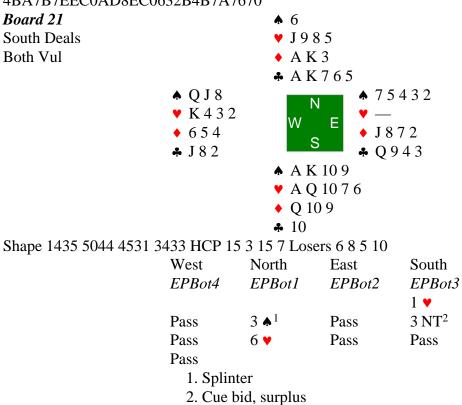
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♦ ¹	Pass	4 ♠
Pass	$4 NT^2$	Pass	5 ♥ ³
Pass	6 A	Pass	Pass
Pass			

4 74

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

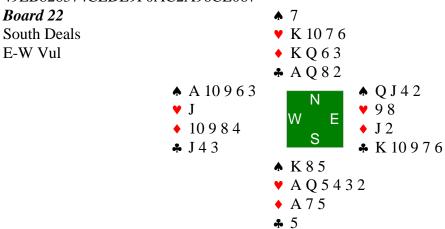
6 ♠ by South

4BA7B7EEC0AD8EC0632B4B7A7670



6 ♥ by South

49EB826374CEDE9F0AC2A96CE067



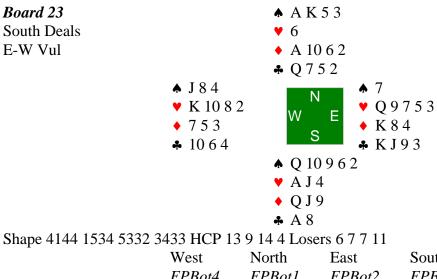
Shape 1444 4225 3631 5143 HCP 14 7 13 6 Losers 5 8 6 9

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

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

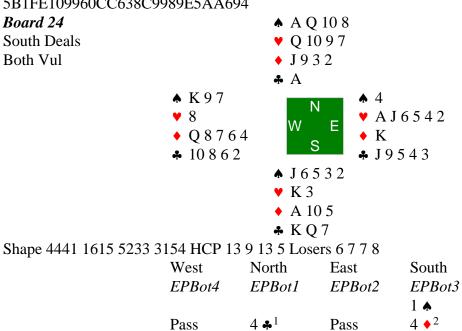
6 ♥ by South

5921369BEAB09AF55F801FE41EB3



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 !S 3. A=0/5 or 3/5 6 ♠ by South Made 6 — NS +980

5B1FE109960CC638C9989E5AA694



Pass 1. Splinter

Pass

2. Cue bid, a !D stopper

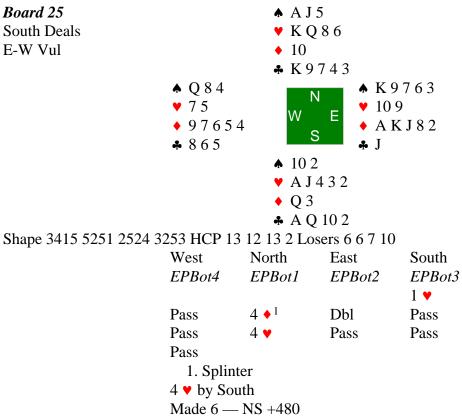
4 🛦

Pass

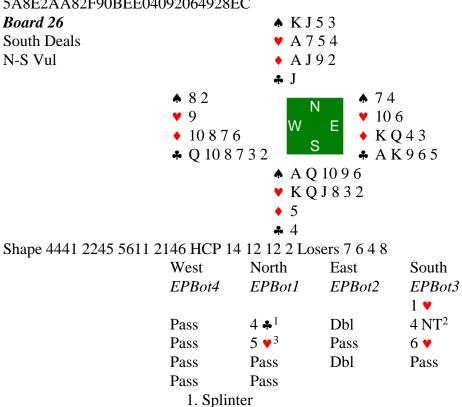
Pass

4 ♠ by South

592547C926915FC47F4C3CEF6BA5



5A8E2AA82F90BEE04092064928EC



6 ♥× by South

Made 6 — NS +1660

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

5922E0624DE8CCE414A21D05614E

Board 27 **∧** A 7 5 4 South Deals **♥** J942 E-W Vul ♦ AKQ63 **♦** QJ32 **★** K 10 9 8 Ν **v v** 75 ♦ J952 **♦** 874 ♣ K 10 9 8 7 ♣ AQ62 **♠** 6 ♥ AKQ10863 **♦** 10 ♣ J 5 4 3

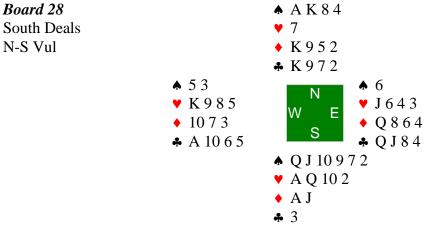
Shape 4450 4234 1714 4045 HCP 14 9 10 7 Losers 5 8 5 7

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

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

7 ♥ by South

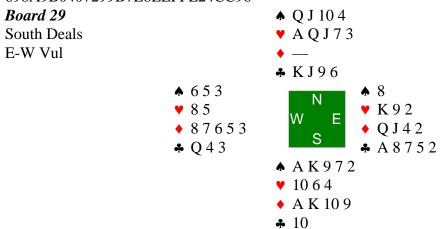
6A243FAA96A0BF3A8358FC1AD1AF



Shape 4144 1444 6421 2434 HCP 13 6 14 7 Losers 6 8 5 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. Spli	nter		
2. Blac	kwood 0314	, for !S	
3. A=2	/5 or 5/5, Q(S	S)=0	
5 ♠ by So	outh		
Made 6 –	– NS +680		

698A9B0407299B7E8EEFFE24CC96



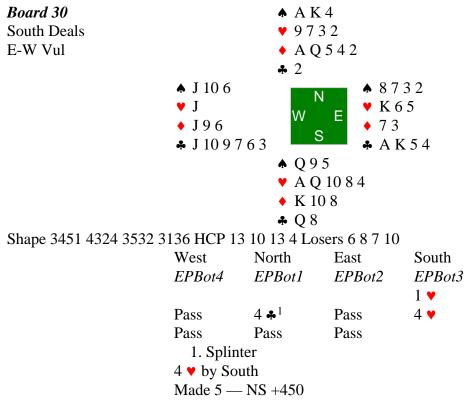
Shape 4504 1345 5341 3253 HCP 14 10 14 2 Losers 5 7 6 10

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

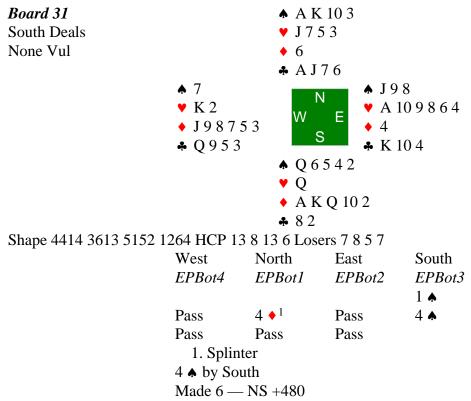
- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=0/5 or 3/5

6 ♠ by South

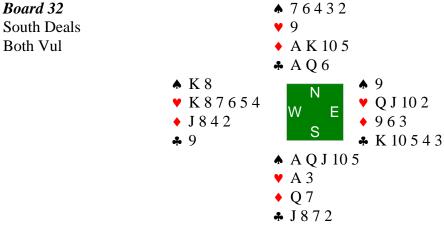
69221AA1FCE88C6944DC92224443



681332A047125455C79B849E04B1



7BA7F69F999640F93D33B63A2219

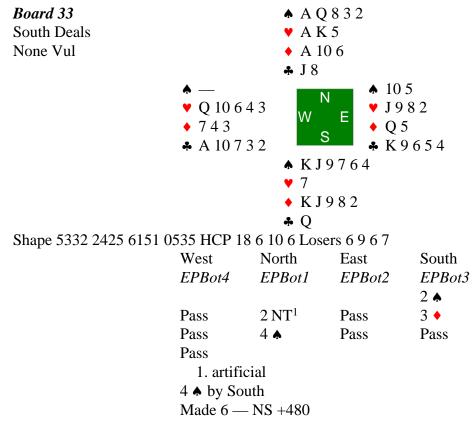


Shape 5143 1435 5224 2641 HCP 13 6 14 7 Losers 6 8 7 7

West	North	East	South
W CSt	1101111	Last	Doum
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ∨ ¹	Pass	$4 \mathrm{NT^2}$
Pass	$5 \triangleq 3$	Pass	Pass
Pass			
1. Splin	ter		
2. Black	wood 0314,	for !S	

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

7808823D93789213A4BA4EB63410



89406BAA879C54E788AE081C1C37 Board 34 **♦** 5432 South Deals ♥ AJ75 E-W Vul • A **♣** KJ82 **8 ∧** A K 9 **v** 10 9 4 3 **v** 2 **◆** 10 6 4 3 ♦ J982 S ♣ A 10 9 7 5 4 3 ♣ Q 6 ♠ QJ1076 **♥** KQ86 ♦ KQ75 Shape 4414 3442 5440 1147 HCP 13 10 13 4 Losers 7 9 4 7 West North East South EPBot4 EPBot2 EPBot1 EPBot3 1 🛦 **4** ♦ ¹ Pass Pass 4 🛦

