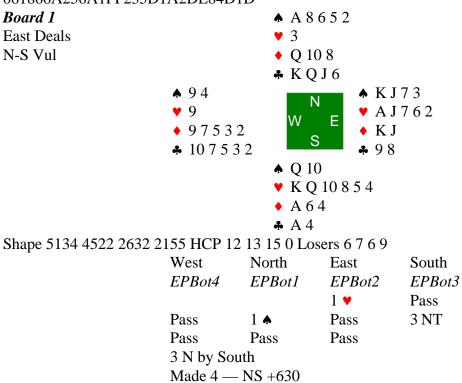
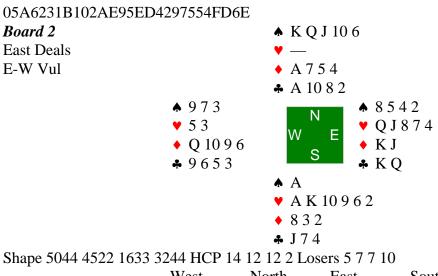
061866A256A1FF235D1A2DE84D1D





West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
		1 🔻	Pass		
Pass	1 🛧	Pass	1 NT		
Pass	2 NT	Pass	3 NT		
Pass	Pass	Pass			
3 N by South					
Made 3 — NS +400					

068440A6568DFCC8917A224555BD

Board 3 **♦** 5 East Deals ♥ A K 10 8 4 N-S Vul ◆ K75 • QJ65 **♦** 98 **♦** KJ643 **9** 9 6 2 ♥ J73 **♦** 10 9 2 ♦ AQJ43 S **4** 10 7 4 3 2 **▲** A Q 10 7 2 **♥** Q 5 **♦** 86 ♣ A K 9 8

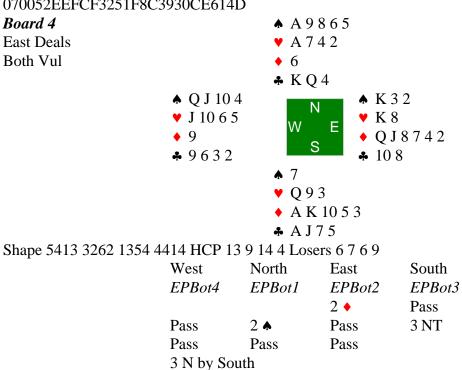
Shape 1534 5350 5224 2335 HCP 13 12 15 0 Losers 6 6 6 11

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🛧	1 NT
Pass	2 •	Pass	2 🔻
Pass	3 .	3 ♦	4 🚣
Pass	4 ♦ ¹	Pass	4 ♠ ²
Pass	5 4	Pass	Pass
Pass			

- 1. Cue bid, a !D stopper
- 2. Cue bid, a !S stopper

5 ♣ by North

070052EEFCF3251F8C3930CE614D



0534BF6708FC4CBF07C373DF38CA **Board 5**East Deals E-W Vul A Q 7 A Q 7 A Q 7 A Q 7 B Q M K 10 8 5 3 J 3 2 W E S

* KQ87654 * K8 * Q * K10984 * AJ1093

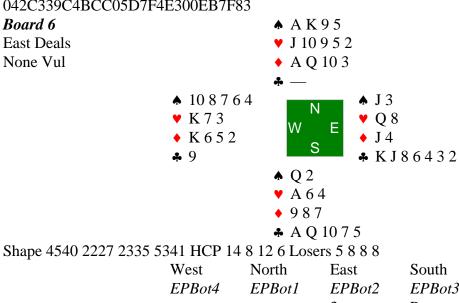
♦ Q95

♦ 65

Shape 4531 3127 2155 4630 HCP 12 7 13 8 Losers 7 6 6 7

West North East South EPBot4 EPBot1 EPBot2 EPBot3 **3 .** Pass Pass **3 ♥** Pass 3 NT Pass Pass Pass 3 N by South Made 3 — NS +400

042C339C4BCC05D7F4E300EB7F83



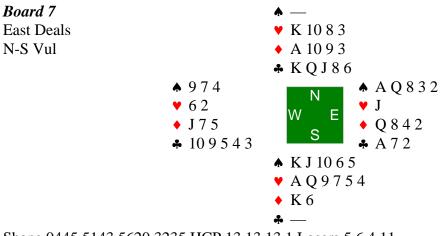
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 .	Pass
Pass	3 🔻	Pass	4 ♣ ¹
Pass	$4 \mathrm{NT}^2$	Pass	5 ∨ ³
Pass	6 Y	Pass	Pass
Pass			

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

6 ♥ by North

Down 1 — NS -50

06638A669E81E146EFBAADE54177

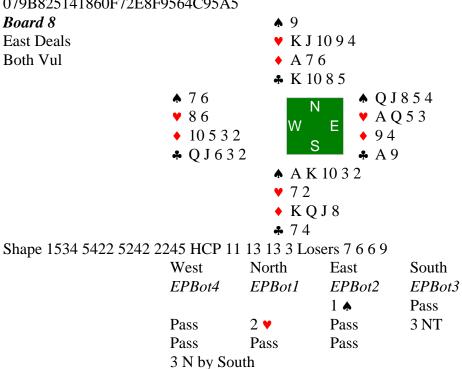


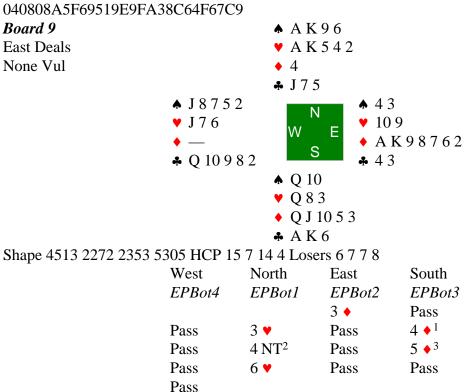
Shape 0445 5143 5620 3235 HCP 13 13 13 1 Losers 5 6 4 11

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🛦	2 🔻
Pass	2 ♠ ¹	Pass	4 ♣ ²
Pass	4 ♦ ³	Pass	4 🔻
Pass	Pass	Pass	
1 limi	t raise or hett	er in IH	

- 1. limit raise or better in !H
- 2. Splinter
- 3. Cue bid, surplus
- 4 ♥ by South

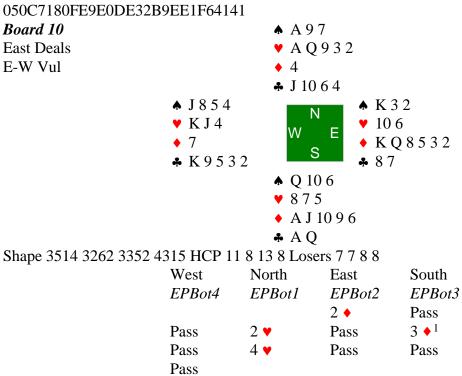
079B825141860F72E8F9564C95A5





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

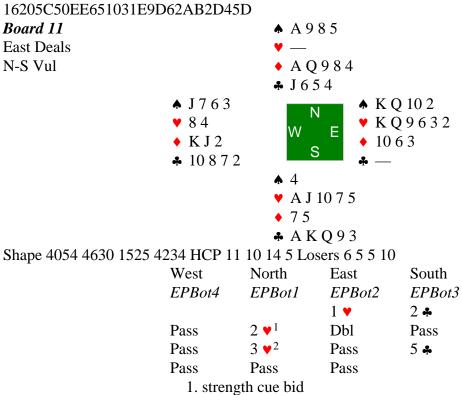
6 ♥ by North



4 ♥ by North

Made 4 — NS +420

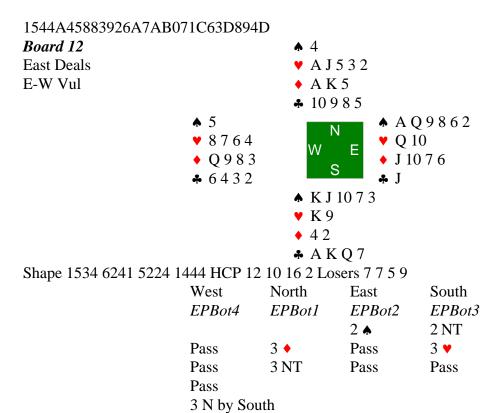
1. limit raise or better in !H



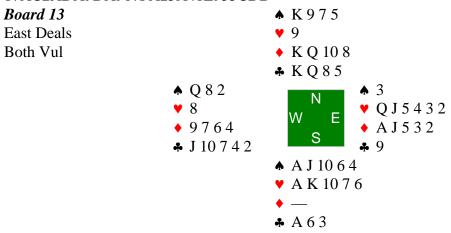
5 **.** by South

Made 6 — NS +620

2. limit raise or better in !C



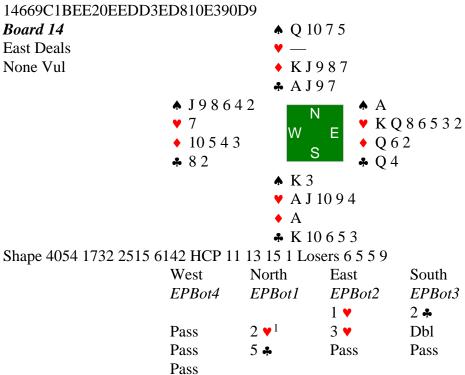
17AC2ADA9DA907FA25A41E955CDD



Shape 4144 1651 5503 3145 HCP 13 8 16 3 Losers 5 6 5 9

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

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

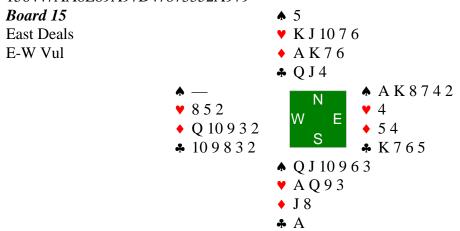


1. strength cue bid

Made 6 — NS +420

5 ♣ by South

156447AA8E89A97D47873352A979



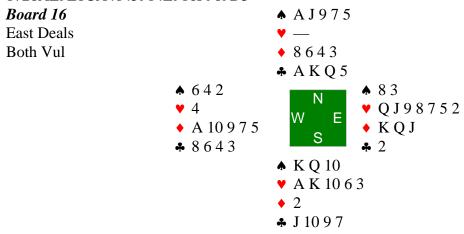
Shape 1543 6124 6421 0355 HCP 14 10 14 2 Losers 6 6 5 8

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

- 1. limit raise or better in !H
- 2. Cue bid, a !S stopper
- 3. Cue bid, a !C stopper
- 4. Cue bid, surplus

4 ♥ by North

1726AE9E1CA4145914E916F969D3

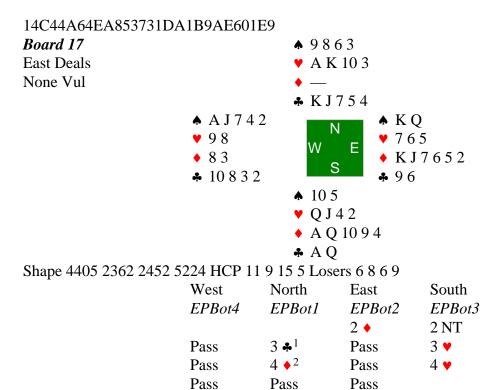


Shape 5044 2731 3514 3154 HCP 14 9 13 4 Losers 5 6 6 9

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

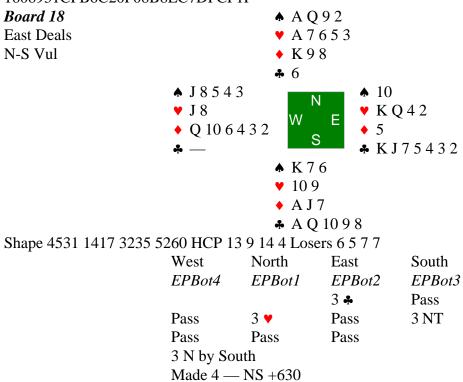


1. Stayman

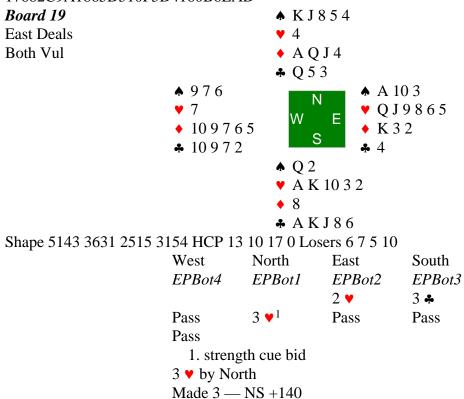
2. limit raise or better in !H

4 ♥ by South

1608931CFB6C20F08B8EC7DFCF1F



17682C9A1865D510F5D4160B6EAD

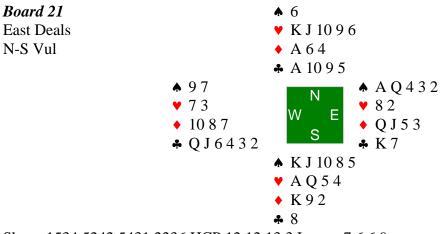


247C769E848941905F5E769DC1F4 Board 20 East Deals ♥ J 10 9 3 None Vul ◆ AQ764 ♣ K Q 6 5 **★** 3 2 **▲** AK9765 ♥ A K 5 2 ♥ Q8764 983 **•** 10 S **4** 10 9 4 3 **.** 7 ♠ QJ1084 ♦ KJ52 ♣ AJ82

Shape 0454 6511 5044 2434 HCP 12 9 12 7 Losers 5 5 6 9

Wε	est	North	East	South
EP	Bot4	EPBot1	EPBot2	EPBot3
			Pass	1 🛦
Pas	SS	$1 \mathrm{NT^1}$	Pass	2 🚣
Pas	SS	2 NT	Pass	Pass
Pas	SS			
1	l. forcin	g 1 NT		
2 N	l by Noi	th		
Ma	de 2 —	NS +120		

26628B65858ECA9CFF01A6617559



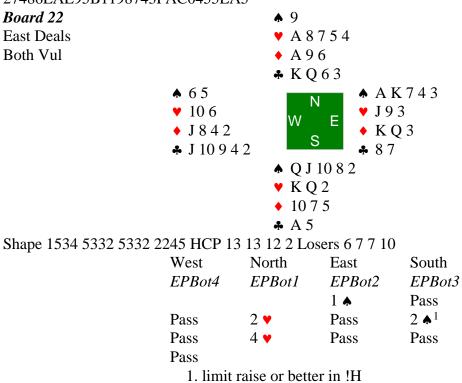
Shape 1534 5242 5431 2236 HCP 12 12 13 3 Losers 7 6 6 9

