

<p>Board 1 Love all Dealer North</p> <p>♠ Q1073 ♥ Q73 ♦ AQ974 ♣ 10</p> <p>♠ J2 ♥ A1084 ♦ 86 ♣ A9832</p> <p>♠ A865 ♥ J92 ♦ KJ3 ♣ KJ4</p> <p>♠ K94 ♥ K65 ♦ 1052 ♣ Q765</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>-</td> <td>3</td> <td>1</td> <td>2</td> </tr> <tr> <td>W</td> <td>3</td> <td>-</td> <td>3</td> <td>1</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	1	-	-	-	S	-	1	-	-	-	E	3	-	3	1	2	W	3	-	3	1	2	<p>If East opens a weak NT, some Wests may be able to check for a heart fit, then play in 3♣. A spade lead looks best from North's hand, and is best in practice. South will win the king and should return the four not the nine. Now a forcing defence is threatened and declarer will have to guess well to come to nine tricks.</p> <p>East-West do better in no trumps. If South leads his longest suit, declarer has five easy club tricks and will probably make nine altogether. There's a lot to be said for eschewing risky opening leads from four-card suits against no trumps: if South leads a passive diamond declarer may misguess clubs and make only eight tricks.</p>
	♠	♥	♦	♣	N																										
N	-	1	-	-	-																										
S	-	1	-	-	-																										
E	3	-	3	1	2																										
W	3	-	3	1	2																										
<p>Board 2 NS Game Dealer East</p> <p>♠ QJ8 ♥ K72 ♦ K54 ♣ KJ52</p> <p>♠ 53 ♥ Q54 ♦ Q972 ♣ A964</p> <p>♠ 107642 ♥ A103 ♦ J86 ♣ Q8</p> <p>♠ AK9 ♥ J986 ♦ A103 ♣ 1073</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>1</td> <td>2</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>2</td> <td>1</td> <td>2</td> <td>1</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	1	2	1	2	S	2	1	2	1	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>Usually South will open a weak NT and North has to decide what to do. Her hand really isn't worth 13 high-card points, so if she evaluates accurately and exercises self-restraint the partnership can stop in 2NT. I admit I'd be tempted to go with the field and bid 3NT anyway.</p> <p>Again, it makes sense for West to lead spades rather than attack one of her four-card suits, but on any non-honour lead declarer will do well to make as many as eight tricks.</p>
	♠	♥	♦	♣	N																										
N	1	1	2	1	2																										
S	2	1	2	1	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 3 EW Game Dealer South</p> <p>♠ 743 ♥ Q987 ♦ 10 ♣ AKQ87</p> <p>♠ AKJ102 ♥ K64 ♦ 96543 ♣</p> <p>♠ 65 ♥ J105 ♦ AKJ87 ♣ 1054</p> <p>♠ Q98 ♥ A32 ♦ Q2 ♣ J9632</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>6</td> <td>1</td> <td>5</td> <td>1</td> </tr> <tr> <td>W</td> <td>-</td> <td>6</td> <td>1</td> <td>5</td> <td>1</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	2	-	-	-	-	S	2	-	-	-	-	E	-	6	1	5	1	W	-	6	1	5	1	<p>The high-card points are equally divided, but all the offensive power is with East-West. West is easily worth a 1♠ opening. North overcalls 2♣ and East should bid 2♦. South raises clubs, and West's light opening bid has improved a lot. If she bids to 5♦ declarer will probably get a club lead and will make twelve or thirteen tricks depending on how he decides to play spades. If she reaches slam, South will suspect a club void and can place ♥K on his left, so a small heart lead is not out of the question, setting declarer a difficult guess at trick one. It's reasonable to risk an overtrick on the opening lead if that's your best chance to beat a contract most of the field won't be in.</p>
	♠	♥	♦	♣	N																										
N	2	-	-	-	-																										
S	2	-	-	-	-																										
E	-	6	1	5	1																										
W	-	6	1	5	1																										