Pass

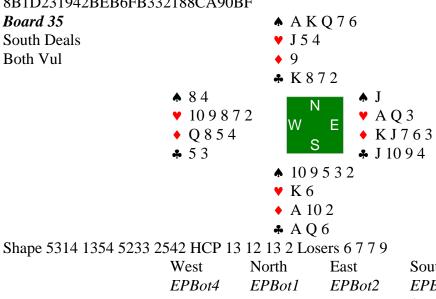
Pass

1. Splinter 4 ♠ by South

Made 5 — NS +450

Pass

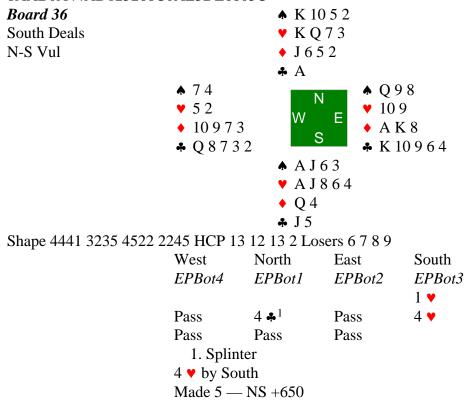
8B1D231942BEB6FB332188CA90BF

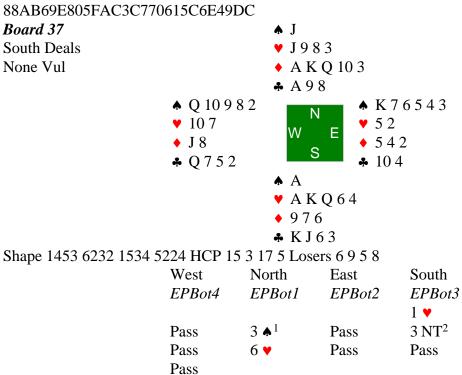


South EPBot3 1 🛦 Pass **4** ♦ ¹ Pass $4 NT^2$ 5 **♠**³ Pass Pass 6 ♠ Pass Pass Pass 1. Splinter

- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=1
- 6 ♠ by South

8AAB0A44AD125268C0AE3DE6803C



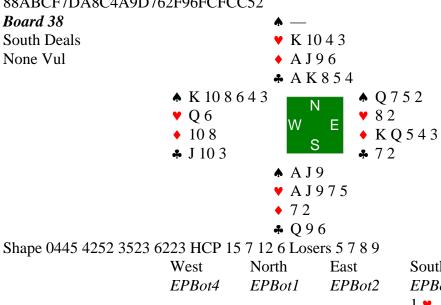


1. Splinter

6 ♥ by South

2. Cue bid, surplus

88ABCF7DA8C4A9D762F96FCFCC52



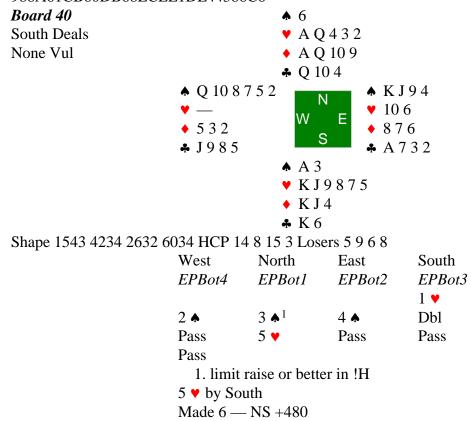
EPBot4EPBot1EPBot2EPBot31 \checkmark 1 \checkmark 2 \spadesuit 3 \spadesuit 14 \spadesuit DblPass4 NT2Pass5 \checkmark 3Pass6 \checkmark PassPassPass	West	North	East	South
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	EPBot4	EPBot1	EPBot2	EPBot3
Pass 4 NT^2 Pass $5 \checkmark^3$ Pass $6 \checkmark$ Pass Pass				1 🔻
Pass 6 ♥ Pass Pass	2 🛦	3 ♠ ¹	4 🛦	Dbl
	Pass	$4 \mathrm{NT^2}$	Pass	5 ∨ ³
Pass	Pass	6 Y	Pass	Pass
	Pass			

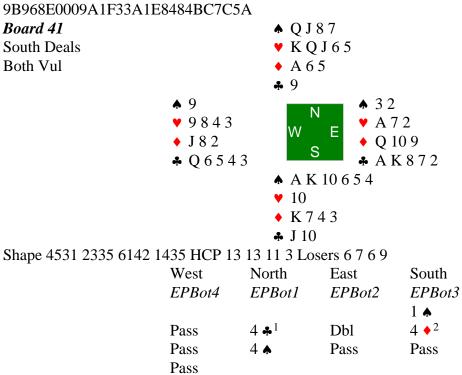
- 1. limit raise or better in !H
- 2. Blackwood 0314, for !H
- 3. A=2/5 or 5/5, Q(H)=0

6 ♥ by South

8A116B4D27F7C262237476C22286 Board 39 **▲** AJ73 South Deals ♥ Q942 N-S Vul • Q ♣ KJ 107 **▲** 1094 **★** K Q 8 6 5 **v** 10 6 5 ◆ A 9 8 7 4 3 985432 **.** 6 **A** 2 ♥ KJ873 ◆ J 10 6 5 2 ♣ A Q Shape 4414 5116 1552 3361 HCP 13 12 11 4 Losers 7 5 7 9 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 **4** ♦ ¹ Pass Pass 4 🔻 Pass Pass Pass 1. Splinter 4 ♥ by South

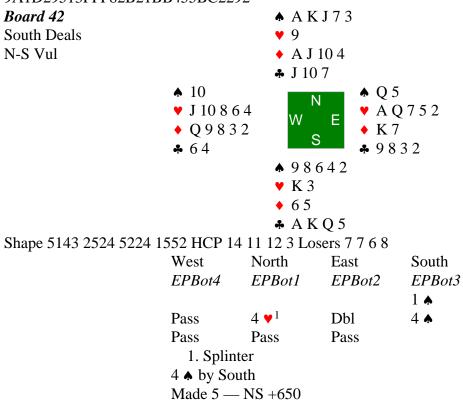
988A61CB60DB68ECEE1DE44386C6



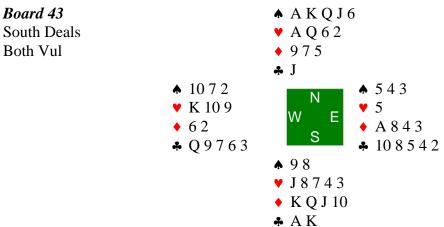


- 1. Splinter
- 2. Cue bid, a !D stopper
- 4 ♠ by South

9A1D29513FFF82B21BB455BC2292



9B013D0C2FFEB4A2E408566260CA



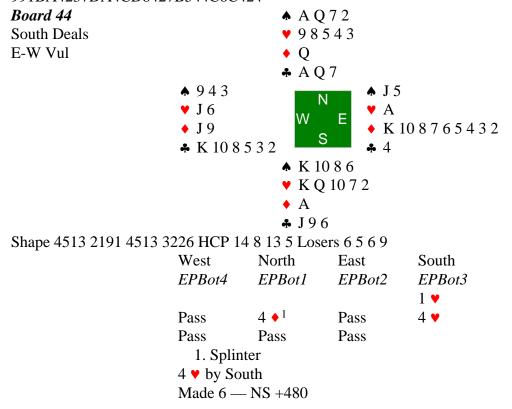
Shape 5431 3145 2542 3325 HCP 17 4 14 5 Losers 5 9 6 9

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

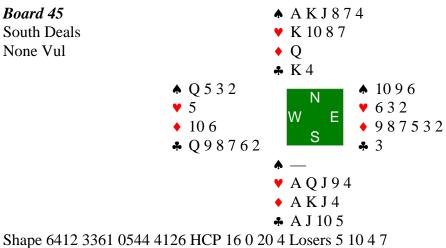
- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !H
 - 4. A=1/5 or 4/5

5 ♥ by South

991BA4237DA4CD8427B544C6C424



A82103E821456C0C0C54FD23DEDC

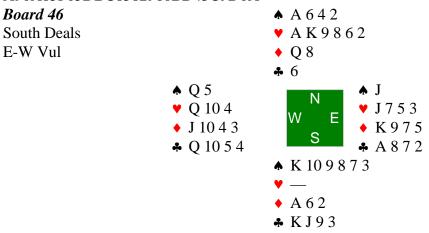


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ◆ ¹	Pass	$4 \mathrm{NT^2}$
Pass	5 ♥ ³	Pass	$5 \mathrm{NT^4}$
Pass	6 ♥ ⁵	Pass	7 💙
Pass	Pass	Pass	

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

7 ♥ by South

A90A85F05DBC8582960BD43C9D0A



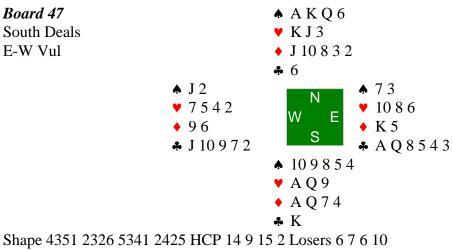
Shape 4621 1444 6034 2344 HCP 13 9 11 7 Losers 6 8 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 ^
Pass	4 ♣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)=1

6 ♠ by South

A92A052AC090AC92781FB6BA42F0

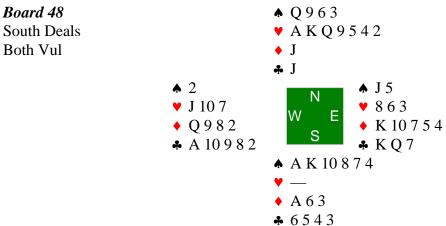


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Dbl	4 ◆ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♥ ⁴
Pass	5 A	Pass	Pass
Pass			