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

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

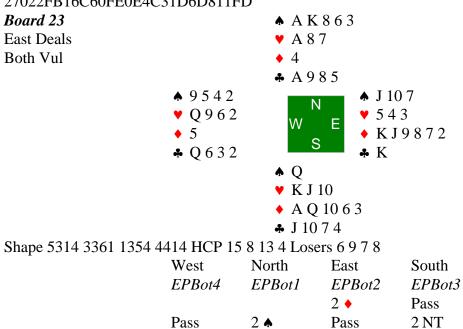
6 ♥ by North

27486EAE95B1198743FAC0455EA5



4 ♥ by North

27022FB16C60FE0E4C31D6D811FD



Pass Pass

3 N by South

Made 5 — NS +660

3 **.**

Pass

Pass

Pass

3 NT

24865C5A83955FBE8F75F03475CD

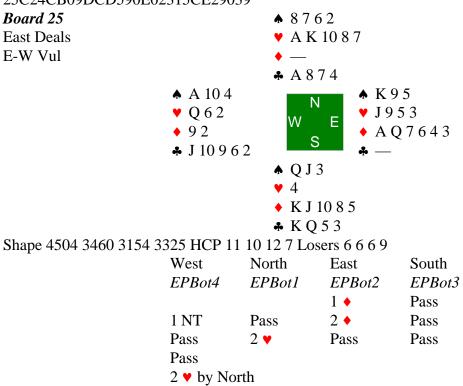
Board 24 **4** East Deals ♥ AJ72 None Vul ◆ K9872 ♣ A Q 8 **★** KQ963 **♦** 52 **♥** K Q 10 9 **v** 86543 **♦** J 5 • Q S **♣** 10 6 3 2 **♣** J97 **▲** AJ1087 ♦ A 10 6 4 3 ♣ K 5 4

Shape 1453 5413 5053 2524 HCP 14 13 12 1 Losers 6 6 6 10

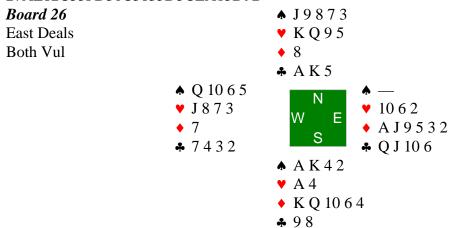
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🛦	2 •
Pass	$2 \blacktriangle^1$	Pass	3 ♦
Pass	$3 \blacktriangle^2$	Pass	4 •
Pass	$4 \mathrm{NT^3}$	Pass	5 ∨ ⁴
Pass	6 ♦	Pass	Pass
Pass			

- 1. strength cue bid
- 2. limit raise or better in !D
- 3. Blackwood 0314, for !D
- 4. A=2/5 or 5/5, Q(D)=0
- 6 ♦ by South

25C24CB09DCD590E02315CE29039



27AE82C33FD30C3835D3CEA13D9D



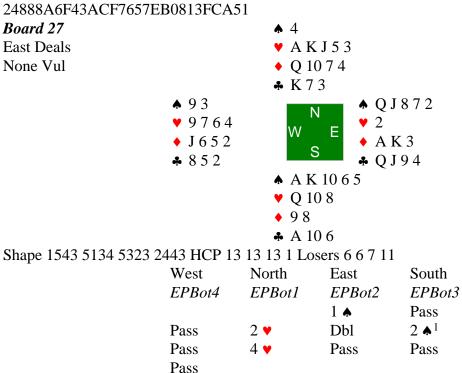
Shape 5413 0364 4252 4414 HCP 13 8 16 3 Losers 6 7 5 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 ◆	Pass
Pass	3 A	Pass	4 ♦ ¹
Pass	4 🛦	Pass	$4 \mathrm{NT^2}$
Pass	5 ♦ ³	Pass	6 A
Pass	Pass	Pass	
1 limit	raise or hatt	or in IS	

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

6 ♠ by North

Down 1 — NS –100

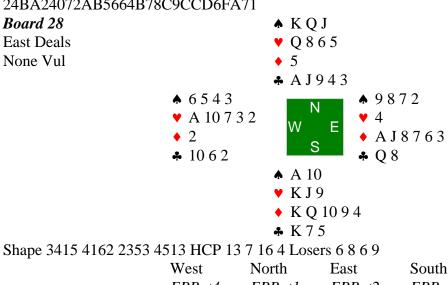


4 ♥ by North

Made 5 — NS +450

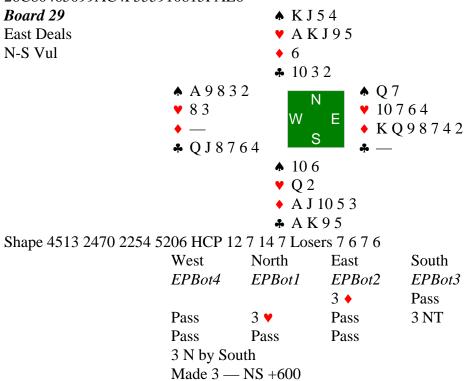
1. limit raise or better in !H

24BA24072AB5664B78C9CCD6FA71

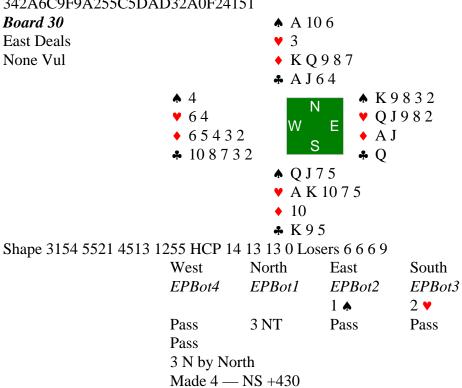


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 NT
Pass	2 4 ¹	Pass	2 •
Pass	3 🚓	Pass	3 NT
Pass	Pass	Pass	
1. Stayr	nan		
3 N by So	uth		
Made 5 —	- NS +460		

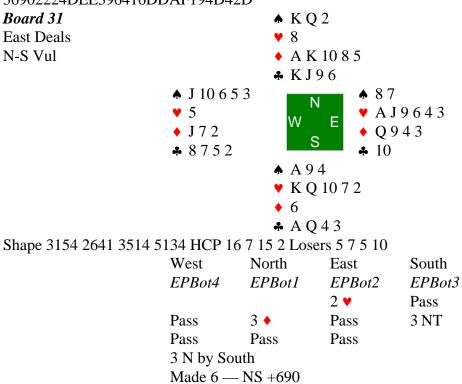
26C80465099AC4F555910815FAE6



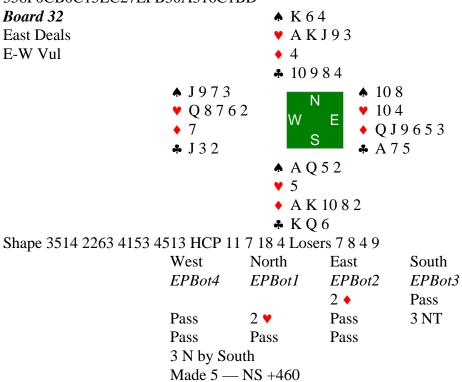
342A6C9F9A255C5DAD32A0F24151



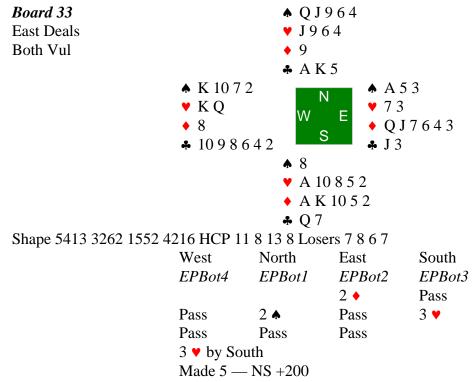
36902224DEE396416DDAF194D42D



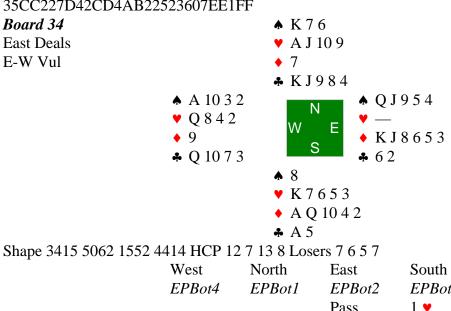
358F0CB0C15EC27EFB30A316C1BD



3762F23C0FE109A5DC0D620D5FE1



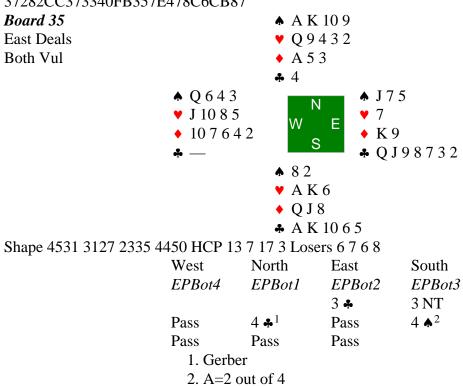
35CC227D42CD4AB22523607EE1FF



EPBot3 Pass 1 🔻 Pass **4** ♦ ¹ Pass $4 NT^2$ **5** ♦ ³ Pass **5** 🗸 Pass Pass Pass Pass

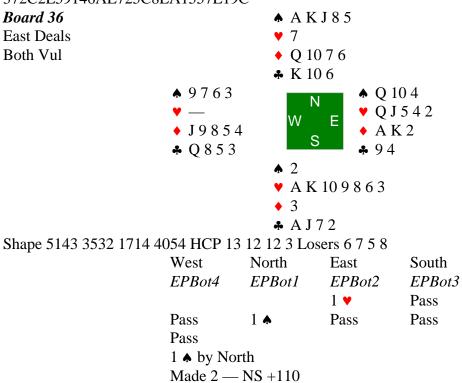
- 1. Splinter
- 2. Blackwood 0314, for !H
- 3. A=1/5 or 4/5
- 5 ♥ by South

37282CC373340FB357E478C6CB87

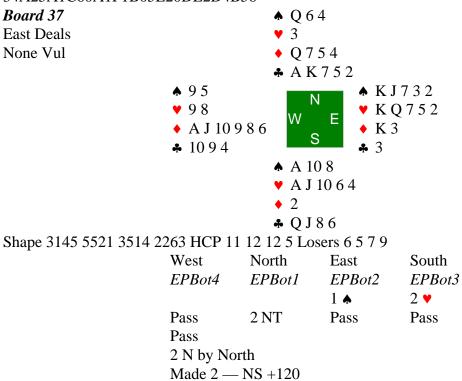


4 ♠ by South

372C2E59146AE725C8EA1557E19C



34A25A1C60A1F1B05E20DE2D4B56



3486A719BA47F6B329083693F909

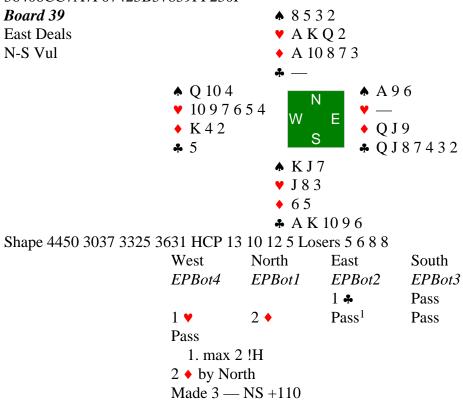
♠ Q7652 Board 38 East Deals ♥ A 10 6 2 None Vul ♣ AJ95 **♦** 93 **▲** 10 ♥ J9853 ♥ Q 4 **♦** 84 ◆ QJ7632 S ♣ Q 7 3 2 ♣ K 10 8 4 **▲** A K J 8 4 **∨** K 7 ♦ A K 10 9 5

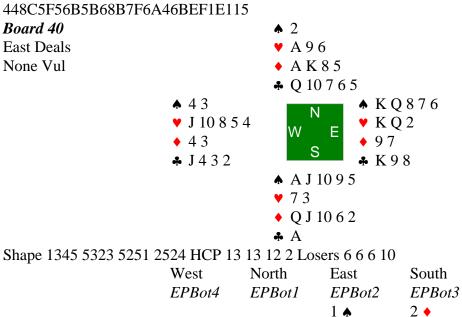
Shape 5404 1264 5251 2524 HCP 11 8 18 3 Losers 6 7 4 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 ♦	3 ♠
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. limit raise or better in !S
- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=1
- 4. King ask by 5 NT
- 5. K=0
- 6 ♠ by South

36408CC7A7F07423B37839FF230F





 $2 \wedge 1$

3 NT

1. strength cue bid

Made 3 — NS +400

Pass

Pass

2 NT

Pass

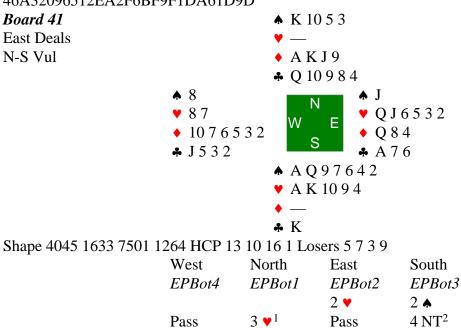
Pass

Pass

Pass

3 N by South

46A32096512EA2F6BF9F1DA61D9D



Pass 1. limit raise or better in !S

5 ♥³

Pass

Pass

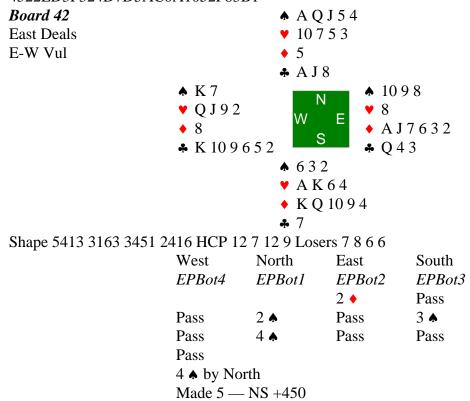
6 ♠

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

Pass

Pass

4522ED3F324D7D5AC0A1052F83B1



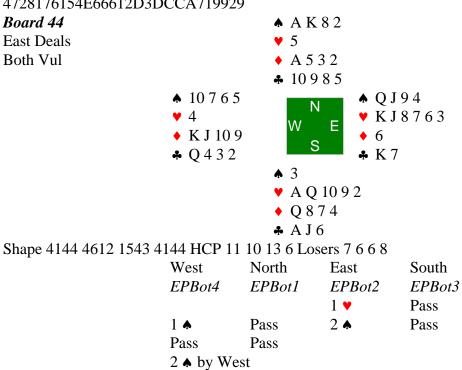
468A6405E92AF9F7B7140F46D921 ♠ Q 10 6 5 2 Board 43 **∨** A Q 5 4 East Deals N-S Vul **•** 2 ♣ A 10 4 **♦** J983 **∧** K4 **9** 9 8 7 **v** 63 ♦ KQ8764 **•** 5 S ♣ QJ932 ***** 875 **∧** A 7 **♥** KJ 10 2 ◆ AJ1093 **♣** K 6 Shape 5413 2263 2452 4315 HCP 12 8 16 4 Losers 6 7 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 •	2 NT
Pass	3 ♣ ¹	Pass	3 ♥
Pass	4 ♦ ²	Pass	4 🔻
Pass	Pass	Pass	
1. Stay	man		
2 1: :4			