<p>Board 4 Game all Dealer West</p> <p>♠ 963 ♥ AJ102 ♦ QJ10 ♣ KJ6</p> <p>♠ Q85 ♥ 943 ♦ 965 ♣ Q1072</p> <p>♠ AJ72 ♥ 76 ♦ AK73 ♣ 943</p> <p>♠ K104 ♥ KQ85 ♦ 842 ♣ A85</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>2</td> <td>1</td> <td>3</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>2</td> <td>1</td> <td>3</td> <td>1</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	2	1	3	1	2	S	2	1	3	1	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>If North opens a weak NT, South is worth no more than an invite on his flat 12-count, and North hasn't got an acceptance, despite her two tens. It's interesting to see that despite the mirror 3433 distribution, declarer is entitled to one more trick in hearts than in no trumps, where she hasn't got time to set up a diamond trick. So 3♥ is the par spot.</p> <p>However, the only game with a (slim) chance is 3NT - perhaps South will simply raise to game - and the only way to let it make is for East to attack his "longest and strongest" diamond suit, letting declarer make a trick there before the defence sets up its spades. A small diamond concedes the contract at once - declarer has to hope for diamonds 4-3 and ♠A and ♣Q onside, all of which she gets. If East leads a top diamond, he has to guess to switch to spades at once, else declarer can establish a diamond trick herself, then take her finesses in the black suits.</p>
	♠	♥	♦	♣	N																										
N	2	1	3	1	2																										
S	2	1	3	1	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 5 NS Game Dealer North</p> <p>♠ Q52 ♥ K87532 ♦ Q7 ♣ QJ</p> <p>♠ 109763 ♥ J ♦ K865 ♣ 754</p> <p>♠ AK8 ♥ A10 ♦ AJ109 ♣ AK86</p> <p>♠ J4 ♥ Q964 ♦ 432 ♣ 10932</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>6</td> <td>1</td> <td>5</td> <td>3</td> </tr> <tr> <td>W</td> <td>4</td> <td>6</td> <td>1</td> <td>5</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	4	6	1	5	3	W	4	6	1	5	3	<p>At this vulnerability, North's hand doesn't look like either a 1♥ or a 2♥ opening. But it doesn't look like a pass either. Whatever she does, the likely contract is 4♠, which will make ten or eleven tricks depending on the diamond guess. You make one more trick in diamonds, so 6♦ is the spot if you guess well in the play.</p> <p>Some possible auctions: 2♥-X-3♥-P, P-X-P-3♠, P-4♠. East hopes West has enough in spades, and so she does. 2♥-X-P-2♠, P-3♥-X-3♠, P-4♠. South's double gives West a free bid, so East has more confidence in the fit. 2♦(multi)-X-2♠-P, 3♥-X-P-3♠, P-4♠. East's second double shows a big hand. P-2♦(multi)-P-2♥, P-2NT-P-3♥(transfer), P-3♠-P-3NT, P-4♠. An easier auction.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	4	6	1	5	3																										
W	4	6	1	5	3																										
<p>Board 6 EW Game Dealer East</p> <p>♠ 654 ♥ AK1074 ♦ 102 ♣ AQ10</p> <p>♠ QJ10 ♥ Q952 ♦ 7643 ♣ 97</p> <p>♠ K9872 ♥ J3 ♦ AKJ85 ♣ 4</p> <p>♠ A3 ♥ 86 ♦ Q9 ♣ KJ86532</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>5</td> <td>-</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>S</td> <td>5</td> <td>-</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>3</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>3</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	5	-	2	-	2	S	5	-	2	-	2	E	-	2	-	3	-	W	-	2	-	3	-	<p>If the auction starts 1♠-2♠-P, North needs to know whether 2♥ is forcing. If not, she has to start with a 2♣ cue bid. That will get 3♣ from South, 3♥ from North, and now South has a decision to make. It could be right to bid 3NT, but that has more ways to lose than to win: I recommend 3♣ instead. Now North should get her side to 5♣, which makes easily by ruffing out the hearts - declarer should start on this before playing a second round of trumps.</p> <p>However, if South does bid 3NT West will lead a spade and declarer will claim ten tricks. So East does better to put in a 3♦ bid, risking a penalty to improve the opening lead.</p> <p>If West finds a raise to 2♠, North can start with a double, and the auction will be similar.</p>
	♠	♥	♦	♣	N																										
N	5	-	2	-	2																										
S	5	-	2	-	2																										
E	-	2	-	3	-																										
W	-	2	-	3	-																										