- 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

AB8C820A77B00898B21D41811DC8



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

AB2F2ACD6FC0D2B94006380A62A9

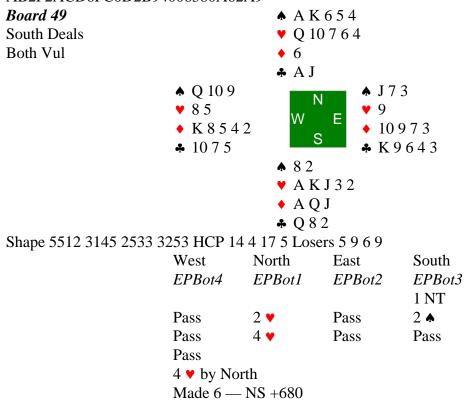
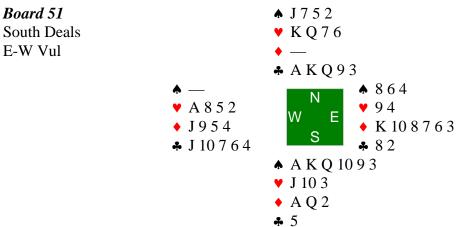


ABB44521C1A285F80866F36462B6 **♠** Q 7 Board 50 ▼ KJ97 South Deals Both Vul ♦ AK9642 **4** 5 **♦** J85 **∧** K 6 4 3 ♥ A 8 5 2 QJ1053 **♦** 87 S ♣ A 8 7 4 **♣** 10 6 3 2 ♠ A 10 9 2 ♥ Q 10 6 4 3 **♣** KQJ9 Shape 2461 4054 4504 3424 HCP 13 6 12 9 Losers 6 7 5 9

West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 Pass 4 **♣**¹ Pass 4 🔻 Pass Pass Pass 1. Splinter 4 ♥ by South Made 5 — NS +650

A9BB878B2CA49F7604443D5CA73A

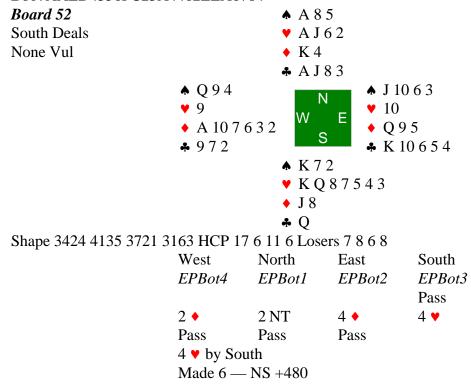


Shape 4405 3262 6331 0445 HCP 15 3 16 6 Losers 4 9 5 8

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 ♦	Pass	$5 \mathrm{NT}^5$
Pass	6 ^	Pass	Pass
Dogg			

- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
 - 5. !S queen no !H king no !C king no !D king
- 6 ♠ by South

B807AAED4356FC23A4462EEA6784



B9C1BD211806F29C6C440626E9E7

♠ QJ1054 Board 53 South Deals ♥ A 10 6 5 E-W Vul ♦ A Q 9 **.** 2 **▲** A 9 3 2 **∨** K9 ♦ K87 ♣ J876

- **↑** 76 **♥** J8 10 6 5 4 2 **4** 10 9 5 4
- **∧** K8 Q7432 **♦** J3 ♣ A K Q 3

Shape 5431 2254 2524 4234 HCP 13 1 15 11 Losers 6 10 5 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 Y	Pass	Pass
Pass			

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

5 ♥ by South

B9A0D14201B940E4E522E0C4767A

Board 54 South Deals E-W Vul

♦ J 6 **♥** QJ94 ♦ AKQJ965 **★** K 8 7 5 4 **♦** Q932 ♥ K **♦** 8743 S ♣ Q632 **▲** A 10 A 8 7 6 5 **♦** 10 2

Shape 2470 4144 2524 5305 HCP 14 7 12 7 Losers 4 8 7 7

v 10 3 2

♣ A 9 8 5 4

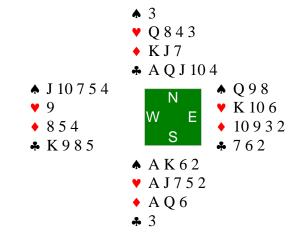
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Pass	4 🔻
Pass	$4 \mathrm{NT}^2$	Pass	5 ∀ ³
Pass	Pass	Pass	
1. Splin	iter		
2. Black	kwood 0314,	for !H	
3. A=2/	5 or 5/5, Q(1	H)=0	

♣ KJ107

5 ♥ by South

BBAF944FE7D37048E69EE8CB01A2

Board 55South Deals Both Vul

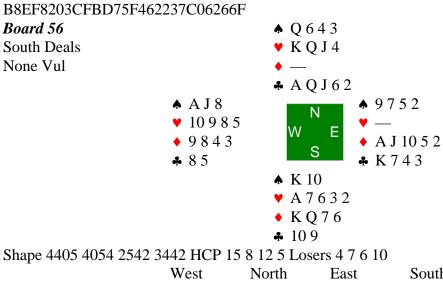


Shape 1435 3343 4531 5134 HCP 13 5 18 4 Losers 6 10 5 9

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

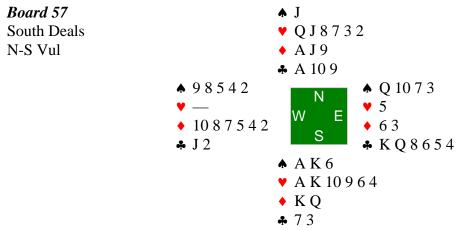
- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=1/5 or 4/5

6 ♥ by South



South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 Pass **4** ♦ ¹ Dbl Pass Pass 4 🔻 Pass Pass Pass 1. Splinter 4 ♥ by South Made 6 — NS +480

BAAFA6460C63EFC241AAD2E249C0



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

BA278947B108F2743EB8D79A8217

Board 58South Deals N-S Vul

A 10 7 2 ▼ K Q 10 3 ◆ 7 ♣ A Q 5 2 N Q 8 ▼ 5 4 2 W E

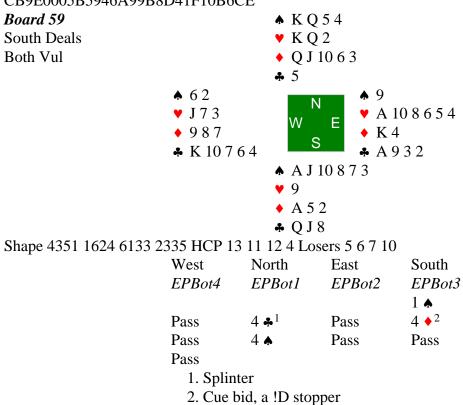
- ♦ 95♥ J 9 8 7 6♦ J 9 3♣ 10 8 6
- ★ K 10 6 4 ★ 9 7 4 3
- **▲** KJ643
- **♥** A
- ♦ AQ852
- **♣** K J

Shape 4414 2344 5152 2533 HCP 15 5 18 2 Losers 5 10 4 11

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	6 ♣ ⁵
Pass	7 🛦	Pass	Pass
Dogg			

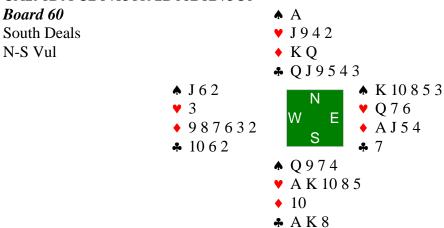
- Pass
 - 1. Splinter
 - 2. Cue bid, surplus
 - 3. Blackwood 0314, for !S
 - 4. A=0/5 or 3/5
 - 5. !S queen and !C king
- 7 ♠ by South

CB9E0005B5946A99B8D41F10B6CE



4 ♠ by South

CA296D9FCB64836192D06B8B73C0



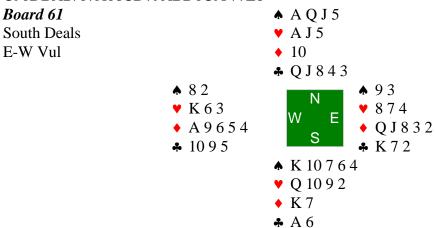
Shape 1426 5341 4513 3163 HCP 13 10 16 1 Losers 6 7 5 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	3 ♠ ¹	Pass	$3 NT^2$
Pass	4 🔻	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=1/5 or 4/5

6 ♥ by South

C90DBA2707A06CD79ABD0C9F77E6

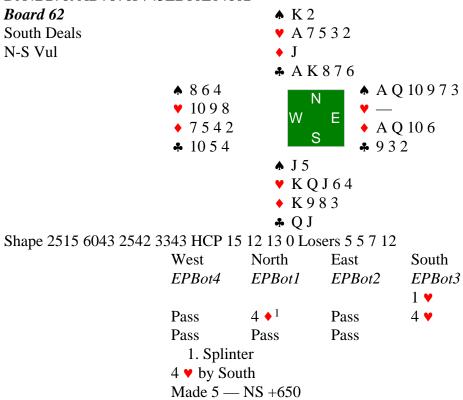


Shape 4315 2353 5422 2353 HCP 15 6 12 7 Losers 6 9 6 9

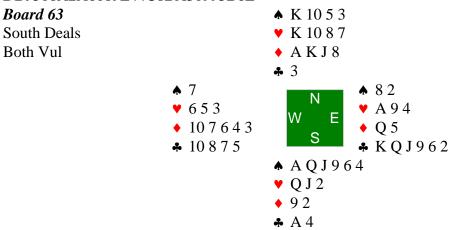
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♦ ¹	Pass	4 🛦
Pass	$4 \mathrm{NT^2}$	Pass	5 ♥ ³
Pass	5 A	Pass	Pass
Pass			

