

Deal 1

West Deals

None Vul

♠ 10 4
♥ A 8 3
♦ 10 7 4
♣ A K J 9 4

8
12 12
8

| | | | |
|-------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| 1♣ | 3♠ | Pass | Pass |
| Pass | | | |
| 3♠ by North | | | |

♠ K Q J 9 7 5 3
♥ 7 4
♦ Q 3
♣ 6 2

♠ 6
♥ K Q 10 9 6
♦ A J 5 2
♣ Q 10 8

N
W E
S

♠ A 8 2
♥ J 5 2
♦ K 9 8 6
♣ 7 5 3

If West had passed, NORTH would have opened with a preemptive 3 \hat{a} TM.

She should make the same bid with the same hand AFTER the opponents open. And she makes it

for the same reason, to describe her hand and to take away bidding space from the opponents.

SOUTH treats it just like a Preemptive 3-bid, even though it is now called a Weak Jump Overcall.

In this case, SOUTH passes.

Deal 2East Deals
None Vul

♠ 9
 ♥ K 10 9 7 2
 ♦ Q 7 2
 ♣ K Q 7 2

6
 10 14
 10

West
 Pass
 1 ♠ by South

♠ K 7 2
 ♥ Q J 5 4
 ♦ 6 3
 ♣ 9 8 6 4

N
 W E
 S

♠ Q 6 4 3
 ♥ A 8
 ♦ K 9 4
 ♣ A J 10 5

♠ A J 10 8 5
 ♥ 6 3
 ♦ A J 10 8 5
 ♣ 3

North
 Pass
 1 ♣

East
 Pass
 1 ♣

SOUTH has 12 points, but with two 5-card suits worthy of an overcall. There isn't really a

right and wrong here, but it usually works out best to overcall in the higher-ranking suit. That

leaves open the possibility of bidding the second suit later.

In this Deal, after SOUTH overcalls 1♦, that later possibility never happens because

everybody should pass.

Deal 3
 North Deals
 None Vul

| | | |
|--|--|--|
| ♠ Q 8 6 ♥ Q 8 6 3 ♦ 9 8 4 3 ♣ 8 5 | ♠ K J 10 9 7 ♥ K 10 9 5 ♦ Q 6 ♣ A K | ♠ A 5 3 ♥ 4 2 ♦ A K 2 ♣ J 7 6 4 2 |
| | | |
| | 16 4 12 8 | |

| | | | |
|-------------|----------------------------|---------------------|----------------------|
| <i>West</i> | <i>North</i> 1 ♠ | <i>East</i> Pass | <i>South</i> Pass |
|-------------|----------------------------|---------------------|----------------------|

Pass
1 ♠ by North

EAST has 13 points but she has to pass.

She cannot Double without support for

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s.

She cannot bid 1 NT without 2 more points.

She cannot overcall 2â™£ with a terrible suit like that.

And WEST of course must also pass.

Deal 4

South Deals

None Vul

♠ —
 ♥ 10 9 4 3
 ♦ 10 9 6 4 3 2
 ♣ K 10 4

♠ K Q J 8 4 2

♥ Q 2

♦ Q 8 7

♣ 8 3

10 3
13 14

♠ 10 3
 ♥ K J 7 6
 ♦ K J 5
 ♣ A Q 7 2

♠ A 9 7 6 5

♥ A 8 5

♦ A

♣ J 9 6 5

| | | | |
|--------------|--------------|-------------|--------------|
| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| Pass | Pass | Dbl | 1 ♠ |
| Pass | Pass | | Pass |
| 1 ♠ by South | | | |

WEST obviously has to pass when SOUTH opens 1a™.

EAST has a reasonable Takeout Double. She hopes WEST will name a suit and they can just

play a partscore.

You should almost always bid when partner makes a Takeout Double. Almost always. This is the one time

when you don't. WEST's a™ are so good that he passes, converting the Takeout Double into a

Penalty Double.

Deal 5

West Deals

None Vul

♠ 10
♥ 7 5 4
♦ Q J 10 4
♣ A K J 7 3

11
11 2
16

♠ A K 8 7 2
♥ J 9 8
♦ K 7 6
♣ 6 5

♠ 9 6 4 3
♥ 10 6 3
♦ 3 2
♣ Q 10 9 8



♠ Q J 5
♥ A K Q 2
♦ A 9 8 5
♣ 4 2

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|--------------|--------------|-------------|--------------|
| 1 ♣ | 1 ♠ | Pass | 4 ♠ |
| Pass | Pass | Pass | |
| 4 ♠ by North | | | |

NORTH has a normal overcall of 1 \hat{A} TM.

SOUTH has a really good hand, but he doesn't have to worry about missing a slam since NORTH will

not have more than 16 points. So he just bids what he thinks NORTH can make, 4 \hat{A} TM.

Deal 6West Deals
None Vul

♠ A 9 7
 ♥ A 9 7 6
 ♦ A 4 2
 ♣ Q 3 2

14 **11**
9 6



♠ K Q 3
 ♥ K Q J 5 3
 ♦ 9 6 5
 ♣ 10 6

♠ J 8 4 2
 ♥ 10 2
 ♦ Q 8 7
 ♣ K 9 7 5

♠ 10 6 5
 ♥ 8 4
 ♦ K J 10 3
 ♣ A J 8 4

| <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|---------------|--------------|-------------|--------------|
| 1♦ | 1♥ | Pass | 1 NT |
| Pass | Pass | Pass | |
| 1 NT by South | | | |

NORTH has 12 points and a good enough suit to overcall 1

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SOUTH has 9 points with a good

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stopper. She bids 1 NT.

NORTH has nothing more to say, and lets SOUTH play 1 NT.