<p>Board 7 Game all Dealer South</p> <p>♠ AJ987 ♥ 75 ♦ K862 ♣ 43</p> <p>♠ 53 ♥ J42 ♦ AQ109753 ♣ 5</p> <p>♠ K6 ♥ AK1083 ♦ QJ9872 ♣ QJ9872</p> <p>♠ Q1042 ♥ Q96 ♦ J4 ♣ AK106</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>3</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>3</td><td>1</td></tr> <tr><td>E</td><td>1</td><td>3</td><td>3</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>2</td><td>3</td><td>-</td><td>-</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	3	1	S	-	-	-	3	1	E	1	3	3	-	-	W	1	2	3	-	-	<p>The par contract is 3♠ North-South, but it may be difficult for East-West to stop bidding and the hand could be played in any suit.</p> <p>In a spade contract, the defence can start with ♦A and ♥Q ruffing the king, after which declarer needs to pick off the now singleton king of spades.</p> <p>In a heart contract, declarer should attack clubs, making nine tricks if he guesses to play South for the honours.</p> <p>If West declares 3♦, the defence can take a spade, a heart, a club, the king of diamonds, and a late trump promotion, but only with exact timing. North must lead hearts, South takes a club honour at trick two and switches to spades, and North must duck to keep communications open.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	3	1																										
S	-	-	-	3	1																										
E	1	3	3	-	-																										
W	1	2	3	-	-																										
<p>Board 8 Love all Dealer West</p> <p>♠ AQ103 ♥ 95 ♦ 643 ♣ A843</p> <p>♠ J984 ♥ J104 ♦ AK92 ♣ 75</p> <p>♠ 76 ♥ AKQ763 ♦ Q5 ♣ K106</p> <p>♠ K52 ♥ 82 ♦ J1087 ♣ QJ92</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>1</td><td>4</td><td>-</td><td>2</td></tr> <tr><td>W</td><td>-</td><td>1</td><td>4</td><td>-</td><td>2</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	-	1	4	-	2	W	-	1	4	-	2	<p>East-West are likely to play in hearts, making ten tricks this time because ♣A is onside. No trumps has nine top tricks, but needs favourable lies in both black suits not to have five losers.</p> <p>This time, with declarer having enough tricks in only two suits, the defence needs to lead aggressively against 3NT. This is a matter of arithmetic: to beat 3NT, you need five tricks. That implies that you don't have to attack your four-card suit at trick one, provided that declarer needs to lose to your winners in the other suits before he can come to nine.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	-	1	4	-	2																										
W	-	1	4	-	2																										
<p>Board 9 EW Game Dealer North</p> <p>♠ KQJ ♥ K4 ♦ K92 ♣ KJ875</p> <p>♠ 10953 ♥ QJ1065 ♦ Q ♣ Q103</p> <p>♠ A8762 ♥ 3 ♦ A7643 ♣ A9</p> <p>♠ 4 ♥ A9872 ♦ J1085 ♣ 642</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>1</td><td>2</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>2</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	2	-	-	2	S	1	2	-	-	2	E	-	-	-	2	-	W	-	-	-	2	-	<p>North opens 1♣ and East overcalls 1♠, and West has to judge how many spades to bid. With defensive holdings in the side suits, she may judge 2♠ to be sufficient, but aggressive players will bid 3♠ anyway. If South has scraped up a double of 1♠, North may bid some number of no trumps.</p> <p>In spades, it takes an unlikely trump lead by South to stop declarer taking three diamond ruffs and making nine tricks. In no trumps, North can come to eight tricks if she leads ♦K from hand early in the play, but that would be a remarkable view.</p>
	♠	♥	♦	♣	N																										
N	1	2	-	-	2																										
S	1	2	-	-	2																										
E	-	-	-	2	-																										
W	-	-	-	2	-																										
<p>Board 10 Game all Dealer East</p> <p>♠ 82 ♥ 6532 ♦ 732 ♣ AJ43</p> <p>♠ 1075 ♥ Q8 ♦ Q65 ♣ K10762</p> <p>♠ KJ64 ♥ A1097 ♦ AK98 ♣ 9</p> <p>♠ AQ93 ♥ KJ4 ♦ J104 ♣ Q85</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>1</td><td>1</td><td>2</td><td>2</td></tr> <tr><td>W</td><td>-</td><td>1</td><td>1</td><td>2</td><td>2</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	1	1	1	2	2	W	-	1	1	2	2	<p>Acrol textbooks nowadays recommend a 1♥ opening on the East cards (1♠ was the 1930s choice). My personal preference is for 1♦. Either way, South has a problem: I would pass but some very good players double on this sort of hand. If you double 1♥ partner is likely to play an ugly 2♣ contract: otherwise 1NT by East-West will be the usual resting place. The defence can take a heart, two clubs and two spades, but that's all.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	1	1	1	2	2																										