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

DA4B2769AD7876F743EB80E04602



DB9506A2A6089E44C8BA30993B6E



Shape 4441 2326 6322 1354 HCP 14 12 14 0 Losers 6 7 6 10

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

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

6 ♠× by South

E927882E10CC566F7DE77BE5CB85

Board 64 ♠ AQJ **♥** K 10 3 2 South Deals E-W Vul J **4** A 8 6 5 3 **▲** 10 6 4 3 **♦** 9875 **v** 75 **♥** J 9 • Q 10 8 7 • A 9 6 4 2 S ♣ KJ10 **♣** Q 9 **★** K 2 ♥ AQ864 ♦ K 5 3 **♣** 742

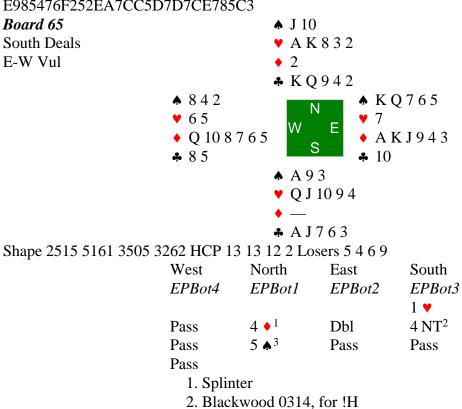
Shape 3415 4252 2533 4243 HCP 15 7 12 6 Losers 6 9 7 9

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

E985476F252EA7CC5D7D7CE785C3

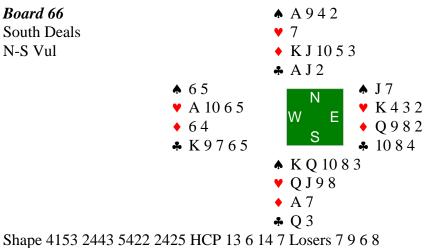


3. A=2/5 or 5/5, Q(H)=1

5 ♠ by North

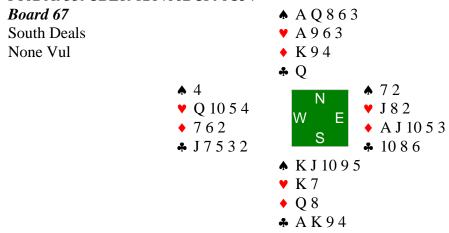
Down 4 — NS -200

EA379CA96FBE28AA44F0FC129D1B



2123 1101	13 0 1 1 / LOS		
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. Spli	nter		
2. Blac	kwood 0314	, for !S	
3. A=2	/5 or 5/5, Q(S	S)=0	
5 ♠ by So	outh		
Made 6 –	– NS +680		

F80DA9339CBE89126406BCF90C54



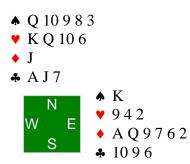
Shape 5431 2353 5224 1435 HCP 15 6 16 3 Losers 6 10 6 9

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

FBB34D01A70A1238F382ACD82891

Board 68 South Deals Both Vul



- **▲** AJ652
- ♥ J 5 3
- ♦ K 5
- **♣** K Q 2

Shape 5413 1363 5323 2344 HCP 13 9 14 4 Losers 6 8 7 10

↑ 74

♥ A87

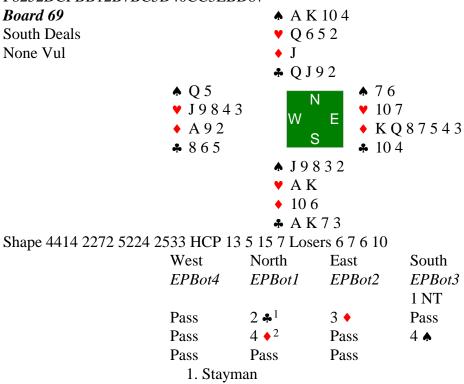
10843

***** 8543

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			

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

F8252DCFBB12B7BC5D40CC3EBD87



2. both majors

Made 6 — NS +480

4 ♠ by South

FB0D81A8040E51FE26EBF2C2682A

Board 70 **▲** AJ1072 South Deals ♥ A K J 10 4 Both Vul → J 7 **.** 6 **♦** 8654 **♦** 93 **v** 85 • Q632 ♦ K954 S ♣ QJ3 **4** 10 8 7 5 4 2 **∧** K Q ♥ Q7632 • A 10 8 ♣ A K 9

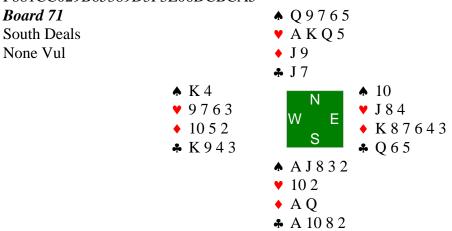
Shape 5521 2146 2533 4243 HCP 14 3 18 5 Losers 6 8 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Pass	4 ◆ ²
Pass	$4 NT^3$	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

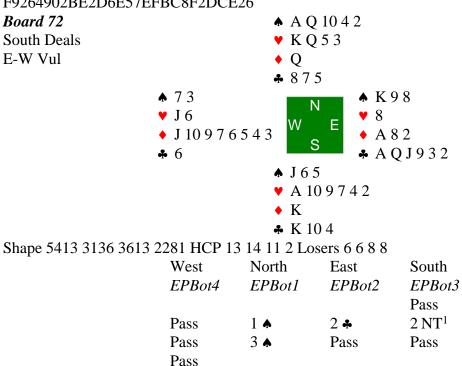
F881CC029B65389D3F3E06DCBCA5



Shape 5422 1363 5224 2434 HCP 13 6 15 6 Losers 6 8 7 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 4 ¹	Pass	2 🛦
Pass	4 🛦	Pass	Pass
Pass			
1. Stayı	man		
4 ♠ by So	outh		
Made 5 —	- NS +450		

F9264902BE2D6E57EFBC8F2DCE26

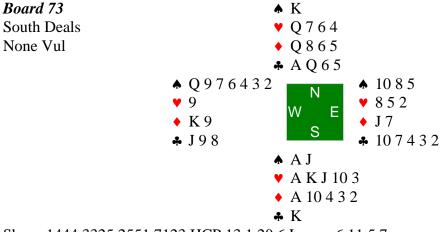


3 ♠ by North

Made 4 — NS +170

1. limit raise or better in !S

08A325CBAC62F458CECB5BC2E2D2



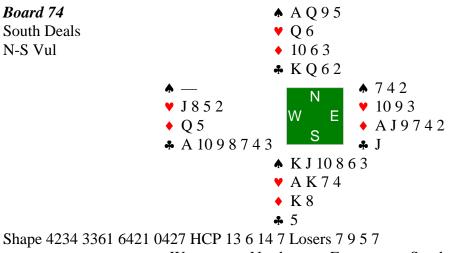
Shape 1444 3325 2551 7123 HCP 13 1 20 6 Losers 6 11 5 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
2 🛧	3 ♠ ¹	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	5 A
Pass	$5 \mathrm{NT^4}$	Pass	6 Y
Pass	Pass	Pass	
4 11 1.			

- 1. limit raise or better in !H
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5
- 4. !H queen no !C king no !D king

6 ♥ by South

0A28A703BA9C18B4688F31689C7B



J 12/ 11C1	15 0 1 1 / 1105		
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
3 .	4 + 1	Pass	$4 \mathrm{NT}^2$
Pass	5 ♦ ³	Pass	5 A
Pass	Pass	Pass	
1. limi	t raise or bett	er in !S	
2. Blac	kwood 0314	, for !S	
3. A=1	/5 or 4/5		
5 ♠ by So	outh		
Made 5 -	− NS +650		

0A8F556C4FE6738468C73A62F361 Board 75 **♦** 5 ♥ AJ86 South Deals N-S Vul • AQJ ♣ AJ963 **▲** KQJ9742 **★** 10 6 3 **9** 9 5 3 K 9432 7 5 S ♣ Q87 **4** 10 5 4 **▲** A8 ♥ Q 10 7 4 2 ♦ K 10 8 6 ♣ K 2

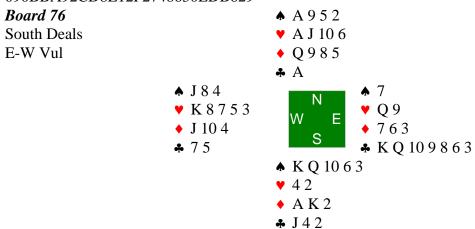
Shape 1435 7123 2542 3343 HCP 17 9 12 2 Losers 6 7 6 11

West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 Pass 3 **♠**¹ Dbl $3 NT^2$ Pass 6 🔻 Pass Pass Pass 1. Splinter

2. Cue bid, a !S stopper

6 ♥ by South

090BBA92CD8E12F2748630EDB629



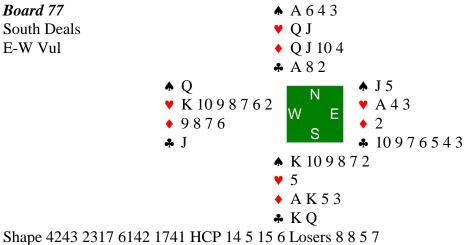
Shape 4441 1237 5233 3532 HCP 15 7 13 5 Losers 6 7 7 10

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ♣¹	Dbl	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