2. limit raise or better in !H

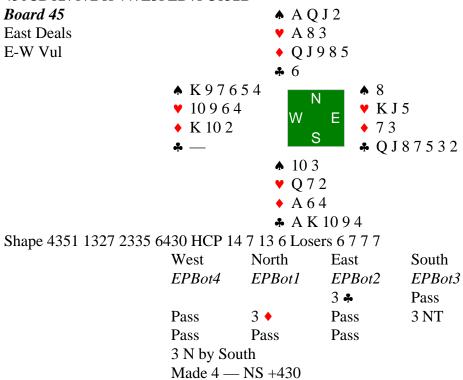
4 ♥ by South

4728176154E66612D3DCCA719929

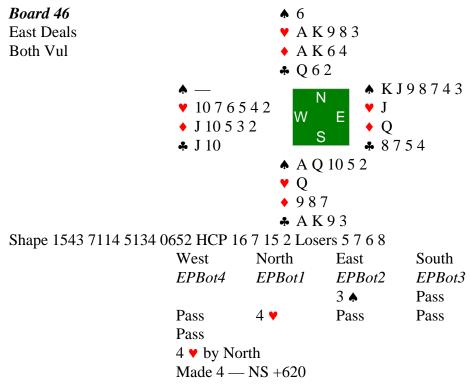


Down 2 — NS +200

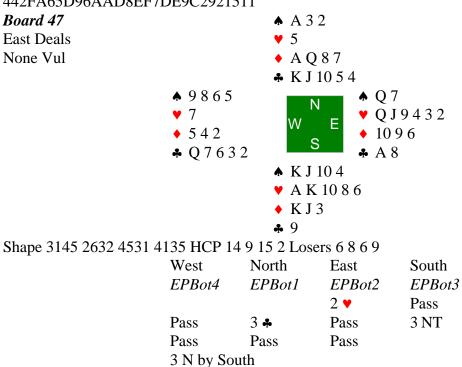
450CD82717B8F447E3FED7FC832B



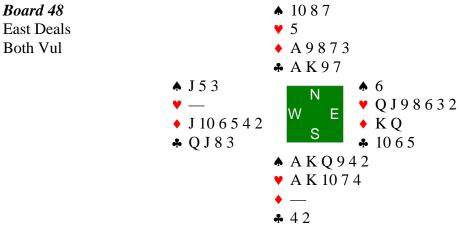
478848AE55B54043733AB77B44B6



442FA65D96AAD8EF7DE9C2921511



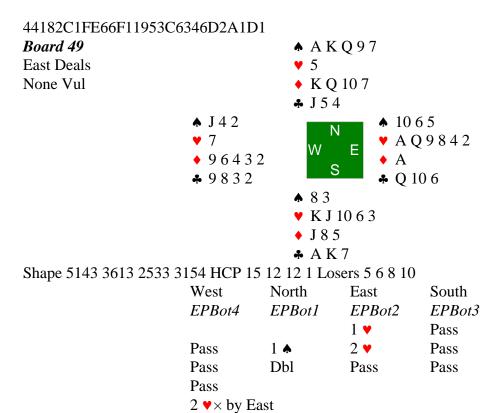
47AAAE9DD5279A192A57C7A4D994



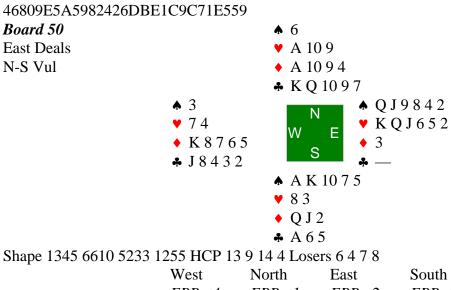
Shape 3154 1723 6502 3064 HCP 11 8 16 5 Losers 7 7 3 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 🔻	3 ♠
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. limit raise or better in !S
- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0
- 4. King ask by 5 NT
- 5. K=1
- $7 \blacktriangle \times \text{ by South}$

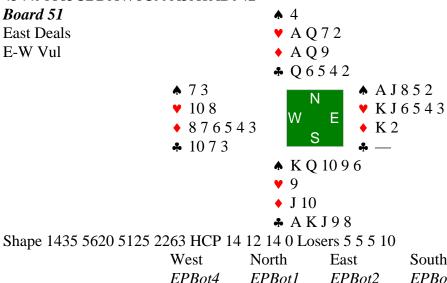


Down 3 — NS +500



West	North	East	South		
EPBot4	EPBot1	EPBot2	EPBot3		
		Pass	1 🛦		
Pass	2 🚓	2 🔻	3 ♥ ¹		
Pass	3 NT	Pass	Pass		
Pass					
1. strength cue bid					
3 N by North					
Made 4 — NS +630					

454490865CBDA478C99A5A1AD942

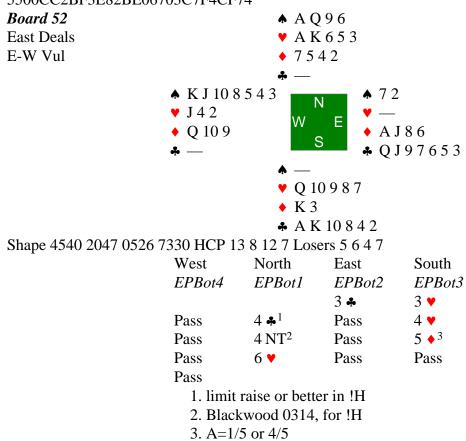


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🔻	2 ♥ ¹
Pass	$2 \mathrm{NT}^2$	Pass	3 .
Pass	5 🚓	Pass	6 🚓
Pass	Pass	Dbl	Pass
Pass	Pass		

- 1. Michaels Cuebid
- 2. to the partner's longer

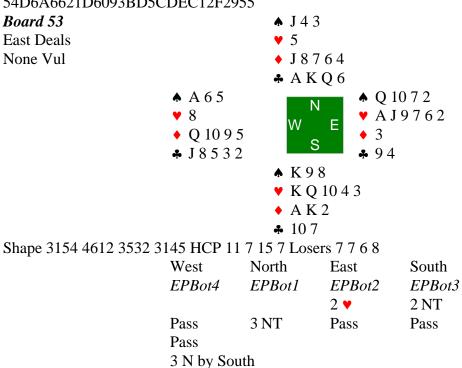
6 ♣× by South

5500CC2BF3E82BE06703C7F4CF74

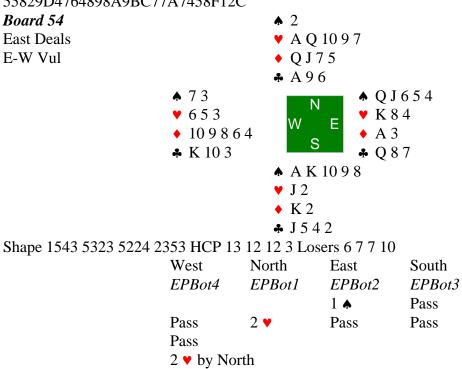


6 ♥ by South

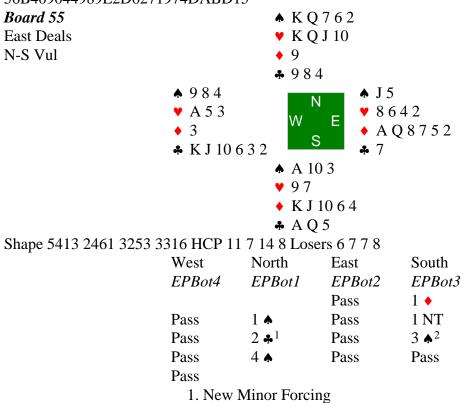
54D6A6621D6093BD5CDEC12F2955



55829D4764898A9BC77A7458F12C

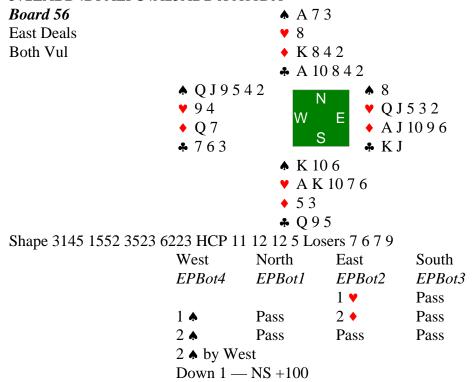


56B409044989E2D6271974DABD15



2. 3 !S 4 ♠ by North

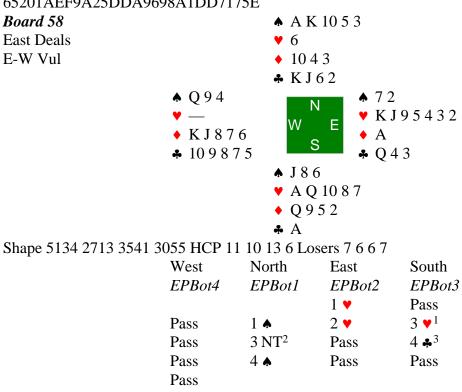
572EABD4DFAEFC4A25ADD0FA11DA



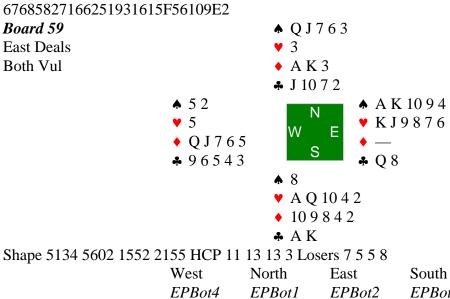
54B246AC5BBE448D93DC4C62F971 Board 57 East Deals **♥** K985 None Vul • Q 10 8 6 5 ♣ A K 10 4 **♠** 63 **♦** KJ9542 **♥** A 10 3 2 ♥ J 7 6 • A 7 4 2 **♦** J3 S ***** 832 **♣** J 7 **▲** A Q 10 8 7 **♥** Q4 **♦** K 9 **♣** Q965 Shape 0454 6322 5224 2443 HCP 12 7 13 8 Losers 5 9 6 9

	West	North	East	South
	EPBot4	EPBot1	EPBot2	EPBot3
			Pass	1 🛦
	Pass	$1 \mathrm{NT^1}$	Pass	2 🚓
	Pass	2 NT	Pass	Pass
	Pass			
	1. forcin	ig 1 NT		
2 N by North				
Made 3 — NS +150				

65201AEF9A25DDA9698A1DD7175E



- 1. limit raise or better in !S
- 2. Cue bid, a !H stopper
- 3. Cue bid, a !C stopper
- 4 ♠ by North



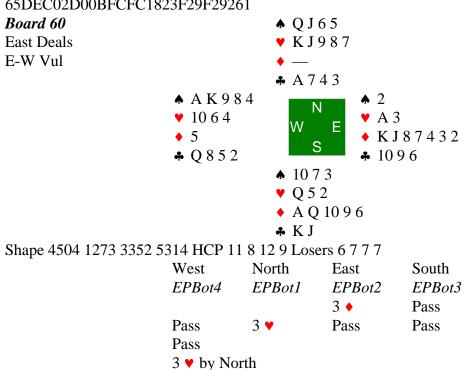
EPBot4 EPBot1 EPBot2 EPBot3 1 🔻 2 • Pass 2 🛦 Pass **3** ♦ **3 ♥**¹ Pass Dbl Pass Pass 4 • Pass Pass Pass

1. limit raise or better in !D

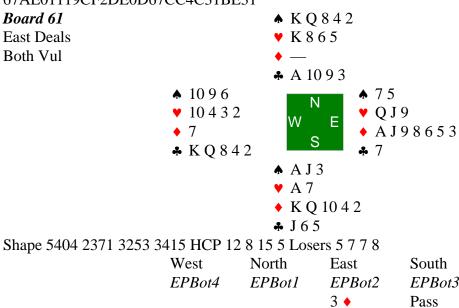
4 ♦ by South

Down 1 — NS -100

65DEC02D00BFCFC1823F29F29261



67AE01119CF2DE0D67CC4C31BE31

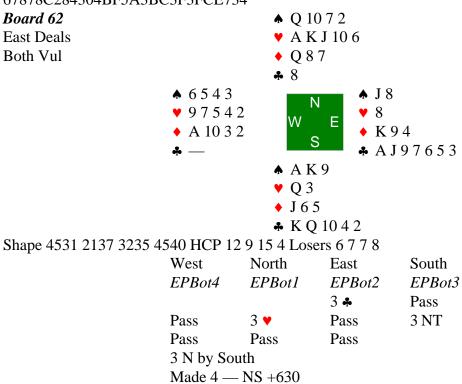


EPBot3 Pass Pass **3** ♠ Pass **4** ♦ ¹ Pass 4 🛦 Pass Pass Pass

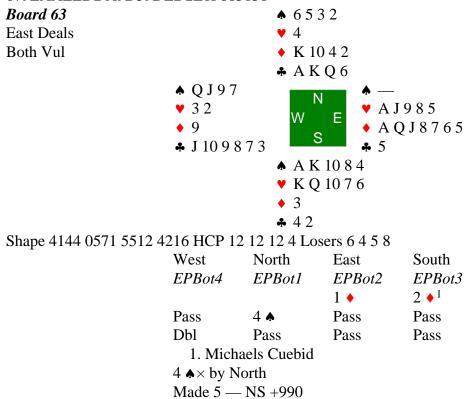
1. limit raise or better in !S

4 ♠ by North

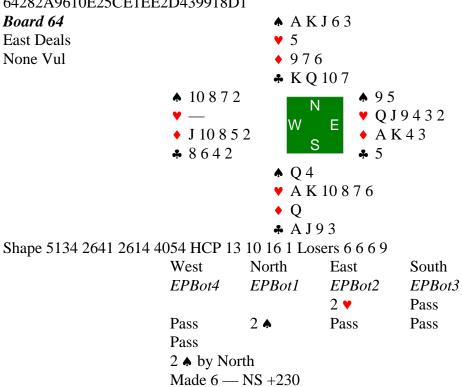
67878C284304BF5A3BC3F3FCE734



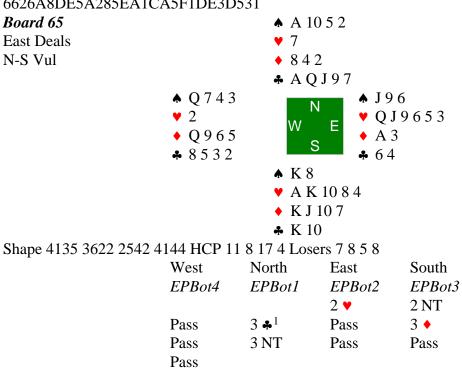
679EAAEEDDA9D59DED2E1F883138



64282A9610E25CE1EE2D439918D1

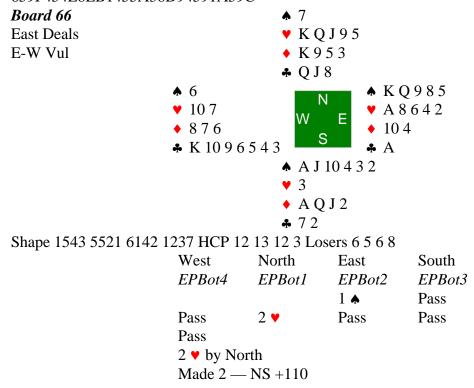


6626A8DE5A285EA1CA5F1DE3D531

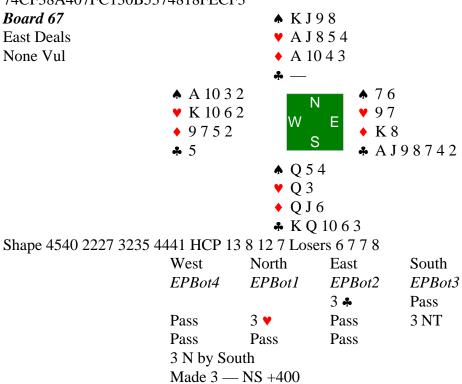


1. Stayman 3 N by South

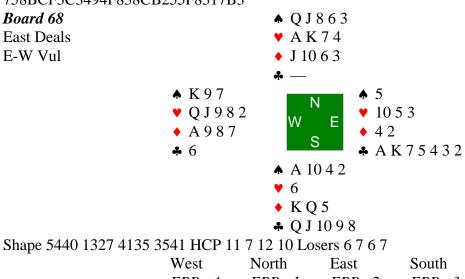
659F454E8EB1455A38D94591A59C



74CF38A407FC130B5374818FECF3



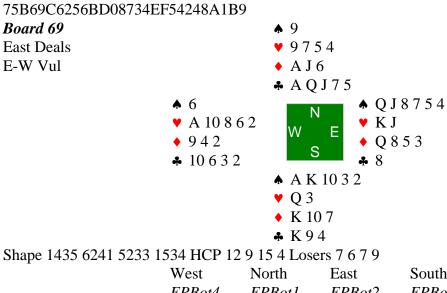
758BCF3C3494F838CB255F8317B3



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 .	Pass
Pass	3 ^	Pass	4 ♣ ¹
Pass	4 🛦	Pass	Pass
Pass			