W	-	1	1	2	2																										
<p>Board 11 Love all Dealer South</p> <p>♠ KQ104 ♥ 65 ♦ Q1064 ♣ K82</p> <p>♠ J532 ♥ Q97 ♦ J72 ♣ QJ9</p> <p>♠ 986 ♥ KJ1043 ♦ K9853 ♣</p> <p>♠ A7 ♥ A82 ♦ A ♣ A1076543</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>6</td><td>1</td><td>1</td><td>4</td><td>3</td></tr> <tr><td>S</td><td>6</td><td>1</td><td>1</td><td>4</td><td>3</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	6	1	1	4	3	S	6	1	1	4	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>This is a difficult hand to bid in an uncontested auction. 1♣-1♦, 3♣-4♣, 4♦-4♠, 6♣ is one possibility, another is 1♣-1♦, 3NT-4NT, 6NT, or there are many ways to get to 3NT. No one should want to play this hand with all the aces in 5♣.</p> <p>Looking only at the North and South hands, 6NT is the best spot. This time the good bidders will lose heavily if West leads a heart - they'll win trick one, get the bad news in clubs, and quickly lose a club and four heart tricks. If West leads a diamond East must withhold the king (and declarer is then one off if he hasn't wasted dummy's ten). But on a black-suit lead, 6NT has the same chances as 6♣ - declarer has a club loser, but can play spades for four tricks to make up for it.</p> <p>In 3NT on a heart lead, declarer might justify his underbidding by playing for a foul lie and ducking two heart tricks. But that would show remarkable faith in the field.</p>
	♠	♥	♦	♣	N																										
N	6	1	1	4	3																										
S	6	1	1	4	3																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 12 NS Game Dealer West</p> <p>♠ KJ1063 ♥ 92 ♦ K1096 ♣ J6</p> <p>♠ 97 ♥ J3 ♦ Q54 ♣ AK9843</p> <p>♠ 4 ♥ 1085 ♦ AJ73 ♣ Q10752</p> <p>♠ AQ852 ♥ AKQ764 ♦ 82 ♣</p> <table border="1"> <thead> <tr><th></th><th>♠</th><th>♥</th><th>♦</th><th>♣</th><th>N</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>5</td><td>6</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>5</td><td>5</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	5	6	-	S	-	-	5	5	-	E	3	-	-	-	-	W	3	-	-	-	-	<p>It's tempting to open 1♣ or even 1NT on the West hand, and tempting to overcall in spades as North. South would be very happy with that. I'd be inclined to raise directly to 6♣ rather than bid anything to help East with his opening lead.</p> <p>If South becomes declarer in 6♣, a diamond lead beats it. But with North as declarer, East has to lead ♦A to hold the contract to twelve tricks.</p>
	♠	♥	♦	♣	N																										
N	-	-	5	6	-																										
S	-	-	5	5	-																										
E	3	-	-	-	-																										
W	3	-	-	-	-																										

<p>Board 13 Game all Dealer North</p> <p>♠ J73 ♥ 6 ♦ Q10 ♣ AKQ10986</p> <p>♠ 1098652 ♥ AKQ5 ♦ 72 ♣ 3</p> <p>♠ KQ4 ♥ 9 ♦ AJ9865 ♣ 754</p> <p>♠ A ♥ J1087432 ♦ K43 ♣ J2</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>4</td><td>-</td><td>1</td><td>-</td><td>2</td></tr> <tr><td></td><td>S</td><td>4</td><td>-</td><td>1</td><td>-</td><td>2</td></tr> <tr><td></td><td>E</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td></tr> <tr><td></td><td>W</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td></tr> </table>	♠	♠	♥	♦	♣	N		4	-	1	-	2		S	4	-	1	-	2		E	-	1	-	3	-		W	-	1	-	3	-	<p>North's hand is suitable for a gambling 3NT opening. If that's passed out, the 'book' lead is the ace of diamonds, which gives declarer the contract.</p> <p>Alternatively, West might gamble on a 4♣ bid with his distributional hand. That would be a poor choice opposite the South hand, but East's cards are quite suitable. If North starts with two rounds of clubs, declarer can actually make the contract. She ruffs and makes the non-obvious guess to run ♠10. South wins and returns a heart, which declarer wins to lead a diamond. North does best to put in the queen: declarer takes dummy's ace and can't succeed by leading ♦J now because North gets a diamond ruff. Instead she leads dummy's club and discards her diamond. North wins, but declarer can use dummy's trump entries to establish and cash the diamonds. I'll award a brilliancy prize to anyone who finds this sequence of plays.</p>