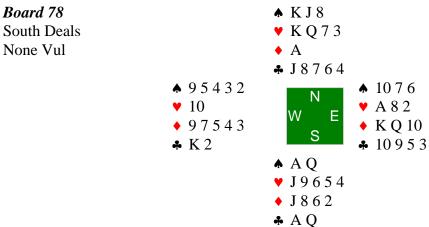
6 ♠ by South

191BB9C140B2BEBFBE3E6A121AB7



i / TI IICI	17 J 15 U LUS	cis o o s i	
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
3 v	4 ♥ ¹	Pass	$4 \mathrm{NT^2}$
Pass	5 ♥ ³	Pass	5 A
Pass	Pass	Pass	
1. limi	t raise or bett	er in !S	
2. Blac	kwood 0314	, for !S	
3. A=2	/5 or 5/5, Q(S	S)=0	
5 ♠ by So	outh		
Made 6 –	– NS +480		

18990C8D237EE6134763E6E7C6D0



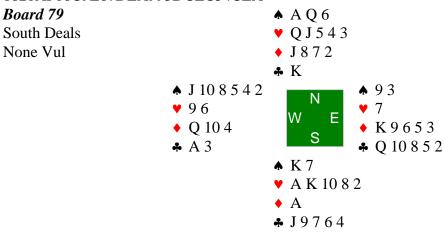
Shape 3415 3334 2542 5152 HCP 14 9 14 3 Losers 6 9 8 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♦ ¹	Pass	$4 \mathrm{NT^2}$
Pass	$5 \triangleq^3$	Pass	6 y
Pass	Pass	Pass	
1. Spli	nter		
2. Blac	kwood 0314,	, for !H	
2 1 2	/F am F/F 0/1	(T) 1	

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

6 ♥ by South

1820AF06C9E67DEA993DCEC54CEA



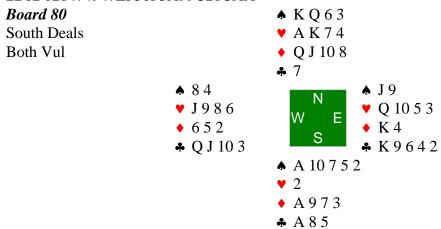
Shape 3541 2155 2515 6232 HCP 13 5 15 7 Losers 7 7 5 8

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 Y
Pass	Pass	Pass	

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

6 ♥ by South

2B8D021474947EF58F3A99C21CAA



Shape 4441 2425 5143 2434 HCP 15 9 12 4 Losers 5 7 7 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	5 A	Pass	Pass
Pass			

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

28A3478C19FC107CB63F82B5122A

Board 81 **▲** J9632 **♥** K Q 5 South Deals None Vul **♦** J 2 ♣ A K 6 **▲** 10 **∧** K8 **v** 10 8 7 6 4 **♥** J93 ♦ Q 10 8 6 ♦ K74 S ♣ Q 10 9 8 **♣** 7532 **♦** AQ754 **♥** A 2 ♦ A 9 5 3 **♣** J 4

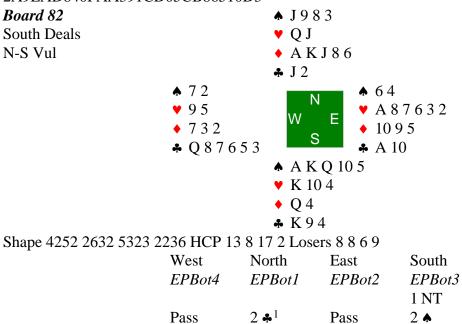
Shape 5323 2344 5242 1534 HCP 14 6 15 5 Losers 7 9 6 8

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	6 A	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 ♠ by North

Down 1 — NS -50

2A9EAD840FAA391CD05CB86510D3



4 🛦

Pass

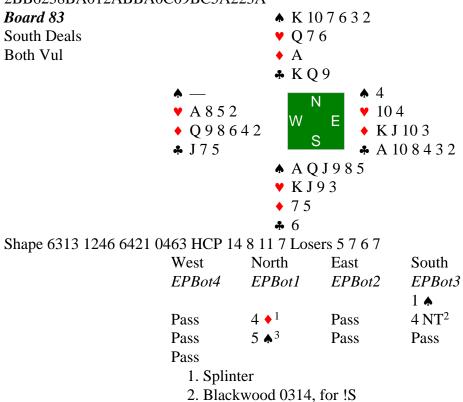
Pass

Pass

Pass

1. Stayman 4 ♠ by South

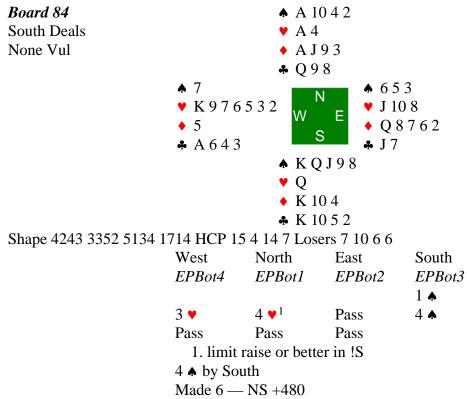
2BB6238BA012ABBA0C09BC5A223A



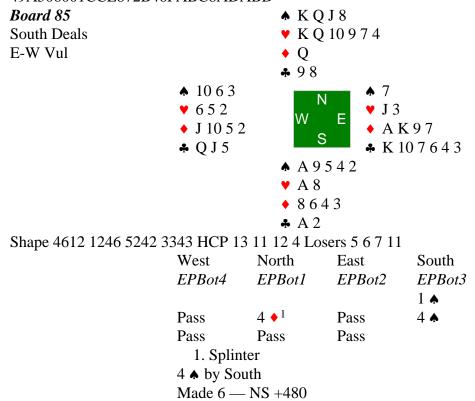
3. A=2/5 or 5/5, Q(S)=1

5 ♠ by South

4808B1AF9A11BB9FFE7C7500783D



49A506001CCE872B46FABC8ADABD



5A052BA7E085500763CC727A52EB

Board 86 **∧** A K 8 South Deals ♥ A 10 8 6 N-S Vul **•** 6 ♣ KQ872 **♠** J 6 2 **♦** 97543 **v** 54 **9** 9 3 ◆ J9753 ♦ K42 S **♣** J96 **♣** 543 **♠** Q 10 ♥ KQJ72 ◆ A Q 10 8 ♣ A 10

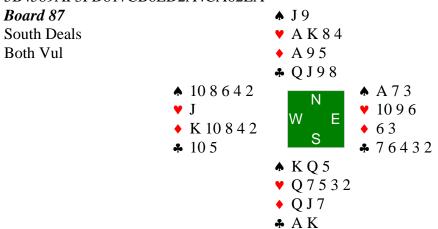
Shape 3415 5233 2542 3253 HCP 16 3 18 3 Losers 5 10 5 11

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	

- 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

5B4589AF3FD817CB6ED2A4CA62EA



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

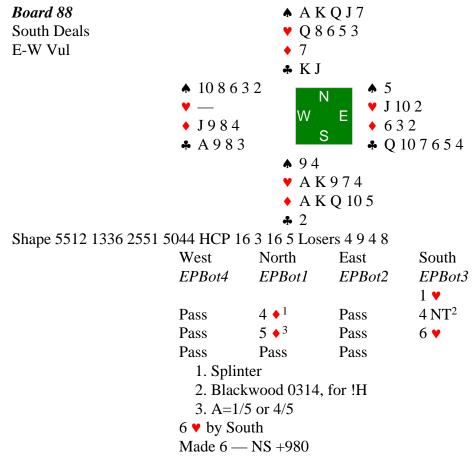
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 NT
Pass	2 + 1	Pass	2 🔻
Pass	$3 \blacktriangle^2$	Pass	4 ♣ ³
Pass	4 💙	Pass	$4 \mathrm{NT^4}$
Pass	5 4 ⁵	Pass	5 Y
Pass	6 Y	Pass	Pass
Dogg			

Pass

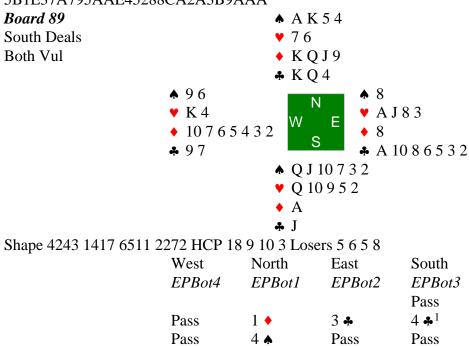
- 1. Stayman
- 2. artificial
- 3. Cue bid, a !C stopper
- 4. Blackwood 0314, for !H
- 5. A=0/5 or 3/5