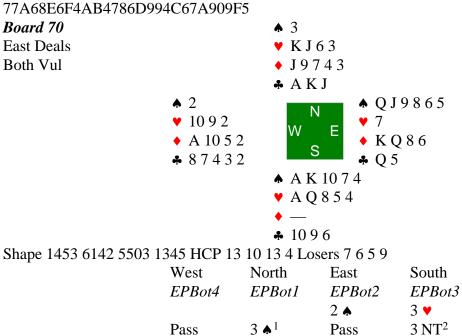
1. limit raise or better in !S

4 ♠ by North



Made 3 — NS +400

South EPBot4 EPBot1 EPBot2 EPBot3 2 🛦 2 NT Pass 3 **♣**¹ Pass 3 • Pass 3 NT Pass Pass Pass 1. Stayman 3 N by South



Pass 1. limit raise or better in !H

4 ♦ ³

Pass

Pass

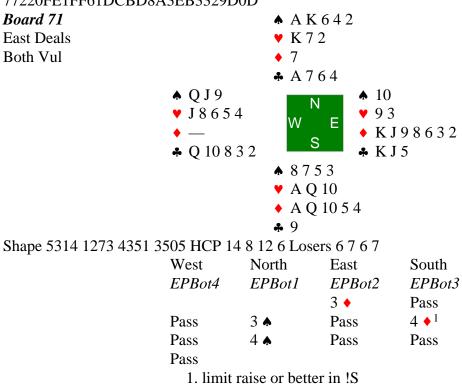
4 y

- 2. Cue bid, a !S stopper
- 3. Cue bid, surplus
- 4 ♥ by South

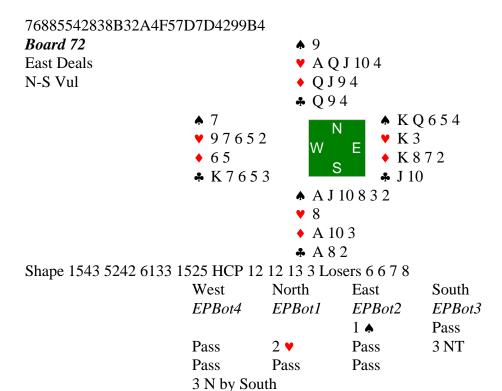
Pass

Pass

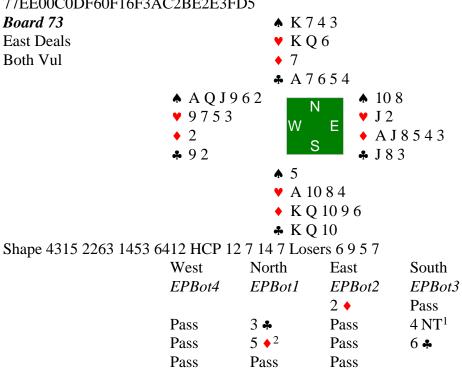
77220FE1FF61DCBD8A3EB3329D0D



4 ♠ by North



77EE00C0DF60F16F3AC2BE2E3FD5



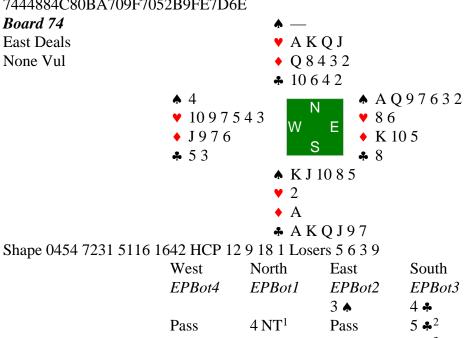
1. Blackwood 0314, for !C

2. A=1/5 or 4/5

Down 1 — NS -100

6 ♣ by North

7444884C80BA709F7052B9FE7D6E



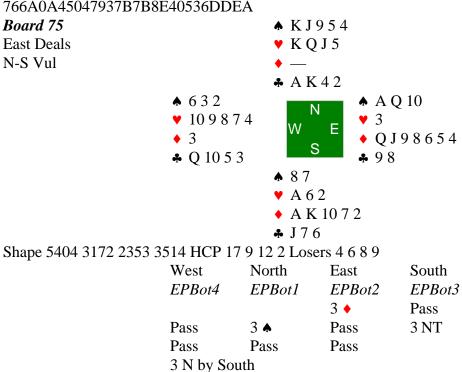
 $5 \triangleq 3$ Pass **5** • Pass Pass 6 & Pass Pass

Pass

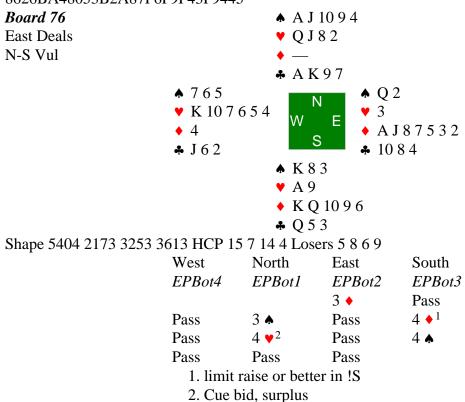
- 1. Blackwood 0314, for !C
- 2. A=0/5 or 3/5
- 3. !C queen and !S king

6 ♣ by South

766A0A45047937B7B8E40536DDEA

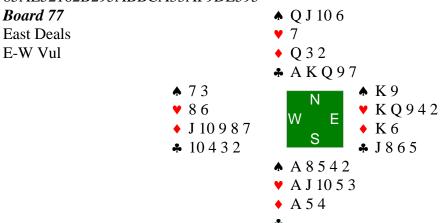


8626BA48053B2A87F6F9F43F9445



4 ♠ by North

85AE52162B295ABBCA33AF9DE595



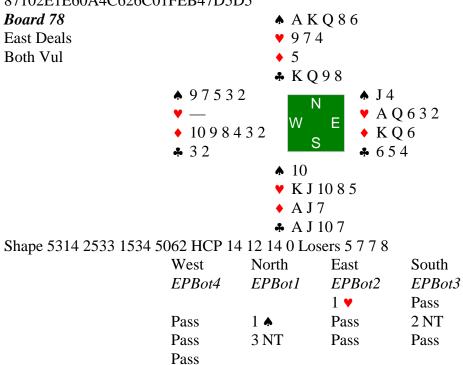
Shape 4135 2524 5530 2254 HCP 14 12 13 1 Losers 5 6 6 10

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

- 1. limit raise or better in !S
- 2. Splinter
- 3. Cue bid, surplus
- 4. Blackwood 0314, for !S
- 5. A=1/5 or 4/5
- 6. !S queen and !C king

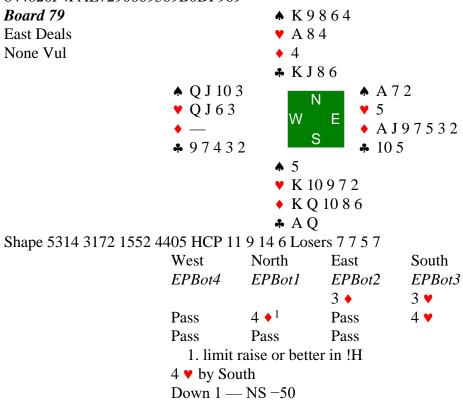
6 ♠ by South

87102E1E60A4C626C01FEB47D5D5



3 N by South

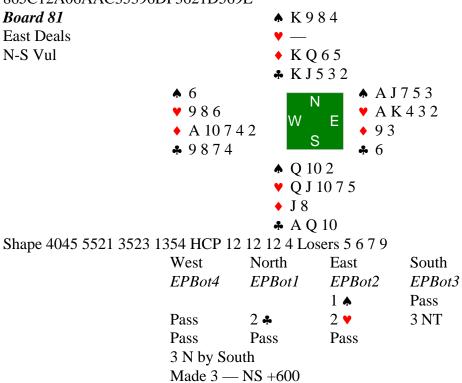
844826F4FAE7290669369B0DF969



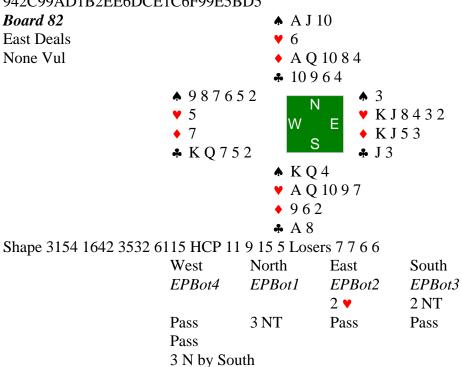
869A166CE02A1751147122F4EDBD Board 80 **★** K 10 9 7 5 East Deals N-S Vul ♦ J 8 6 5 ♣ A K 10 5 **♦** J 4 3 **♦** Q86 **•** 642 ♥ AK987 ◆ Q32 ★ K 9 7 4 S ***** 8632 **.** 9 **♠** A 2 ♥ QJ1053 • A 10 ♣ QJ74 Shape 5044 3541 2524 3334 HCP 11 12 14 3 Losers 6 6 6 11

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🔻	Pass
Pass	1 🛧	Pass	2 NT
Pass	3 NT	Pass	Pass
Pass			
3 N by So	uth		
Made 3 —	- NS +600		

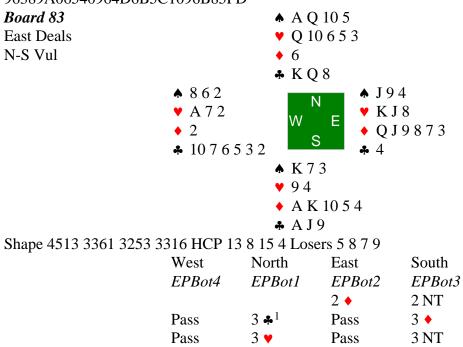
865C12A06AAC35396DF3621D569E



942C99AD1B2EE6DCE1C6F99E5BD5



96389A06540964D6B5C1096B85FD



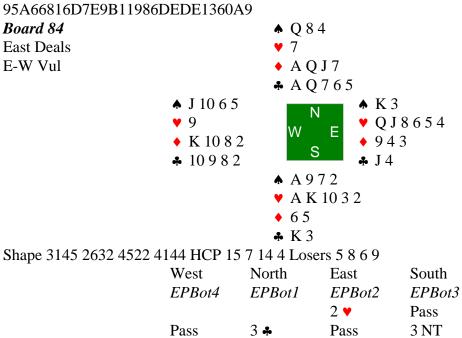
Pass

1. Stayman 3 N by South

Made 4 — NS +630

Pass

Pass



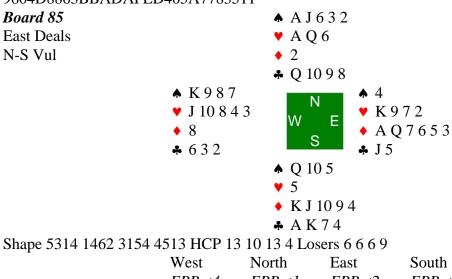
Pass

Pass

Pass

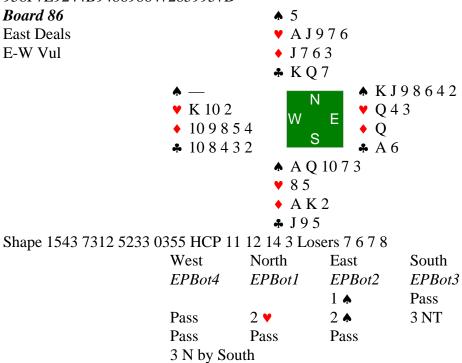
3 N by South

9604D8863BBADAFED405A7783511

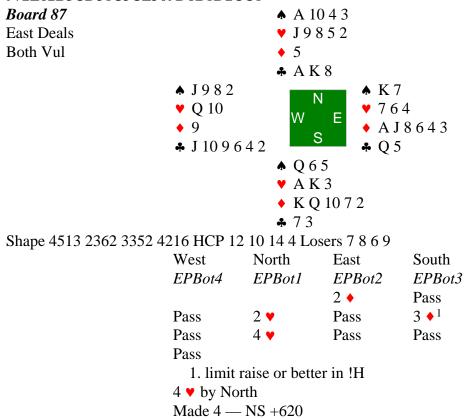


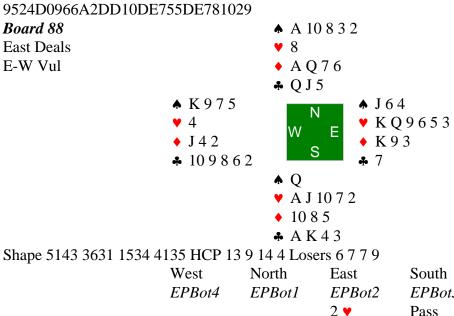
EPBot4 EPBot1 EPBot2 EPBot3 Pass 1 • Pass 1 🛦 Pass 2 * Pass 3 NT Pass Pass Pass 3 N by North Made 4 — NS +630