♠	♠	♥	♦	♣	N																													
	4	-	1	-	2																													
	S	4	-	1	-	2																												
	E	-	1	-	3	-																												
	W	-	1	-	3	-																												
<p>Board 14 Love all Dealer East</p> <p>♠ 7 ♥ AJ1064 ♦ 654 ♣ 9732</p> <p>♠ J6 ♥ 9875 ♦ AK107 ♣ AJ4</p> <p>♠ Q983 ♥ Q3 ♦ Q982 ♣ KQ5</p> <p>♠ AK10542 ♥ K2 ♦ J3 ♣ 1086</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td></td><td>S</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td></td><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td></td><td>W</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♠	♥	♦	♣	N		1	-	1	-	-		S	1	-	1	-	-		E	-	3	-	-	-		W	-	3	-	-	-	<p>East passes, South opens 1♠, West doubles, and East will probably bid 2NT. South is likely to lead a low spade and East will take his eight tricks. If South decides to hedge by leading a high spade, North will discard a discouraging club and now South may work out that with East having at most four points and three cards in hearts, ♥K is the most promising continuation.</p> <p>If East prefers to bid diamonds, he finds West with a good fit, but 3♦ could go off anyway. South leads three rounds of spades, and declarer may misguess by ruffing high and playing North for ♦J.</p>
♠	♠	♥	♦	♣	N																													
	1	-	1	-	-																													
	S	1	-	1	-	-																												
	E	-	3	-	-	-																												
	W	-	3	-	-	-																												
<p>Board 15 NS Game Dealer South</p> <p>♠ 963 ♥ QJ105 ♦ 95 ♣ AJ97</p> <p>♠ A1054 ♥ 943 ♦ 7643 ♣ 53</p> <p>♠ KJ82 ♥ K8 ♦ KQ102 ♣ KQ6</p> <p>♠ Q7 ♥ A762 ♦ AJ8 ♣ 10842</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>2</td><td>-</td><td>2</td><td>-</td><td>1</td></tr> <tr><td></td><td>S</td><td>2</td><td>-</td><td>2</td><td>-</td><td>1</td></tr> <tr><td></td><td>E</td><td>-</td><td>2</td><td>-</td><td>2</td><td>-</td></tr> <tr><td></td><td>W</td><td>-</td><td>2</td><td>-</td><td>2</td><td>-</td></tr> </table>	♠	♠	♥	♦	♣	N		2	-	2	-	1		S	2	-	2	-	1		E	-	2	-	2	-		W	-	2	-	2	-	<p>With four fairly conservative players like me at the table, the auction might go P-P-P-1♦, P-P-X-P, 1♥-P-P-X, P-1♠-2♥-2♠, P-P-P. In 2♠ declarer has to lose two hearts, two diamonds and a club, so she needs to guess the spades: I'd expect to get this wrong more often than not.</p> <p>If North-South play in hearts, they lose two clubs, two spades and a diamond, so their best chance is to defend 2♠ and hope to defeat it.</p>
♠	♠	♥	♦	♣	N																													
	2	-	2	-	1																													
	S	2	-	2	-	1																												
	E	-	2	-	2	-																												
	W	-	2	-	2	-																												
<p>Board 16 EW Game Dealer West</p> <p>♠ 7542 ♥ 108 ♦ 5 ♣ AK10764</p> <p>♠ K1098 ♥ 75 ♦ AKQ87 ♣ 83</p> <p>♠ J ♥ AKQ42 ♦ J42 ♣ QJ52</p> <p>♠ AQ63 ♥ J963 ♦ 10963 ♣ 9</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td></td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td></td><td>E</td><td>1</td><td>4</td><td>3</td><td>1</td><td>4</td></tr> <tr><td></td><td>W</td><td>1</td><td>4</td><td>3</td><td>1</td><td>4</td></tr> </table>	♠	♠	♥	♦	♣	N		-	-	-	-	-		S	-	-	-	-		E	1	4	3	1	4		W	1	4	3	1	4	<p>West opens 1♦, and whether North bids 2♣ or 3♣, East can bid hearts and eventually play in 3NT, which should make at least ten tricks. If South leads his club and North cashes the ace and king before switching to a heart, declarer cashes the clubs then the diamonds and South is squeezed for an eleventh trick.</p>	