6 ♥ by South

59282B0A1FDAACCC22C64AAEC4D5



5B1E37A795AAE45288CA2A3B9AAA



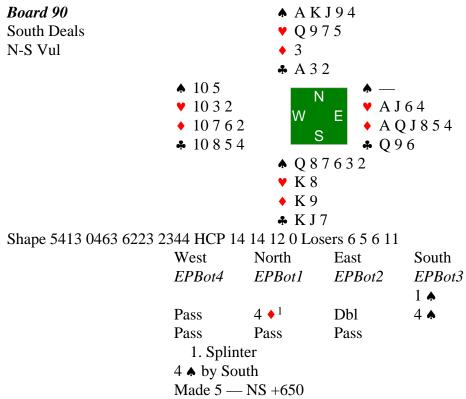
1. both majors

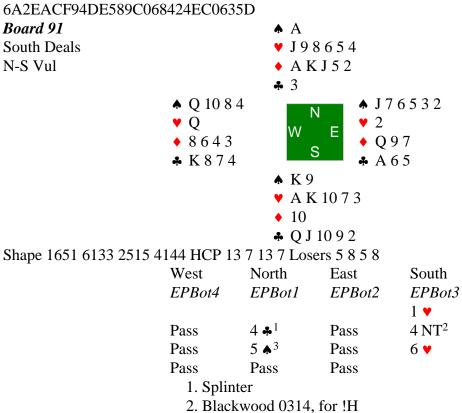
Made 4 — NS +620

4 ♠ by North

Pass

5A1B258A19F006A88192C818BFB3

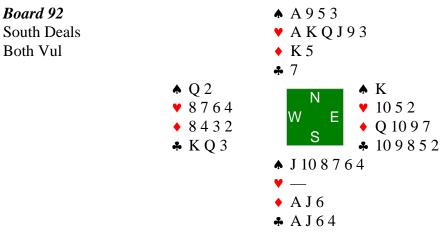




3. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

6B0D44C08D9202BAB3BD16B908DA



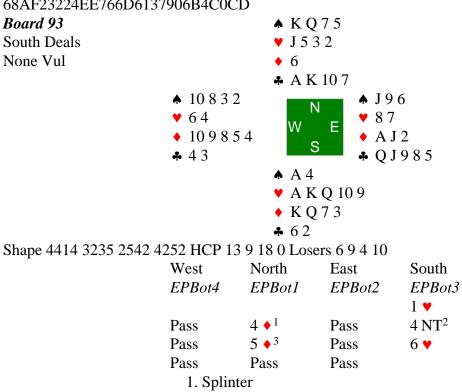
Shape 4621 1345 6034 2443 HCP 17 5 11 7 Losers 4 9 7 9

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 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)=1

6 ♠ by South

68AF23224EE766D6137906B4C0CD



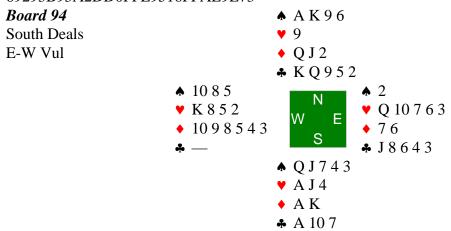
2. Blackwood 0314, for !H

3. A=1/5 or 4/5

Made 6 — NS +980

6 ♥ by South

69293B93A2DD0FFE9516FFAE9E73

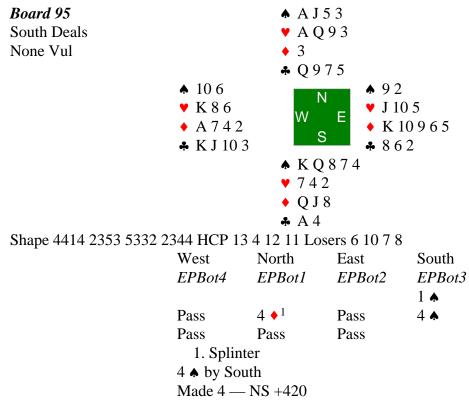


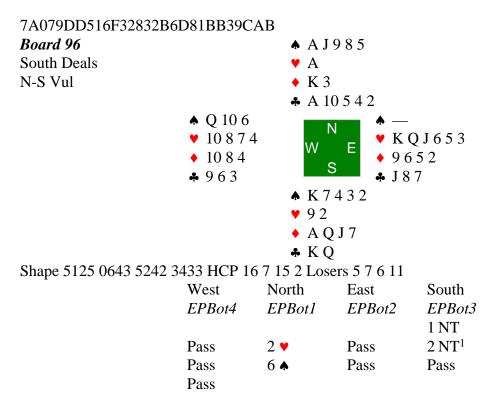
Shape 4135 1525 5323 3460 HCP 15 3 19 3 Losers 5 8 6 8

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

7805BC8310DC4FB2A7FE1FA50866

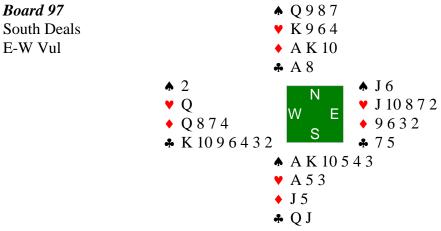




1. Extended acceptance after NT

6 ♠ by North

79A3803D5990041F1E44AA8CA4D4



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

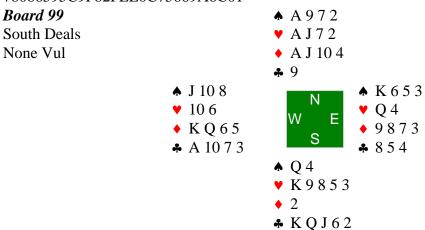
West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
			1 🛦		
3 .	4 ♣¹	Pass	$4 \mathrm{NT}^2$		
Pass	$5 \triangleq 3$	Pass	6 ♠		
Pass	Pass	Pass			
1. limit raise or better in !S					
2. Blackwood 0314, for !S					
3. $A=2/5$ or $5/5$. $O(S)=1$					

6 ♠ by South

7B96242FB3BFDC90954B18B07114 Board 98 **★** K Q 5 2 South Deals **9** 6 Both Vul ♦ A K 7 2 ♣ QJ106 **•** 9 **♦** 63 ♥ J 10 4 3 A 9 8 7 5 2 **♦** 65 ♦ J843 S **♣** K 9 8 5 4 2 ♠ AJ10874 ♥ K Q • Q 10 9 **4** 73 Shape 4144 2641 6232 1426 HCP 15 9 12 4 Losers 5 7 7 8 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🛦 **4 ♥**¹ Pass Pass 4 🛦 Pass Pass Pass 1. Splinter

4 ♠ by South

78086595C9F82FEE0C75669A6C01



Shape 4441 4243 2515 3244 HCP 14 5 11 10 Losers 7 10 6 8

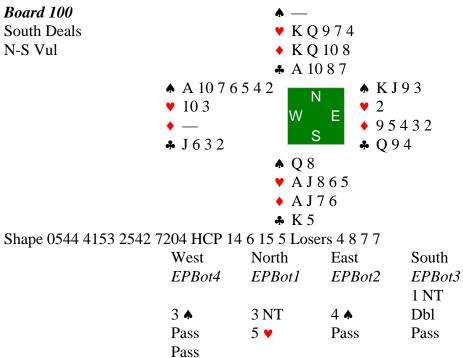
West North Fast

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

7AE74D8E64FF4AAFC7E4E9CA78D8



5 ♥ by North

7BA3013519F642CA3906AD6A60E8

★ KQJ76 **Board 101 ∨** K986 South Deals Both Vul • Q 10 6 ♣ A **▲** 1082 **♦** 943 ♥ Q 10 7 ◆ J 8 7 4 2 A K 9 3 **♣** 32 **4** 10 9 8 6 4 **∧** A 5 A 5 4 3 2 **•** 5 **♣** KQJ75

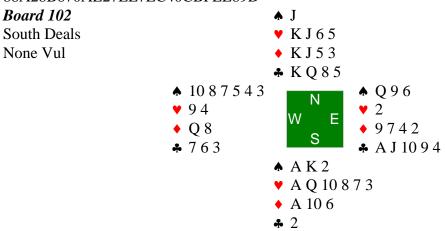
Shape 5431 3145 2515 3352 HCP 15 8 14 3 Losers 5 8 5 10

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=2/5 or 5/5, Q(H)=0

6 ♥ by South

88A28B670AE27EE7EC40CBFEE89D



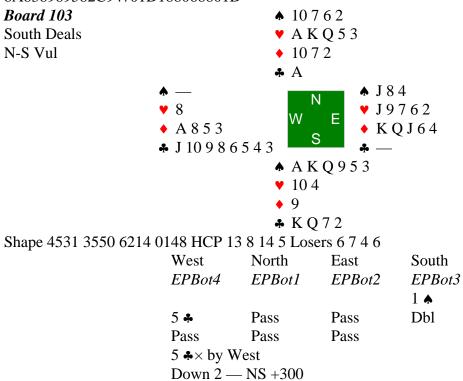
Shape 1444 3145 3631 6223 HCP 14 7 17 2 Losers 6 8 5 10

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

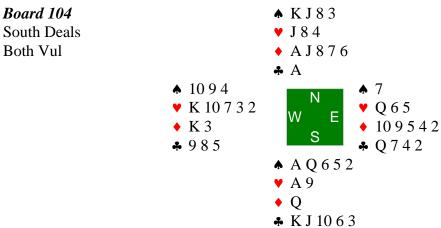
- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, surplus
- 4. Blackwood 0314, for !H
- 5. A=1/5 or 4/5

6 ♥ by South

8A838989582C94701D188068801D



8BA7399E05F1E004769590C239B2



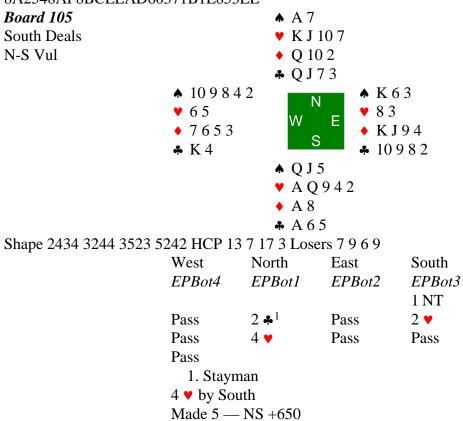
Shape 4351 1354 5215 3523 HCP 14 4 16 6 Losers 7 8 5 9