958F7E9244B9486986472859957D



972E62B3CD31C5CE509D8B1D2CC1





West North East South

EPBot4 EPBot1 EPBot2 EPBot3

2 ♥ Pass

Pass 2 ♠ Pass 2 NT

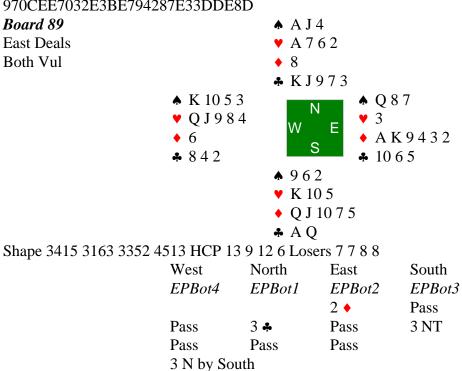
Pass 3 NT Pass Pass

Pass

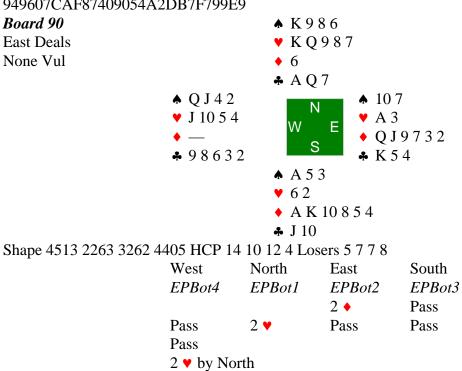
3 N by South

Made 3 — NS +400

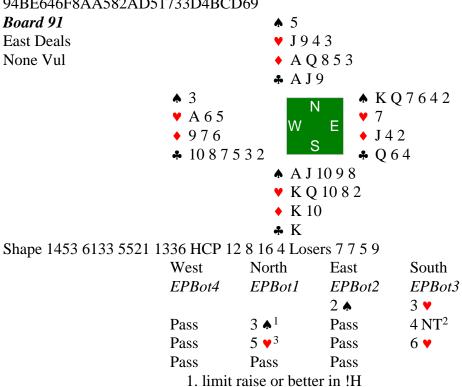
970CEE7032E3BE794287E33DDE8D



949607CAF87409054A2DB7F799E9



94BE646F8AA582AD51733D4BCD69

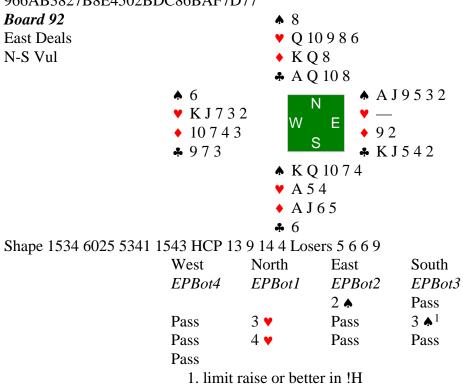


6 ♥ by South

Made 6 — NS +980

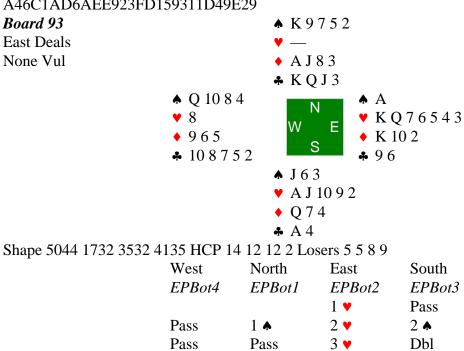
2. Blackwood 0314, for !H 3. A=2/5 or 5/5, Q(H)=0

966AB3827B8E4502BDC86BAF7D77



4 ♥ by North

A46C1AD6AEE923FD159311D49E29



3 NT

Pass

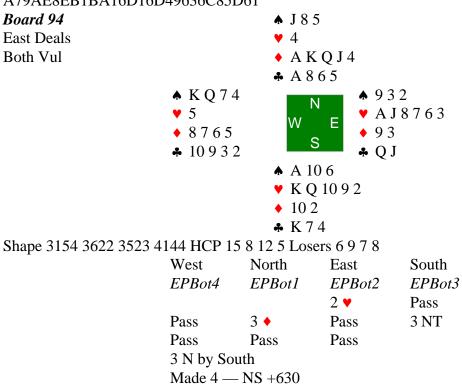
Pass

Pass

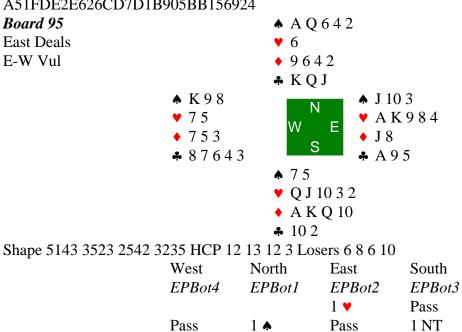
Pass

3 N by North

A79AE8EB1BA16D16D49636C85D61



A51FDE2E626CD7D1B905BB156924



Pass

Pass

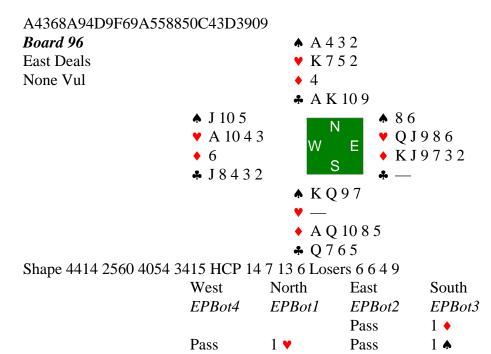
2 ♦ by North

Made 4 — NS +130

2 •

Pass

Pass



4 🛦

Pass

Pass

Pass

Pass

4 ♠ by South

B4C438274FFCCFB417F062FF4713 **★** K Q 7 2 Board 97 ♥ AJ93 East Deals None Vul ♦ J 10 9 4 **4** 5 **♦** A 10 9 6 4 **▲** J 5 3 Ν **♥** K 10 8 6 4 **v** 72 **♦** 652 K S ♣ QJ97432 **A** 8 **♥** Q 5 ◆ AQ873 ♣ A K 10 8 6

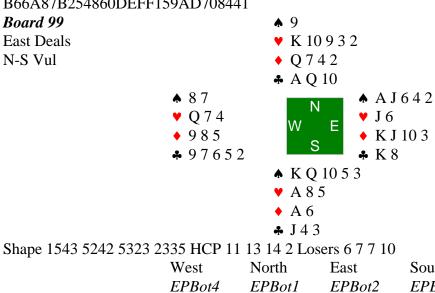
Shape 4441 3217 1255 5530 HCP 11 7 15 7 Losers 7 8 5 7

West North East South EPBot4 EPBot2 EPBot1 EPBot3 3 **. 3** ♦ Pass 4 • Pass **5** • Pass Pass Pass 5 ♦ by South Made 5 — NS +400

B5826E8173A1B1F64B6535A44DE2 Board 98 **♦** 5 ♥ AQ73 East Deals E-W Vul **♦** 8654 ♣ A K 8 2 **♦** 82 **♦** KJ763 **y** J985 AQJ1092 **♦** 7 S ♣ J 7 ♣ Q 10 9 6 5 3 **▲** A Q 10 9 4 ♥ K 10 6 4 2 **♦** K 3 **4** Shape 1444 5062 5521 2416 HCP 13 12 12 3 Losers 6 5 5 8

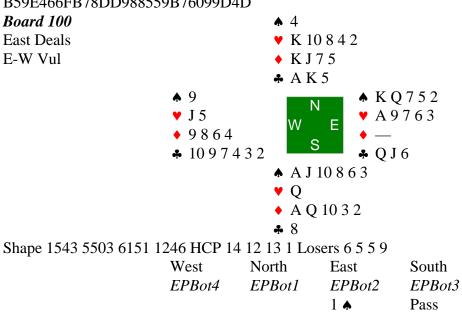
West North East South EPBot4 EPBot2 EPBot1 EPBot3 1 • $2 \bullet 1$ Pass 4 🔻 Pass Pass Pass 1. Michaels Cuebid 4 ♥ by North Made 6 — NS +480

B66A87B254860DEFF159AD708441



South EPBot4 EPBot1 EPBot2 EPBot3 1 🛦 Pass Pass 2 🔻 Pass $2 \blacktriangle^1$ 3 **y** Pass Pass 4 🔻 Pass Pass Pass 1. limit raise or better in !H 4 ♥ by North

B59E466FB78DD988559B76099D4D



2 🔻

3 NT

Pass

Pass

2 NT

Pass

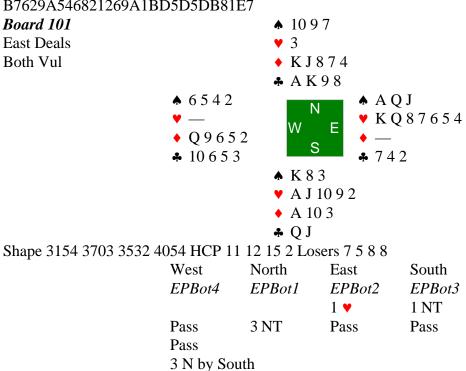
Pass

Pass

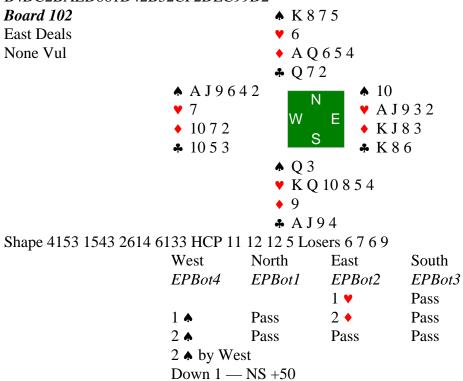
Pass

3 N by South

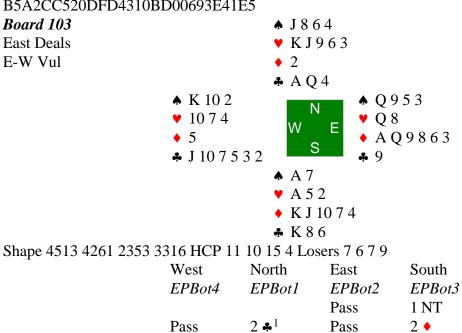
B7629A546821269A1BD5D5DB81E7



B4DC2BAED861D42B32CF2DEC99D2



B5A2CC520DFD4310BD00693E41E5



1. Stayman

 $3 \wedge^2$

Pass

Pass

Pass

4 y

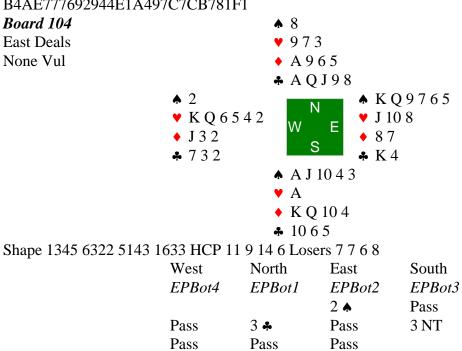
2. SMOLEN

4 ♥ by South

Pass

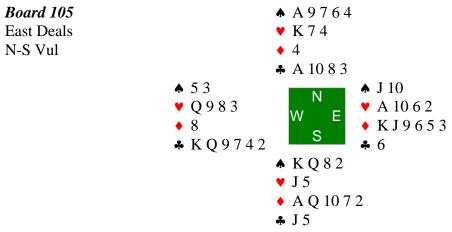
Pass

B4AE777692944E1A497C7CB781F1



3 N by South

B61A85B9645A35BE0917E401F699



Shape 5314 2461 4252 2416 HCP 11 9 13 7 Losers 7 7 6 6

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 ♦
Pass	1 🛧	Pass	3 A
Pass	$3 NT^1$	Pass	4 ♦ ²
Pass	4 ♥ ³	Pass	4 🛦
Pass	Pass	Pass	
1 C 1	مدالمستندة الملام		

- 1. Cue bid, surplus
- 2. Cue bid, a !D stopper
- 3. Cue bid, a !C stopper

4 ♠ by North

B4663649D885E9F90A4A845D2561 **Board 106 ★** K 7 3 ♥ Q 10 7 6 5 East Deals None Vul **•** 4 ♣ A K 7 6 **▲** J98 **▲** AQ642 **♥** K8 **♥** J 4 ◆ QJ9876 **•** 2 ♣ Q 10 9 8 4 3 2 **▲** 10 5 A 9 3 2 ♦ A K 10 5 3

Shape 3514 5260 2452 3217 HCP 12 10 12 6 Losers 6 5 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 ♦	Pass
1 NT	Pass	2 •	Pass
Pass	2 🔻	Pass	3 ♦ ¹
Pass	4 🔻	Pass	Pass
Pass			

♣ J 5

1. limit raise or better in !H

4 ♥ by North

B6EA872609D885EB05F66789513D

♦ QJ72 **Board 107** ♥ KJ974 East Deals N-S Vul **♦** 3 ♣ A Q 6 **▲** A 10 8 6 **♦** 53 **v** 62 **v** 10 3 **•** 2 ♦ KQ9765 S **♣** J 9 7 4 3 2 ♣ K85 **∧** K94 ♥ AQ85 ◆ AJ1084 **.** 10

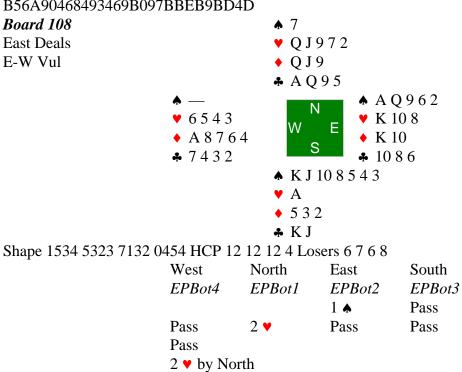
Shape 4513 2263 3451 4216 HCP 13 8 14 5 Losers 6 7 6 8

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 •	Pass
Pass	2 🔻	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)=0

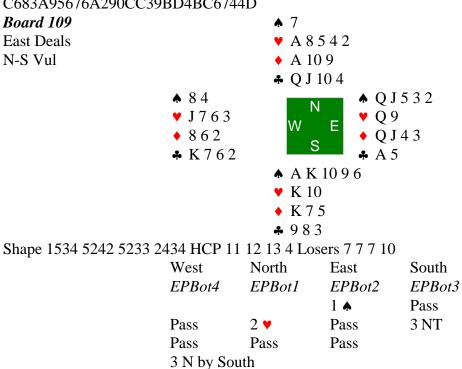
6 ♥ by North

B56A90468493469B097BBEB9BD4D

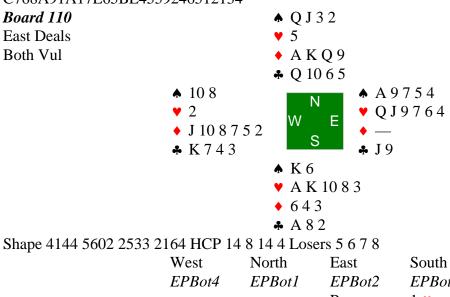


Down 1 — NS -50

C683A95676A290CC39BD4BC6744D



C768A91A17E65BE4559246512134



West North East South

EPBot4 EPBot1 EPBot2 EPBot3

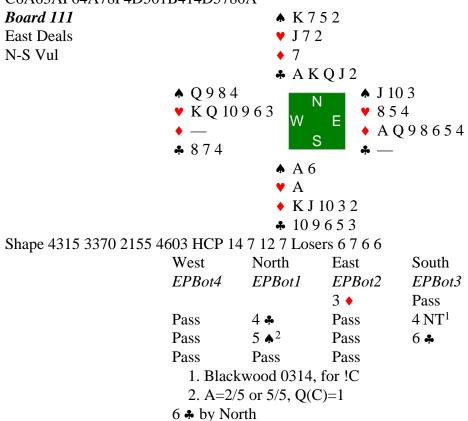
Pass 1 → Pass 1 NT

Pass 3 NT Pass Pass

Pass 3 N by South

Made 4 — NS +630

C6A63AF64A78F4D501B414D5780A



C78BA37B72B2460463FBDE799185

Board 112 ♦ 8 A 9 8 2 East Deals Both Vul ♦ AQ64 ♣ J 10 9 5 **♦** QJ974 **♦** 65 ♥ QJ1064 **♥** 53 **♦** 982 S ♣ A K Q 7 6 **4** 4 3 2 **▲** A K 10 3 2 **∨** K 7 ♦ KJ1073 ***** 8