♠	♠	♥	♦	♣	N																													
	-	-	-	-	-																													
	S	-	-	-	-																													
	E	1	4	3	1	4																												
	W	1	4	3	1	4																												
<p>Board 17 Love all Dealer North</p> <p>♠ 652 ♥ Q ♦ A1042 ♣ AQ862</p> <p>♠ KJ107 ♥ J1093 ♦ 9873 ♣ 7</p> <p>♠ Q3 ♥ AK76 ♦ Q65 ♣ J1053</p> <p>♠ A984 ♥ 8542 ♦ KJ ♣ K94</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>4</td><td>1</td><td>-</td><td>2</td><td>2</td></tr> <tr><td></td><td>S</td><td>4</td><td>1</td><td>-</td><td>2</td><td>2</td></tr> <tr><td></td><td>E</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr> <tr><td></td><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </table>	♠	♠	♥	♦	♣	N		4	1	-	2	2		S	4	1	-	2	2		E	-	-	2	-	-		W	-	-	1	-	-	<p>These hands are rather ugly to bid. North-South might bid 1♣-1♥, 1NT-2♣(checkback), 2♦, 2NT-P. If East leads a top heart, the defence cashes four hearts forcing three discards from declarer. If she pitches spades, the defence switches to spades and she has to throw another card. She can make the contract by discarding a club and later making four diamond tricks, but in practice she's likely to go off.</p> <p>If East overcalls 1♥, South doubles and a competitive auction follows, ending in a club or a heart contract. North can make ten tricks in clubs by ruffing three hearts, taking the winning diamond finesse as she does so - the bad trump break is irrelevant. East has five obvious losers in hearts.</p>
♠	♠	♥	♦	♣	N																													
	4	1	-	2	2																													
	S	4	1	-	2	2																												
	E	-	-	2	-	-																												
	W	-	-	1	-	-																												
<p>Board 18 NS Game Dealer East</p> <p>♠ 643 ♥ Q ♦ QJ962 ♣ A1062</p> <p>♠ 875 ♥ J975 ♦ 10874 ♣ 95</p> <p>♠ Q9 ♥ K642 ♦ AK3 ♣ KQJ7</p> <p>♠ AKJ102 ♥ A1083 ♦ 5 ♣ 843</p> <table border="1"> <tr><td>♠</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td><td>N</td></tr> <tr><td></td><td>2</td><td>1</td><td>-</td><td>3</td><td>1</td></tr> <tr><td></td><td>S</td><td>2</td><td>1</td><td>-</td><td>3</td><td>1</td></tr> <tr><td></td><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td></td><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </table>	♠	♠	♥	♦	♣	N		2	1	-	3	1		S	2	1	-	3	1		E	-	-	1	-	-		W	-	-	1	-	-	<p>East opens 1♣, South overcalls 1♠, West passes, and North is just worth a 2♣ cue-bid - the criterion is whether game might be makeable opposite a not very distributional maximum. East has nothing to say, South will bid 2♥ or 2♠, and either way the contract is likely to be 2♠.</p> <p>Despite the favourable lie, declarer is held to nine tricks if West makes the obvious club lead, attacking the late entry to dummy. A trump lead works too, by cutting down North's ruffs.</p>
♠	♠	♥	♦	♣	N																													
	2	1	-	3	1																													
	S	2	1	-	3	1																												
	E	-	-	1	-	-																												
	W	-	-	1	-	-																												

<p>Board 19 EW Game Dealer South</p> <p>♠ A 1097 ♥ 73 ♦ KQ 107 ♣ KJ8</p> <p>♠ 83 ♥ 94 ♦ 9863 ♣ Q7643</p> <p>♠ K642 ♥ 6 ♦ J42 ♣ A 10952</p> <p>♠ QJ5 ♥ AKQJ10852 ♦ A5 ♣</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>7</td> <td>7</td> <td>5</td> <td>6</td> </tr> <tr> <td>S</td> <td>-</td> <td>7</td> <td>7</td> <td>5</td> <td>6</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	7	7	5	6	S	-	7	7	5	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>South opens 2♣ and North responds 2♠. It's sensible to play most sequences after a positive response here as forcing to 4NT. Then one possible way to bid, given clear agreements, would be 2♣-2♠, 4♥(solid suit)-4♠(ace), 6♣(void)-7♥. Less confident pairs will probably settle for 6♥.</p> <p>Say West makes the traditional lead of a trump against 7♥. Declarer wins, draws the outstanding trump, and leads ♠Q from hand. When West doesn't cover, declarer takes dummy's ace, ruffs a club to hand (it shouldn't be too hard for East to withhold the ace), and runs his trumps. This line makes on a squeeze if either player has ♠K along with the guarded jack of diamonds, or if West has ♣A with the diamonds. Strangely, declarer is worse off in this position: no one has to discard a diamond, and now he'll suspect that East's last four cards are ♠K and three diamonds, and may choose to finesse, going two off.</p>