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

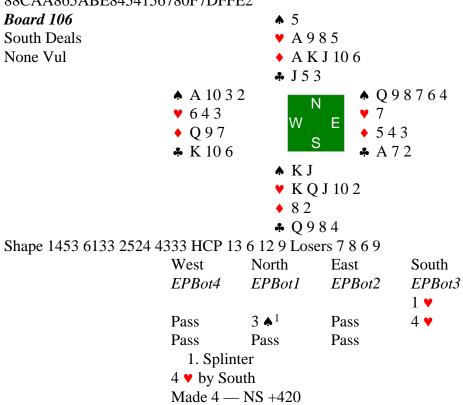
- 1. Splinter
- 2. Cue bid, surplus
- 3. Blackwood 0314, for !S
- 4. A=2/5 or 5/5, Q(S)=1

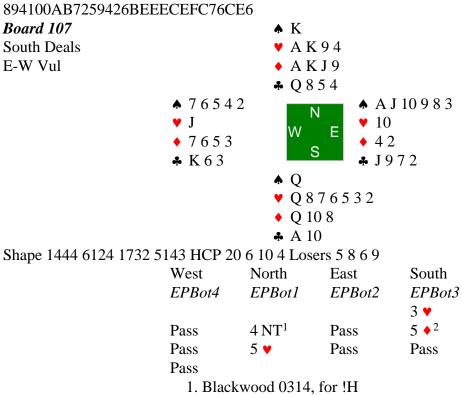
6 ♠ by South

8A2548AF8BCEEAD60371B1E853EE



88CAA865ABE8454156780F7DFFE2





2. A=1/5 or 4/5

Made 6 — NS +480

5 ♥ by South

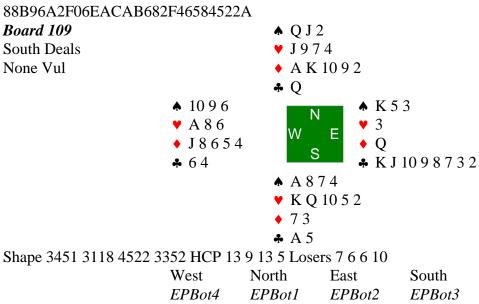
8B09A99403253049B01ED39AD0BF

▲ AJ1096 **Board 108** South Deals **♥** AJ8 Both Vul ♦ Q 10 ♣ J 5 2 **♦** 53 Q6543 **9** 7 2 ◆ J9753 ◆ A K 8 4 S ♣ Q 9 7 3 **.** 64 **♦** KQ742 **♥** K 10 **♦** 62 ♣ A K 10 8

Shape 5323 1552 5224 2344 HCP 13 3 15 9 Losers 9 8 5 8

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 v ⁴	Pass	4 🛦
Pass	Pass	Pass	

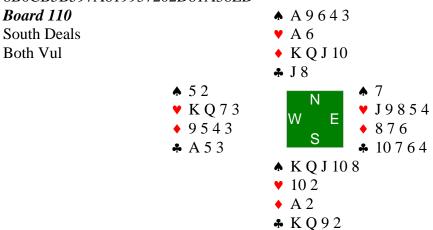
- 1. Extended acceptance after NT
- 2. Cue bid, surplus
- 3. Cue bid, a !C stopper
- 4. Cue bid, a !H stopper
- 4 ♠ by South



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 - 1	Pass	$4 \mathrm{NT}^2$
Pass	$5 \diamond 3$	Pass	5 y
Pass	Pass	Pass	
1 Splir	nter		

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

8B0CB5B597A619937202D81A38ED

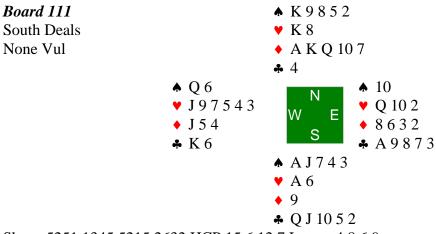


Shape 5242 1534 5224 2443 HCP 15 1 15 9 Losers 6 10 5 8

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	$5 \triangleq 5$
Pass	6 A	Pass	Pass
Dage			

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

88AA08D9B559320EBAEC35B7BE1D



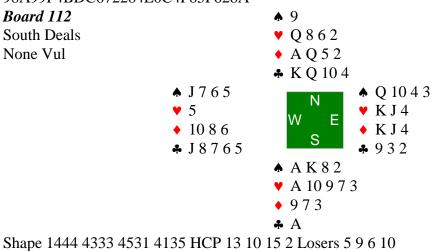
Shape 5251 1345 5215 2632 HCP 15 6 12 7 Losers 4 8 6 9

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 ^	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

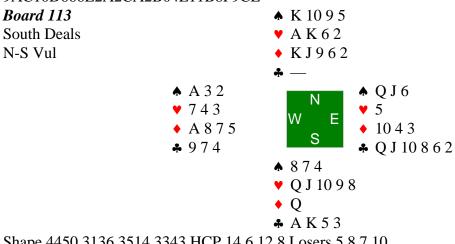
98A99F4BDC672284E0C4F85F628A



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 v
Pass	3 ♠ ¹	Pass	$3 NT^2$
Pass	4 ♣ ³	Pass	4 💙
Pass	Pass	Pass	
1 Colir	ntor		

- 1. Splinter
- 2. Cue bid, surplus
- 3. Cue bid, a !C stopper
- 4 ♥ by South

9AC10D666E2A2CA2B04E11B8F9CE



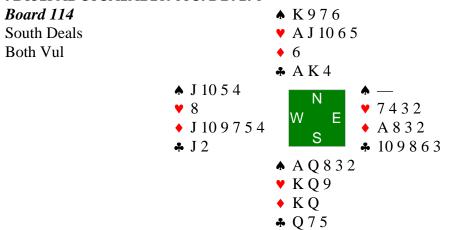
Shape 4450 3136 3514 3343 HCP 14 6 12 8 Losers 5 8 7 10

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 Y	Pass	Pass
Pass			

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

5 ♥ by South

9B832FADC8CA2AB21906C9DB9290

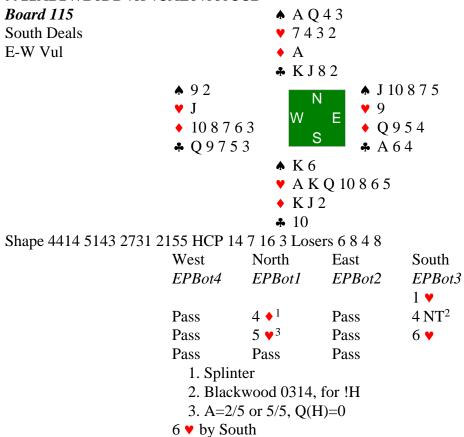


Shape 4513 0445 5323 4162 HCP 15 4 18 3 Losers 6 8 5 9

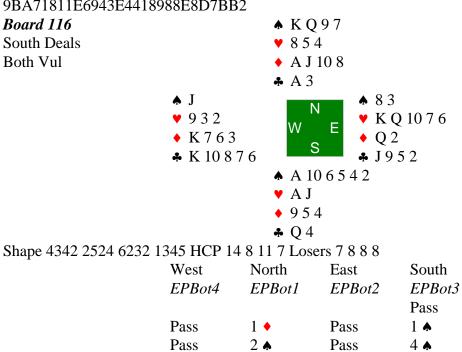
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ◆ ¹	Pass	4 ♥ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♦ ⁴
Pass	5 A	Pass	Pass
Pass			

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

9922AB247B6DD46F4CAE64060CCB



9BA71811E6943E4418988E8D7BB2



Pass

4 🛦

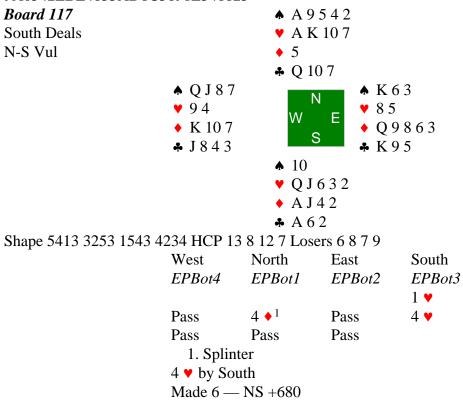
Pass

Pass

Pass

4 ♠ by South

9A0542EBE4833AD8C3691E346825

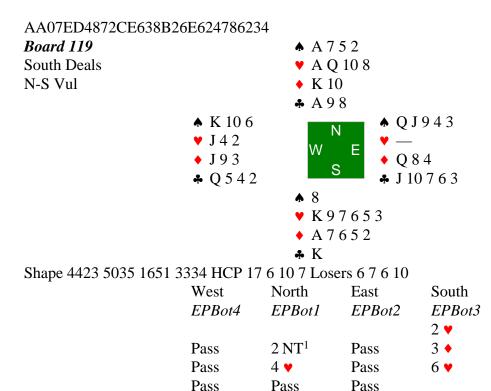


AA4D2CE119D6E3FBA94392EEC44E **Board 118** ♠ KJ South Deals A 6 3 2 N-S Vul • A K 4 2 **♣** 986 ♠ Q 10 9 8 4 3 **A** A 6 2 **y** 8 ♥ J 10 5 W ◆ Q 9 6 5 ◆ J 8 7 S **♣** K 3 **4** 10 5 4 2 **↑** 75 **♥** KQ974 **◆** 10 3 ♣ A Q J 7 Shape 2443 3334 2524 6142 HCP 15 6 12 7 Losers 7 11 6 6 North West East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 2 🛦 3 **♠**¹ Pass 4 🔻 Pass Pass Pass