Shape 1444 5215 5251 2533 HCP 11 12 14 3 Losers 7 5 5 10

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

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

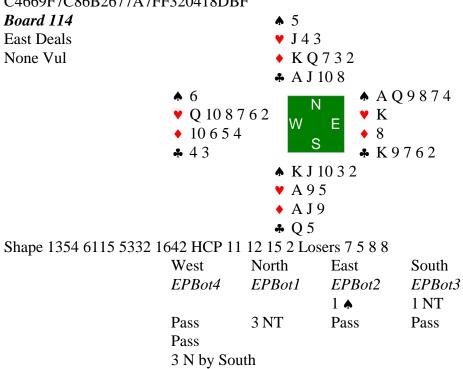
6 ◆× by South

C72392DAE9621519A2EFBD5109DD **Board 113 ▲** A 9 8 3 East Deals **v** 3 Both Vul ♦ QJ83 ♣ K Q 10 7 **♠** QJ62 **▲** 10 4 **y** 5 ♥ KQ9842 **9** 652 S **♣** J985432 ♣ A 6 **★** K 7 5 ♥ AJ1076 ♦ A K 10 7 4 Shape 4144 2632 3550 4117 HCP 12 9 15 4 Losers 6 7 5 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 2 🔻 **3** ♦ Pass 3 **♥**¹ Pass Pass Pass 1. strength cue bid

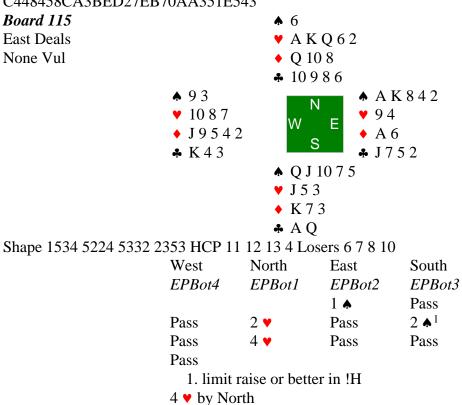
3 ♥ by North

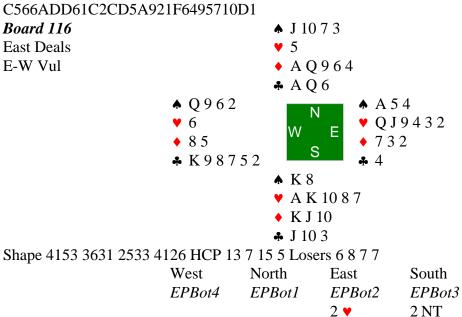
Down 2 — NS –200

C4669F7C86B2677A7FF320418DBF



C448458CA3BED27EB70AA351E543





3 **♣**¹

3 NT

Pass

Pass

3 •

Pass

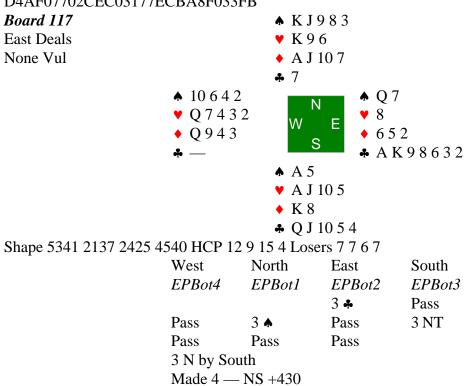
Pass

Pass

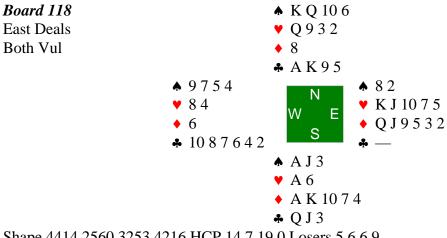
Pass

1. Stayman 3 N by South

D4AF07702CEC03177ECBA8F033FB



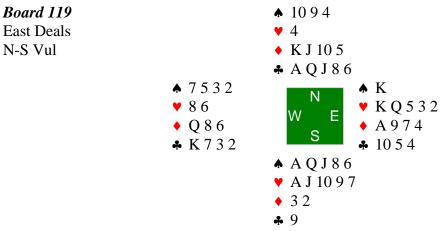
D7A2120C9C11CE79D125DEF18C4D



Shape 4414 2560 3253 4216 HCP 14 7 19 0 Losers 5 6 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 ♦
Pass	1 🔻	Pass	2 NT
Pass	3 .	Pass	3 NT
Pass	6 NT	Pass	Pass
Pass			
6 N by So	uth		
Made 6 —	- NS +1440		

D6A6519EA22324BEE5BED307D9D9

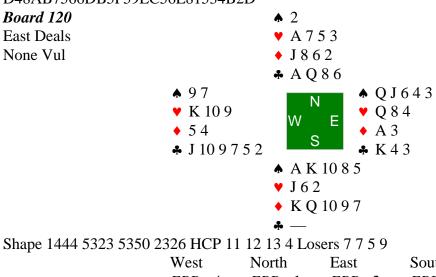


Shape 3145 1543 5521 4234 HCP 11 12 12 5 Losers 7 7 6 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🔻	1 🛦
Pass	2 v ¹	Pass	4 ♣²
Pass	4 ♦ ³	Pass	4 🛦
Pass	Pass	Pass	
1. limit	raise or bette	er in !S	

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

D48AB7566DB5F59EC56E81534B2D

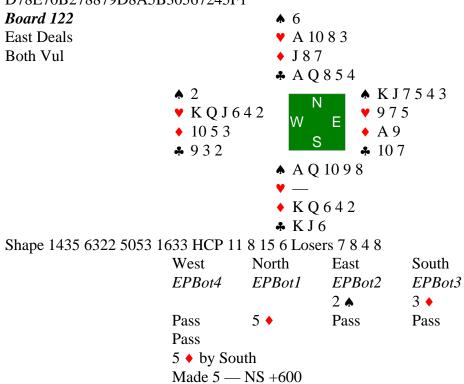


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🛦	2 •
Pass	2 ^ 1	Pass	3 ♦
Pass	$3 \triangleq^2$	Pass	5 ♦
Pass	Pass	Pass	
1 otron	oth our hid		

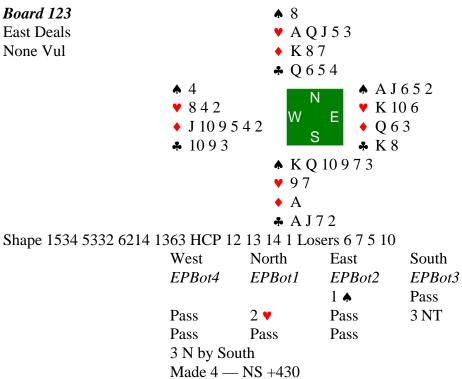
- 1. strength cue bid
- 2. limit raise or better in !D
- 5 ♦ by South

D5CC14E3C334640B6827EFC9F7DF **★** K 10 8 6 **Board 121** East Deals ♥ AJ84 E-W Vul ♦ K 10 9 6 3 ♠ AQJ5432 **♦** 97 **v** 10 3 **♥** K 2 ♦ 874 ♦ Q J ♣ QJ86532 **4** Q9765 ◆ A 5 2 ♣ A K 10 9 7 Shape 4450 2227 0535 7231 HCP 11 9 13 7 Losers 6 7 5 7 West North East South EPBot4 EPBot1 EPBot2 EPBot3 3 **. 3 ♥** Pass 4 **♣**¹ Pass 4 🔻 Pass Pass Pass 1. limit raise or better in !H 4 ♥ by South

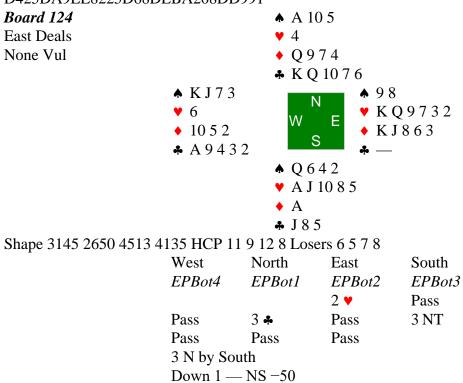
D78E70B278879D8A5B30567245F1



D4449F8A4091A13FAC5A42F28970



D425DA9EE8225D68DEBA208DD991



D609A696093A1BF5C7D8B6B5278D

Board 125 ▲ AJ1093 East Deals **♥** AJ72 N-S Vul ♣ K Q 10 5 **♦** 876 **v** 10 8 5 4 Q96 ◆ KQ87543 **•** 2 S ♣ AJ842 **4** 973 **♦** KQ542 **♥** K 3 ♦ AJ1096

Shape 5404 0373 5251 3415 HCP 15 7 13 5 Losers 5 6 5 9

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

D52E9E562DED583E5555EA6511EB

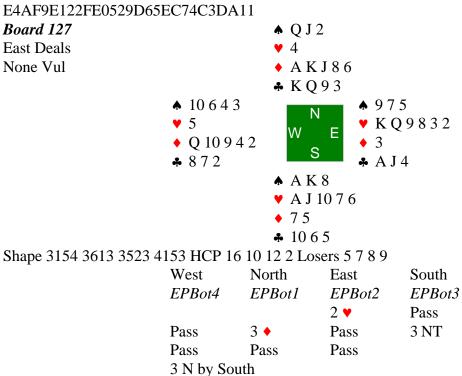
Board 126 ▲ AJ83 East Deals E-W Vul ♦ Q764 ♣ A K Q 8 5 **↑** 10 5 2 **♦** Q9764 **v** 8 **♥** KQ9763 ♦ 952 S **♣** J 10 7 6 4 3 ***** 2 **∧** K ♥ AJ10542 ◆ A K J 10 8

Shape 4045 5611 1651 3136 HCP 16 7 16 1 Losers 4 5 5 10

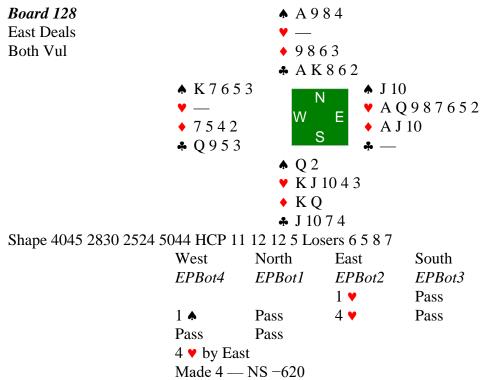
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 ♥
Pass	2 🚓	Pass	3 v
Pass	3 A	Pass	4 •
Pass	$4 \mathrm{NT^1}$	Pass	5 ♣²
Pass	$5 \mathrm{NT^3}$	Pass	6 ♦ ⁴
Pass	7 🔸	Pass	Pass
Pass			

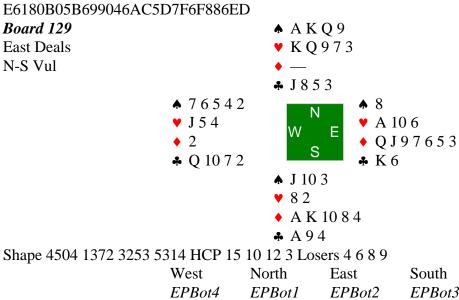
Pass

- 1. Blackwood 0314, for !D
- 2. A=0/5 or 3/5
- 3. King ask by 5 NT
- 4. K=1
- 7 ♦ by South



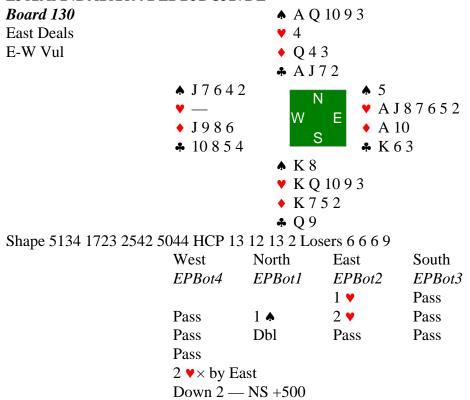
E71EE2916C6C191AD4DAD524E996



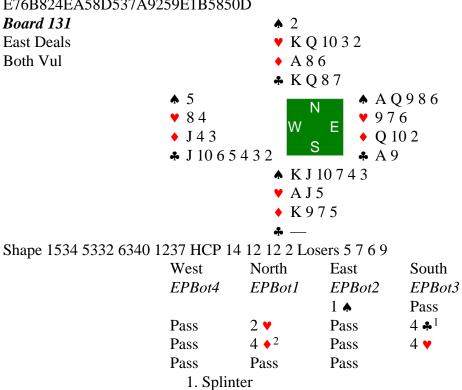


EPBot3 1 • Pass Pass **1** 🔻 **3** • Pass Pass Dbl 3 NT Pass Pass Pass Pass 3 N by South Made 4 — NS +630