	♠	♥	♦	♣	N																										
N	1	7	7	5	6																										
S	-	7	7	5	6																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 20 Game all Dealer West</p> <p>♠ AJ10 ♥ KQ 1085432 ♦ 6 ♣ 7</p> <p>♠ 9753 ♥ 9 ♦ KQJ32 ♣ 543</p> <p>♠ KQ842 ♥ 7 ♦ 104 ♣ AK982</p> <p>♠ 6 ♥ AJ6 ♦ A9875 ♣ QJ106</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>6</td> <td>-</td> <td>4</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>6</td> <td>-</td> <td>4</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	6	-	4	S	-	-	6	-	4	E	-	1	-	2	-	W	-	-	-	2	-	<p>6♥ is an excellent contract here - well done to anyone who bids it. I can't think of a convincing auction myself: the hands just fit too well. At the table, North will probably open 4♥ and East will be able to make things interesting by overcalling 4♠, perhaps resulting in a contract of 5♠ doubled. The defence needs to get two ruffs to beat this by three tricks for a good score, so the one thing North must not do is cut communications by leading a heart. Either singleton works: if she guesses to lead clubs she can get two club ruffs, or if she leads diamonds she can ruff two diamonds - the second is overruffed, but that stops East discarding all his club losers on diamonds.</p>
	♠	♥	♦	♣	N																										
N	-	-	6	-	4																										
S	-	-	6	-	4																										
E	-	1	-	2	-																										
W	-	-	-	2	-																										
<p>Board 21 NS Game Dealer North</p> <p>♠ Q10843 ♥ J8 ♦ 754 ♣ AK 10</p> <p>♠ AK7 ♥ Q9653 ♦ AQ ♣ Q85</p> <p>♠ 92 ♥ A 1072 ♦ 103 ♣ J9764</p> <p>♠ J65 ♥ K4 ♦ KJ9862 ♣ 32</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>-</td> <td>4</td> <td>-</td> <td>2</td> </tr> <tr> <td>W</td> <td>4</td> <td>-</td> <td>4</td> <td>-</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	1	-	1	-	S	-	1	-	1	-	E	4	-	4	-	2	W	4	-	4	-	2	<p>West opens 1♥ in fourth position, East raises, West makes a game try - 2NT is a good choice. No one is worth bidding game, but not everyone will let that stop them.</p> <p>If you play game on these cards you're likely to make it. Hearts, diamonds and clubs all lie well for you, and if the defence takes a club ruff you can drop the king of hearts.</p>
	♠	♥	♦	♣	N																										
N	-	1	-	1	-																										
S	-	1	-	1	-																										
E	4	-	4	-	2																										
W	4	-	4	-	2																										
<p>Board 22 EW Game Dealer East</p> <p>♠ 743 ♥ KJ6 ♦ KQ 1087 ♣ 85</p> <p>♠ Q108 ♥ 87543 ♦ A5 ♣ Q107</p> <p>♠ 52 ♥ AQ9 ♦ 6432 ♣ AKJ3</p> <p>♠ AKJ96 ♥ 102 ♦ J9 ♣ 9642</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>2</td> </tr> <tr> <td>W</td> <td>3</td> <td>1</td> <td>3</td> <td>1</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	3	1	3	1	2	W	3	1	3	1	2	<p>East starts with the sort of 1NT opening hated by purists but made by practical players. West transfers to hearts, and South may not be able to resist butting in with 2♠. This sort of late intervention is often a bad idea, and here West can demonstrate that with a penalty double. She leads a heart, East wins and switches to trumps, and the defence will come to a spade, two hearts, a diamond and four clubs, for three off.</p> <p>If East-West are left to play in hearts, they lose two spades, a heart and a diamond, making nine tricks.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	3	1	3	1	2																										
W	3	1	3	1	2																										