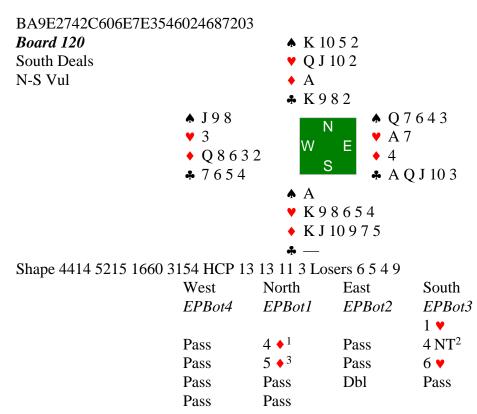
4 ♥ by South

Made 5 — NS +650

1. limit raise or better in !H



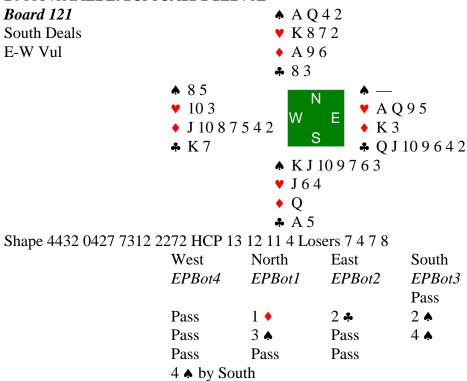
1. artificial6 ♥ by South



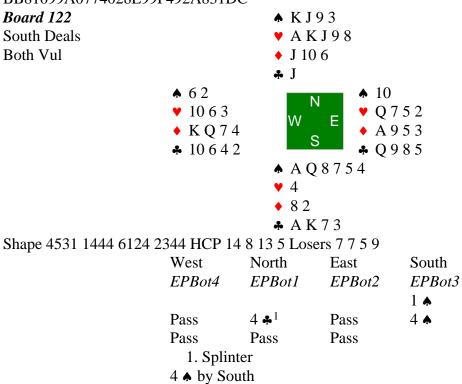
- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5

6 ♥× by South

B911841AAEBE92CF8CA2DD2EB70E



BB81099A0774028E99F492A831DC



B989631FA0EE063A24AC4548FFD6

♦ Q987 **Board 123** A 9 5 4 South Deals E-W Vul ♦ K J ♣ K Q 3 **▲** 10 3 2 **∧** K 5 4 **♥** Q 2 **v** 83 ◆ Q 10 6 3 9752 S **♣** J 7 6 4 **4** 10 9 8 2 **▲** AJ6 ♥ KJ1076 ♦ A 8 4

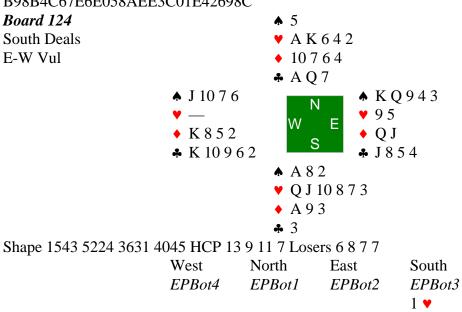
Shape 4423 3244 3532 3244 HCP 15 5 17 3 Losers 6 10 7 10

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

♣ A 5

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

B98B4C67E6E058AEE3C01E42698C



1. Splinter

Pass

Pass

Pass

2. Cue bid, a !S stopper

3 **♠**¹

4 ♣³

Pass

Dbl

Pass

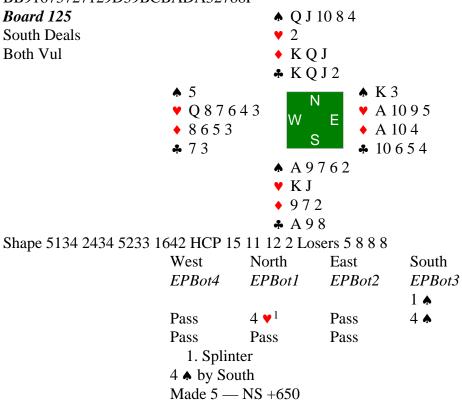
Pass

 $3 NT^2$

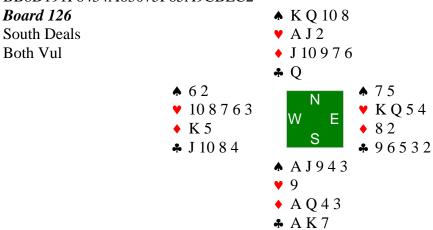
4 y

- 3. Cue bid, a !C stopper
- 4 ♥ by South

BB91673727129D39BCBADA32788F



BB8D191F8434A63075F65A9CBEC2

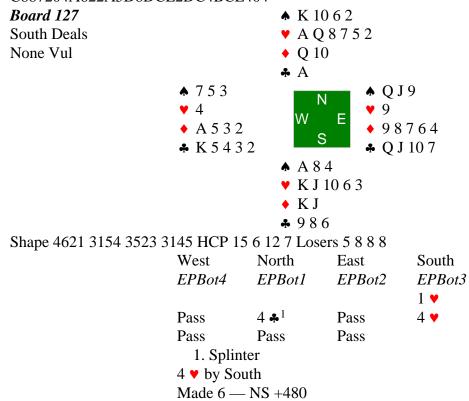


Shape 4351 2425 5143 2524 HCP 13 5 18 4 Losers 7 8 5 9

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

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

C887204A622A5D8DCE2DC4BCE404



C888AD299839DE3A9AD49E32E4C3

♠ Q 10 8 4 **Board 128** 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

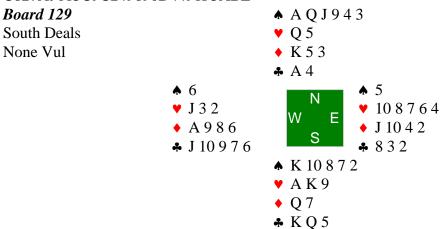
Shape 4261 0535 5323 4324 HCP 13 4 18 5 Losers 5 8 5 10

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

C827A9013C9C249690D4491F3ABE



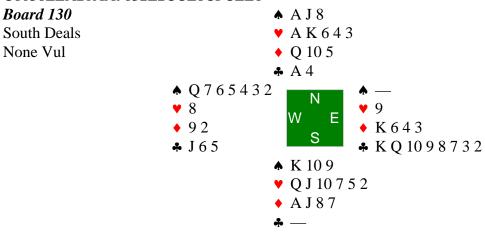
Shape 6232 1543 5323 1345 HCP 16 1 17 6 Losers 6 10 6 9

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

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

6 ♠ by South

C8038EEA20AA9632E2CCE8CFCEE6



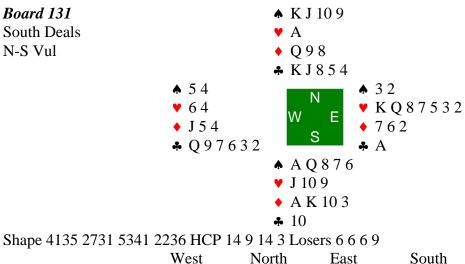
Shape 3532 0148 3640 7123 HCP 18 8 11 3 Losers 6 4 6 8

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

- 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

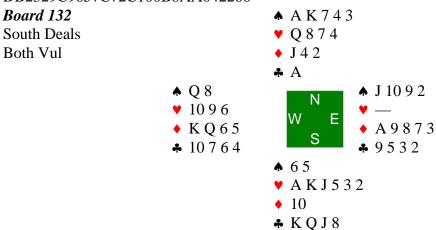
6 ♥ by South

DA86179C23252C9F98B8D3F35458



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🛦
Pass	4 ∨ ¹	Dbl	$4 \mathrm{NT}^2$
Pass	5 ♥ ³	Pass	6 ♠
Pass	Pass	Pass	
1. Splir	iter		
2. Blac	kwood 0314,	, for !S	
3. A=2/	'5 or 5/5, Q(S	S)=0	
6 ♠ by So	uth		

DB2329C9657C72C100B8AA042266



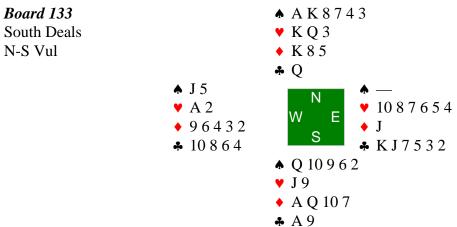
Shape 5431 4054 2614 2344 HCP 14 5 14 7 Losers 6 8 5 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
			1 🔻
Pass	4 ♣¹	Pass	$4 \diamond^2$
Pass	$4 NT^3$	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

DA350E87EA94A11C1690DE1002B2



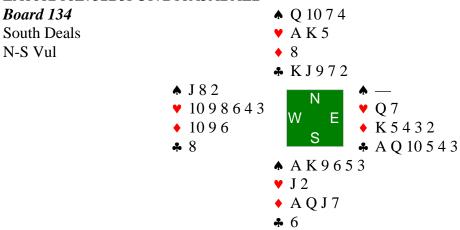
Shape 6331 0616 5242 2254 HCP 17 5 13 5 Losers 5 6 6 9

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

EA868B16E732B3FC17B18A3ABAEB

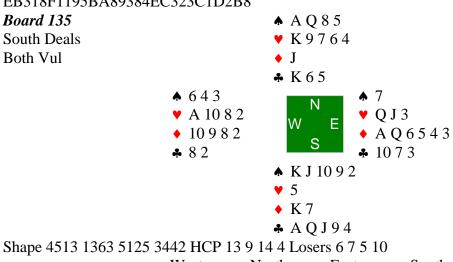


Shape 4315 0256 6241 3631 HCP 13 11 15 1 Losers 6 5 5 10

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

EB318F1195BA89384EC323C1D2B8



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			

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

5 ♠ by South

FB9523C320C1E1ABC3D081FE60C4