E512AF24DA212899DEDB5DC527DE



E76B824EA58D537A9259E1B5850D

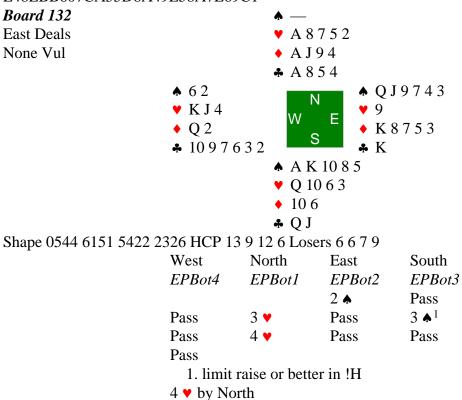


2. Cue bid, surplus

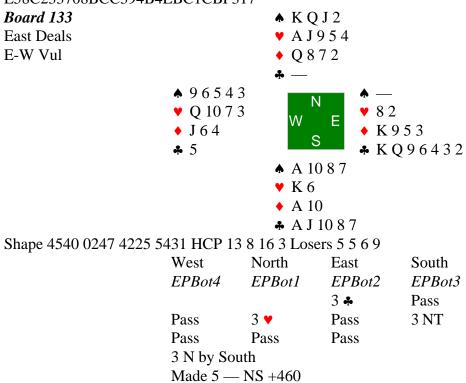
Made 5 — NS +650

4 ♥ by North

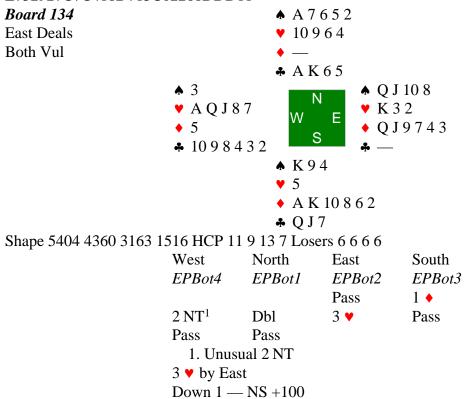
E48EBB607CA55D8A49E58A7E69C1



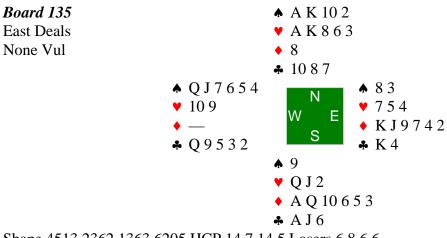
E58C233708BCC394B4EBC1CBF317



E732927C7C418D713C02268DDD11



E4040BE5E836B94EDAC4D5DB4529



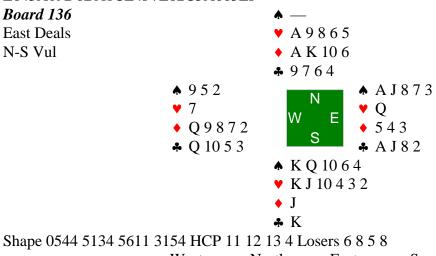
Shape 4513 2362 1363 6205 HCP 14 7 14 5 Losers 6 8 6 6

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 •	Pass
Pass	2 🔻	Pass	3 ♦ ¹
Pass	$3 \triangleq^2$	Pass	4 ♦ ³
Pass	4 💙	Pass	Pass
Pass			

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

4 ♥ by North

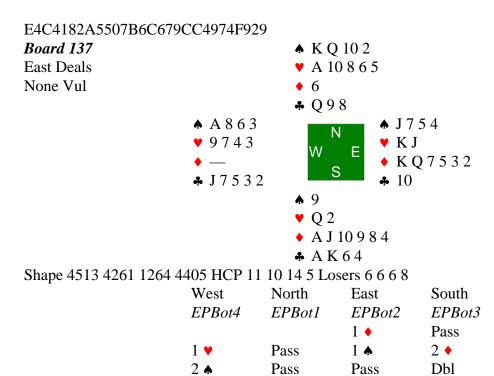
E643A09D6BA1CE4F7E82C5A665EF



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 🛦	Pass
Pass	2 🔻	Pass	$2 \blacktriangle^1$
Pass	3 🔻	Pass	$3 \blacktriangle^2$
Pass	$3 NT^3$	Pass	4 💙
Pass	Pass	Pass	
1 1' '	1 44	. 111	

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

4 ♥ by North



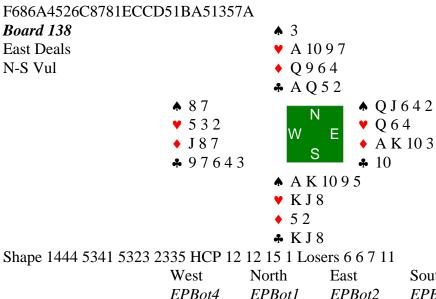
Pass

Pass

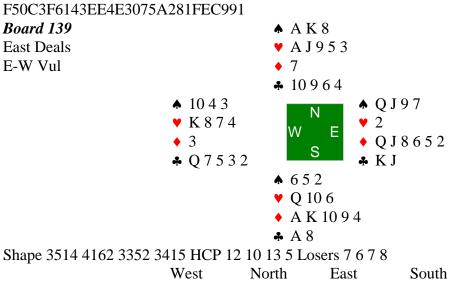
Pass

2 ♠× by East

Down 2 — NS +300

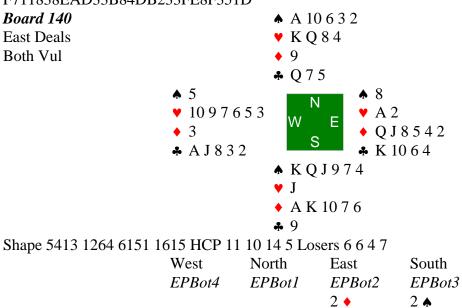


South EPBot4 EPBot1 EPBot2 EPBot3 1 🛦 1 NT Pass 2 **♣**¹ Pass 2 • Pass 3 NT Pass Pass Pass 1. Stayman 3 N by South Made 4 — NS +630



EPBot4 EPBot1 EPBot2 EPBot3 1 • Pass 1 🔻 Pass 1 🛦 Pass 2 • 1 NT Pass Pass Pass Pass 2 ♦ by East Down 2 — NS +200

F711838EAD33B84DB233FE8F351D



Pass

Pass

Pass

- 4 ◆ ¹ 5 ◆ ³
- Pass
- P P
- Pass Pass

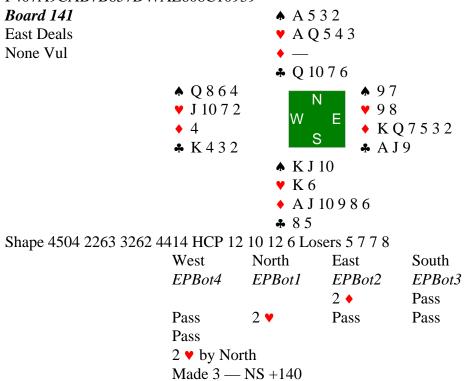
Pass

 $4 NT^2$

5 **^**

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

F407A9CAB7B657D47AE608C10939



F525681F16ED1EE0E52F565949DD **♠** AQJ96 **Board 142** East Deals **v** 3 E-W Vul ♦ AJ75 **4** J 9 5 **★** K 5 4 3 **▲** 10 8 7 2 ♥ QJ9542 ♦ K 4 3 **•** 8 ♣ A 10 7 4 3 2 ♣ Q 6 ♥ A K 10 8 7 6 ◆ Q 10 9 6 2 ♣ K8

Shape 5143 4612 0652 4036 HCP 13 8 12 7 Losers 7 7 4 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 🔻
Pass	1 🛧	Pass	2 •
Pass	3 ♦	Pass	5 ♦
Pass	Pass	Pass	
5 ♦ by So	outh		
Made 5 –	– NS +400		

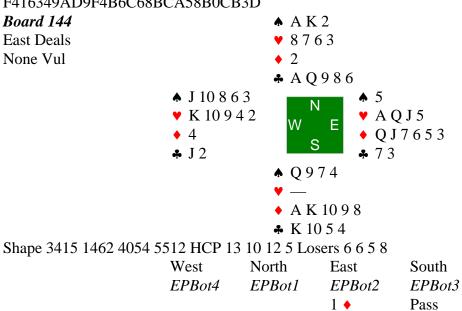
F7BECCB200D381710F4EAEB5FF19 **Board 143 ▲** J 7 2 **∨** KJ976 East Deals Both Vul **•** 2 ♣ AQ65 **★** K 10 3 **♦** 86 ♥ AQ843 **v** 10 2 • AK7653 **•** 4 S **♣** 9842 **♣** 10 7 3 **A** A Q 9 5 4 **y** 5 ♦ QJ1098

Shape 3514 2263 5152 3514 HCP 11 7 13 9 Losers 7 8 5 7

West North East South EPBot4 EPBot1 EPBot2 EPBot3 2 • 2 🛦 **4** ♦ ¹ Pass Pass 4 🛦 Pass Pass Pass 1. Splinter 4 ♠ by South Made 4 — NS +620

♣ K J

F416349AD9F4B6C68BCA58B0CB3D



Dbl

Dbl

2 •

Pass

Pass

Pass

1 🛦

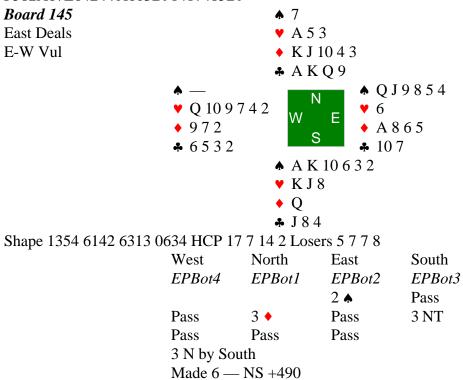
Pass

Pass

2 ◆× by East

Made 2 — NS –180

F582A67E64B77A603B91417485B9



042806D59B943503F9CEE5EA0B99

Board 146 ▲ AK983 East Deals **♥** K 8 6 3 None Vul **•** 6 ♣ K 6 4 **♦** Q7654 **Q** J 10 2 **y** 97 **•** 8 ◆ AJ7432 S ♣ Q 9 7 5 2 **♣** J83 **▲** J 10 2 ♥ A 5 4 ♦ KQ1095 ♣ A 10

Shape 5413 0463 3352 5215 HCP 13 9 14 4 Losers 6 7 7 7

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		Pass	1 ♦
Pass	1 🛧	Pass	1 NT
Pass	2 4 ¹	Pass	$3 \blacktriangle^2$
Pass	4 ♣ ³	Pass	4 ♦ ⁴
Pass	4 🛦	Pass	Pass
Pacc			

- - 1. New Minor Forcing
 - 2. 3 !S
 - 3. Cue bid, a !C stopper
 - 4. Cue bid, a !D stopper
- 4 ♠ by North

Made 6 — NS +480

058FB20D639D68C232008DD13D75 **♠** Q 7 6 3 **Board 147** ♥ AQ865 East Deals E-W Vul **•** 2 **♣** K 8 7 **♦** 84 **♦** J92 ♥ K732 **v** 10 4 **•** 9 ◆ KJ8764 S ♣ Q 10 5 4 3 2 ♣ A J **▲** A K 10 5 **♥** J9 ♦ A Q 10 5 3 **4** 96 Shape 4513 3262 4252 2416 HCP 11 10 14 5 Losers 6 8 6 7 West North East South EPBot4 EPBot2 EPBot1 EPBot3 2 • Pass

2 🔻

Pass

Pass

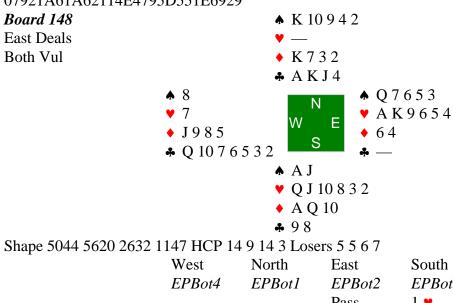
Pass

Pass

2 ♥ by North

Made 3 — NS +140

07921A61A62114E4795D551E6929



West North East South

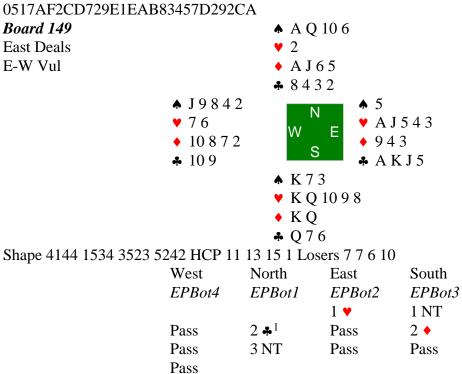
EPBot4 EPBot1 EPBot2 EPBot3

Pass 1 ♣ Pass 2 ♥

Pass 3 NT Pass Pass

Pass 3 N by North

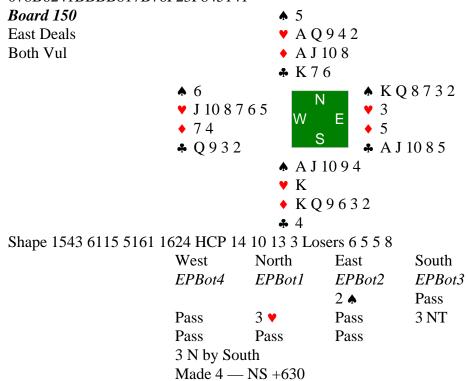
Made 4 — NS +630



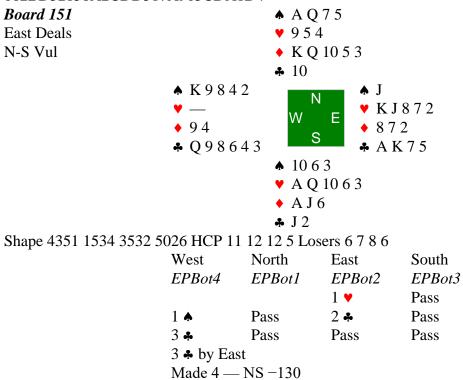
1. Stayman 3 N by South

Made 3 — NS +400

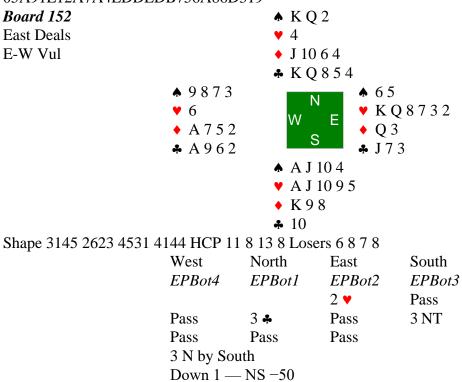
078B6241BBBB817B76F23F845141



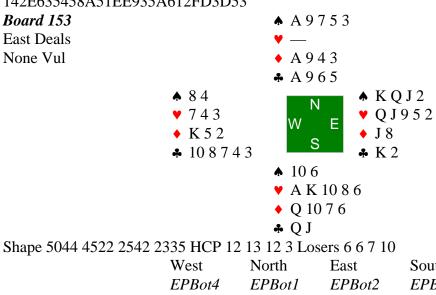
062BD32158A2CDD517A903CDA1D4



05A91E12A7A4EDDEDB756A86D319

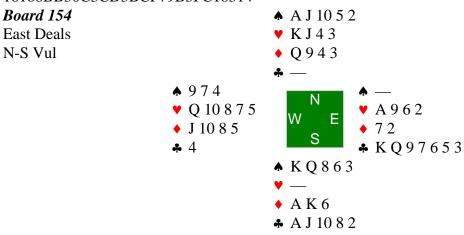


142E635458A51EE935A612FD3D53



West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		1 v	Pass
Pass	1 🛧	Pass	1 NT
Pass	2 🚓	Pass	2 🛦
Pass	Pass	Pass	
2 ♠ by No	orth		
Made 3 —	- NS +140		