<p>Board 23 Game all Dealer South</p> <p>♠ KQ752 ♥ Q2 ♦ Q85 ♣ Q53</p> <p>♠ A4 ♥ AJ8743 ♦ A76 ♣ KJ</p> <p>♠ J3 ♥ 109 ♦ KJ109 ♣ A7642</p> <p>♠ 10986 ♥ K65 ♦ 432 ♣ 1098</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>5</td> <td>5</td> <td>2</td> <td>2</td> </tr> <tr> <td>W</td> <td>4</td> <td>5</td> <td>5</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	4	5	5	2	2	W	4	5	5	2	2	<p>West opens 1♥, North overcalls 1♠, and East has a suitable hand for a negative double. Whether or not South raises spades, West shows her extra values and sixth heart by bidding 3♥, and East raises to game.</p> <p>North leads ♠K, declarer wins, crosses to ♣A, and runs ♥10. North wins, cashes a spade, and may choose to offer a ruff and discard by continuing spades. At pairs, declarer's best line, at least on this layout, is to discard from dummy and win in hand, and take the diamond finesse followed by a second heart finesse, making eleven tricks.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	4	5	5	2	2																										
W	4	5	5	2	2																										
<p>Board 24 Love all Dealer West</p> <p>♠ 53 ♥ J73 ♦ AKQ2 ♣ 9432</p> <p>♠ AK 1087 ♥ Q1092 ♦ 1074 ♣ A</p> <p>♠ Q62 ♥ 8654 ♦ 985 ♣ KJ6</p> <p>♠ J94 ♥ AK ♦ J63 ♣ Q10875</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>3</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>3</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	3	2	-	-	-	S	3	2	-	-	-	E	-	-	1	1	1	W	-	-	1	1	1	<p>West opens 1♠ and East raises to 2♠. When this comes round to North she protects with a double, and South bids 3♣ which is an easy make.</p> <p>Defending 2♠ is trickier, and in any case less profitable. North leads two top diamonds, and South drops the jack on the second round to suggest a heart switch. If North takes the hint and switches to hearts South can cash his winners (ace then king to suggest the doubleton) then switch back to diamonds to get his ruff. Otherwise, declarer will come to eight tricks, perhaps by the elegant line of cashing ♣A and three rounds of spades, then end-playing South in hearts.</p>
	♠	♥	♦	♣	N																										
N	3	2	-	-	-																										
S	3	2	-	-	-																										
E	-	-	1	1	1																										
W	-	-	1	1	1																										

<p>Board 25 EW Game Dealer North</p> <p>♠ KQ ♥ AK10873 ♦ Q10 ♣ Q107</p> <p>♠ A43 ♥ QJ54 ♦ 74 ♣ KJ92</p> <p>♠ 10962 ♥ 9 ♦ K953 ♣ 8643</p>	<p>♠ J875 ♥ 62 ♦ AJ862 ♣ A5</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>1</td> <td>-</td> <td>1</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	1	-	-	S	-	-	1	-	-	E	-	1	-	1	-	W	1	1	-	1	2	<p>Your text goes here</p>
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<p>Board 26 Game all Dealer East</p> <p>♠ 32 ♥ Q76 ♦ A9754 ♣ AJ3</p> <p>♠ 975 ♥ AJ10 ♦ 86 ♣ KQ974</p> <p>♠ K86 ♥ K542 ♦ KJ103 ♣ 102</p>	<p>♠ AQJ104 ♥ 983 ♦ Q2 ♣ 865</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>3</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>3</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	3	3	-	2	S	-	3	3	-	2	E	1	-	-	1	-	W	1	-	-	1	-	<p>Your text goes here</p>
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W	1	-	-	1	-																											
<p>Board 27 Love all Dealer South</p> <p>♠ K ♥ K10765 ♦ K9852 ♣ Q6</p> <p>♠ QJ95 ♥ J9 ♦ Q1074 ♣ J52</p> <p>♠ A6432 ♥ Q843 ♦ 6 ♣ 1073</p>	<p>♠ 1087 ♥ A2 ♦ AJ3 ♣ AK984</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>2</td> <td>-</td> <td>2</td> <td>3</td> </tr> <tr> <td>W</td> <td>4</td> <td>2</td> <td>-</td> <td>2</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	3	-	-	S	-	-	3	-	-	E	4	2	-	2	3	W	4	2	-	2	3	<p>Your text goes here</p>
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<p>Board 28 NS Game Dealer West</p> <p>♠ ♥ KQJ96 ♦ Q86 ♣ AQ754</p> <p>♠ 4 ♥ 8752 ♦ 10972 ♣ J1098</p> <p>♠ AKQ9862 ♥ 10 ♦ AKJ5 ♣ K</p>	<p>♠ J10753 ♥ A43 ♦ 43 ♣ 632</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>5</td> <td>6</td> <td>6</td> <td>5</td> <td>6</td> </tr> <tr> <td>S</td> <td>5</td> <td>6</td> <td>6</td> <td>5</td> <td>6</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	5	6	6	5	6	S	5	6	6	5	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>Your text goes here</p>
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