16188BB30C3CD3BCF79B3FC18314



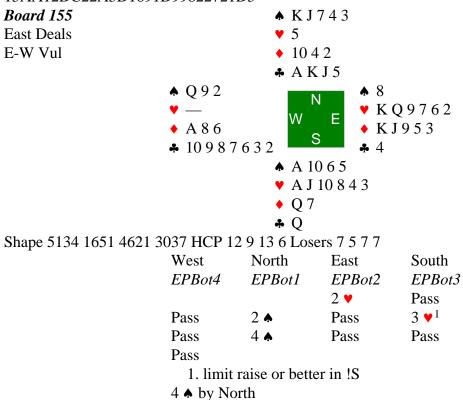
Shape 5440 0427 5035 3541 HCP 11 9 17 3 Losers 6 5 4 9

West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		3 .	3 A
Pass	4 ♣ ¹	Pass	4 ♦ ²
Pass	$4 \mathrm{NT^3}$	Pass	5 ♣ ⁴
Pass	5 A	Pass	6 ^
Pass	Pass	Pass	
4 40 0		~	

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

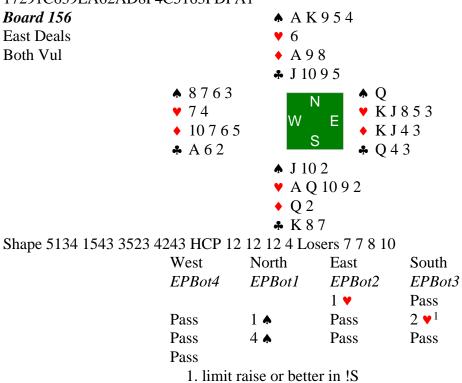
Made 7 — NS +1460

15AA12DC22A5D1691D99822721D5



Made 5 — NS +450

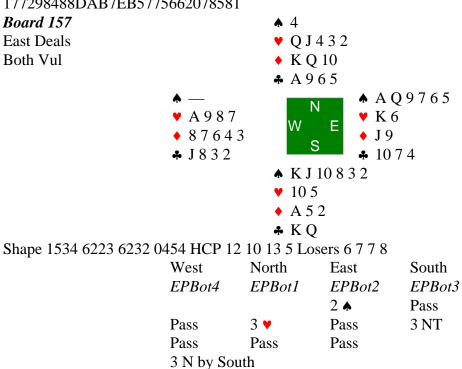
17291C639EA62AD8F4C5163FDFA1



4 ♠ by North

Made 5 — NS +650

177298488DAB7EB5775662078581



Made 3 — NS +600

150E9D12B0FC3E837D085229E141

▲ AQ964 **Board 158** East Deals **♥** A 8 6 2 E-W Vul ♣ A Q 9 5 **▲** 10 3 **↑** 752 ♥ J 10 9 7 ♥ K Q 5 **♦** 64 ◆ QJ8532 S ♣ K7432 **&** 8 **★** KJ8 **4** 4 3 ◆ A K 10 9 7 ♣ J 10 6

Shape 5404 3361 3253 2425 HCP 16 8 12 4 Losers 4 7 8 9

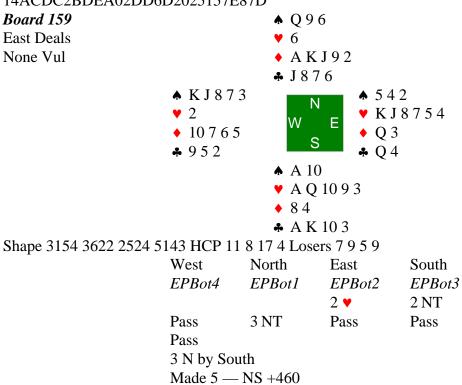
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 •	Pass
Pass	2 🛦	Pass	3 ♦ ¹
Pass	$4 NT^2$	Pass	5 ♥ ³
Pass	6 A	Pass	Pass
Pass			

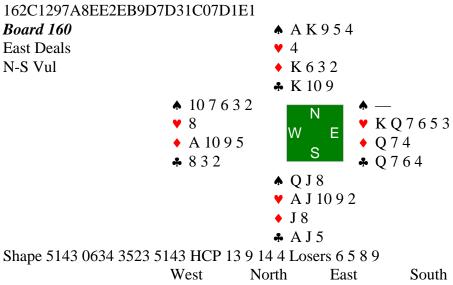
- ass
- 1. limit raise or better in !S
- 2. Blackwood 0314, for !S
- 3. A=2/5 or 5/5, Q(S)=0

6 ♠ by North

Made 6 — NS +980

14ACDC2BDEA02DD6D2025157E87D



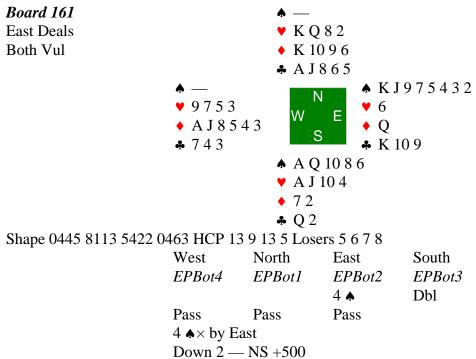


West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 🔻	Pass
Pass	2 🛦	Pass	3 ∨ ¹
Pass	4 🛦	Pass	Pass
Pass			

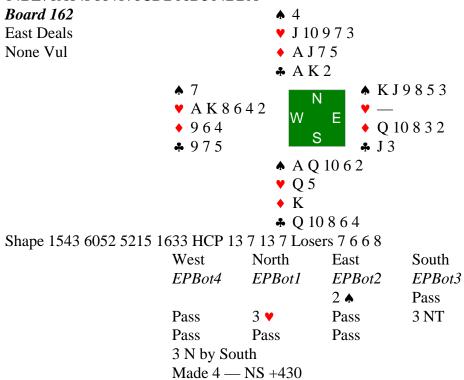
1. limit raise or better in !S

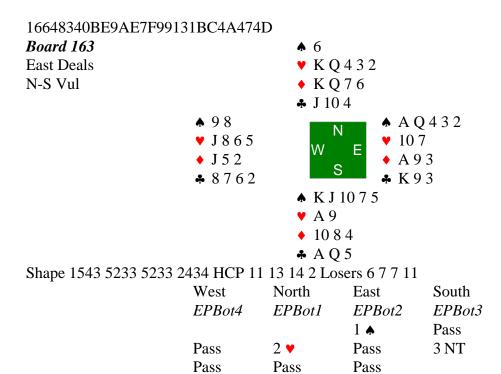
4 ♠ by North Made 5 — NS +650

17A64B8C66AB7B86719A76657540



14BE76A84F884178CDB06D304BBA

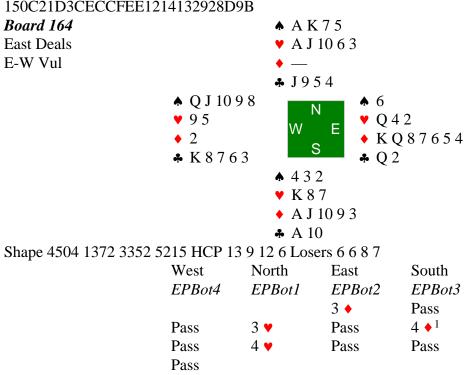




3 N by South

Made 3 — NS +600

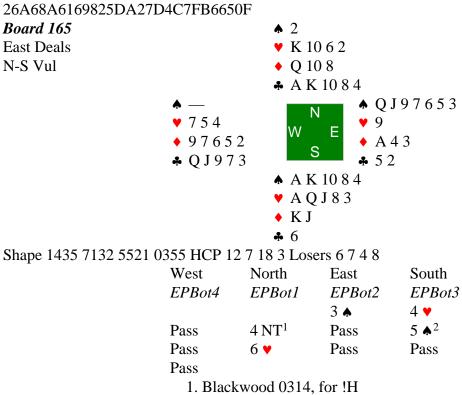
150C21D3CECCFEE1214132928D9B



4 ♥ by North

Made 5 — NS +450

1. limit raise or better in !H

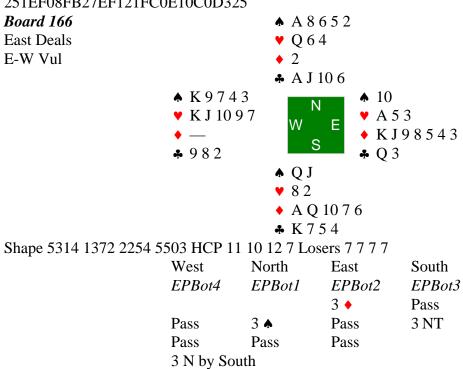


2. A=2/5 or 5/5, Q(H)=1

6 ♥ by South

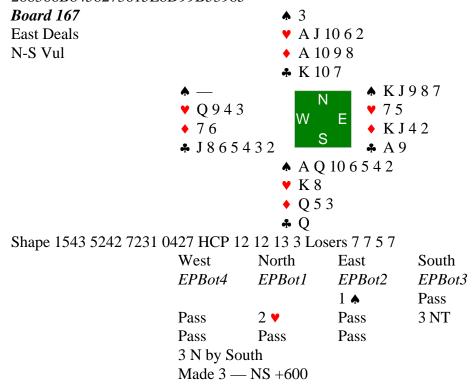
Made 6 — NS +1430

251EF08FB27EF121FC0E10C0D325

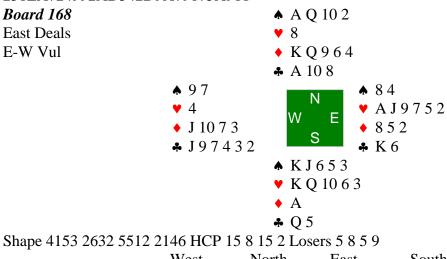


Down 1 — NS -50

268366B8458273615E8D99B53985



251EA724992AD542D9A79075A911



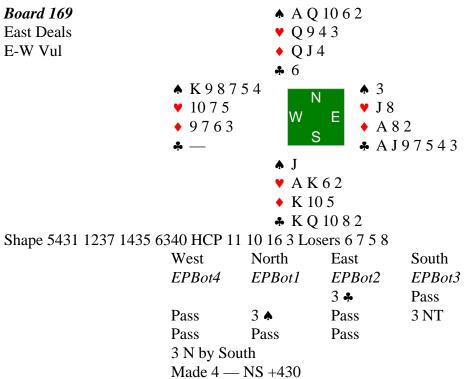
West	North	East	South
EPBot4	EPBot1	EPBot2	EPBot3
		2 🔻	2 🛦
Pass	3 ∨ ¹	Pass	4 ♠
Pass	$4 \mathrm{NT}^2$	Pass	5 ♥ ³
Pass	6 A	Pass	Pass
Pass			

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

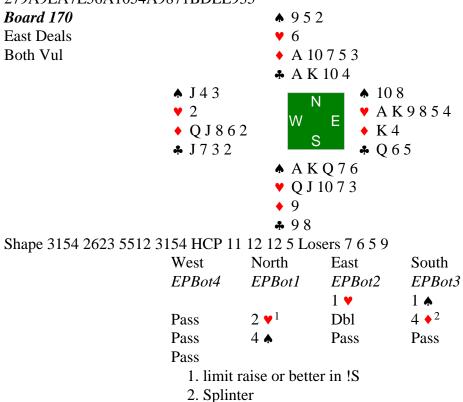
6 ♠ by South

Made 6 — NS +980

2523EC04973CCBD0FB2AFFC74B20



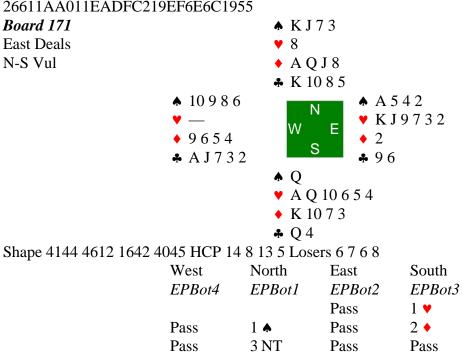
279A9EA7E56A1054A9871BDEE935



4 ♠ by South

Down 1 — NS –100

26611AA011EADFC219EF6E6C1955



Pass

3 N by North

Made 4 — NS +630

252462DF93251CFA2A6099D6F035 **Board 172 ▲** A 10 9 7 2 East Deals E-W Vul ◆ A 10 4 2 **♣** K 8 7 4 **♦** Q843 **∧** K 6 **v** 832 ♥ QJ954 ◆ KJ63 **♦** 875 S **4** 10 5 2 **♣** Q J **♦** J 5 ♥ A K 10 7 6 ♦ Q 9 ♣ A 9 6 3 Shape 5044 2542 2524 4333 HCP 11 13 14 2 Losers 6 7 7 11 West North East South EPBot4 EPBot1 EPBot2 EPBot3 1 🔻

1 🛦

3 NT

Pass

Pass

Pass

Pass

Pass

3 N by South

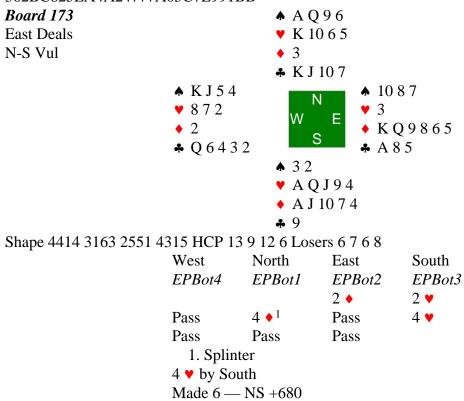
Made 3 — NS +400

Pass

2 NT

Pass

362BC625EA4A24777A05C7E991BD



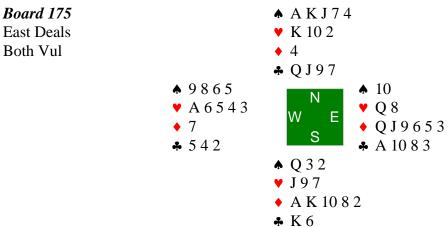
35225E9EEFE4441BE13958E03916 Board 174 **▲** A 8 6 3 2 East Deals **y** 9 E-W Vul **◆** 10 9 2 ♣ A K Q 2 **▲** K95 **▲** J 10 7 4 **v** 63 ♥ KQ852 **♦** 8653 ♦ A 7 4 S **4** 763 ♣ J8 **♠** Q A J 10 7 4 ♦ KQJ **4** 10 9 5 4

Shape 5134 3532 1534 4243 HCP 13 13 13 1 Losers 6 7 7 11

West North Fast

West	North	East	South	
EPBot4	EPBot1	EPBot2	EPBot3	
		1 v	Pass	
Pass	1 🛧	Pass	1 NT	
Pass	2 NT	Pass	3 NT	
Pass	Pass	Pass		
3 N by So	uth			
Made 4 — NS +430				

3733009E2E43EED326FCFD39BF81



Shape 5314 1264 3352 4513 HCP 14 9 13 4 Losers 6 7 7 9

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

- 1. limit raise or better in !S
- 2. Cue bid, a !H stopper
- 3. Cue bid, a !H stopper
- 4 ♠ by North

Made 5 — NS +650