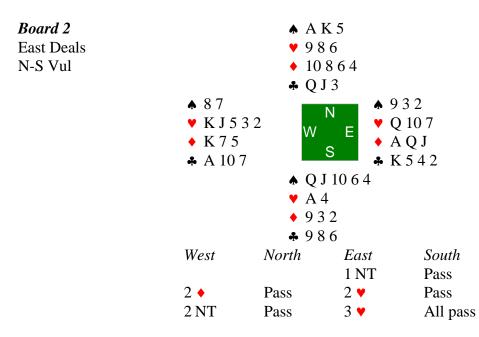


Lead: 🐥 K

2 \bullet shows 5+ hearts and requires partner to bid 2 \checkmark .

South is using the transfer to sign off in $2 \vee$.

Note that 2 ♥ should make 9 tricks, but 1 NT is one off if East leads the obvious club.



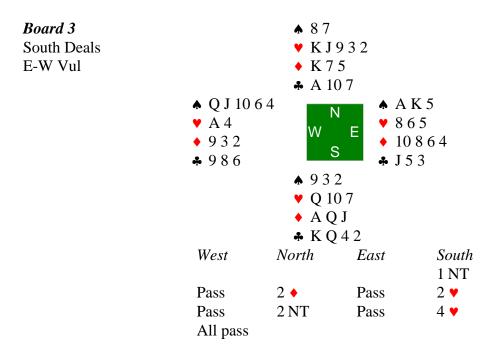
Lead **A** Q

2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \checkmark .

2 NT shows 11-12 HCP and exactly 5 hearts.

East signs off in 3 ♥ because he has a minimum 1 NT and 3- card heart support.

3 ♥ makes 9 tricks. 2 NT is one off on a spade lead.

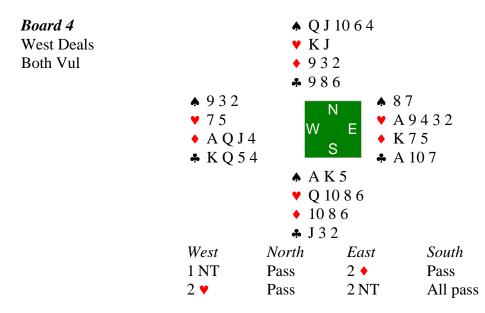


Lead: ▲ Q

- 2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \checkmark .
- 2 NT shows 11-12 HCP and exactly 5 hearts.

South jumps to 4 ♥ because he has a maximum 1 NT and 3- card heart support.

4 ♥ makes 10 tricks. 3 NT is two off on a spade lead



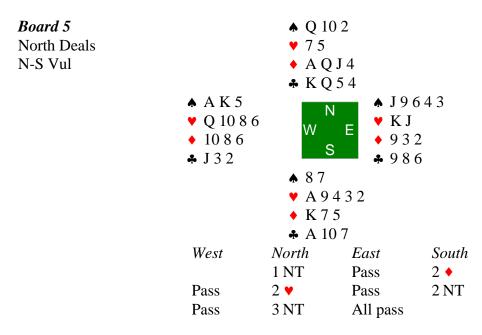
Lead: ♠ Q

2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \checkmark .

2 NT shows 11-12 HCP and exactly 5 hearts.

West passes because he has a minimum 1 NT and only two hearts.

2 NT makes exactly after losing the first 5 spade tricks. A heart contract loses 2 spade tricks and 3 heart tricks.



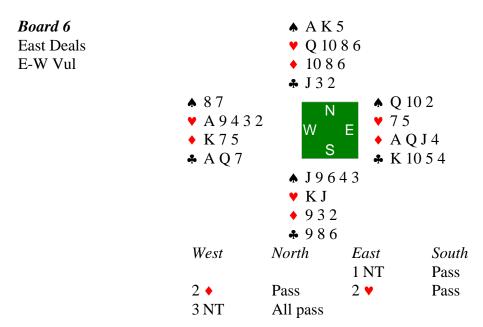
Lead: ▲ 4

2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \checkmark .

2 NT shows 11-12 HCP and exactly 5 hearts.

North raises to 3 NT because he has a maximum 1 NT but only 2 hearts.

3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 heart tricks.



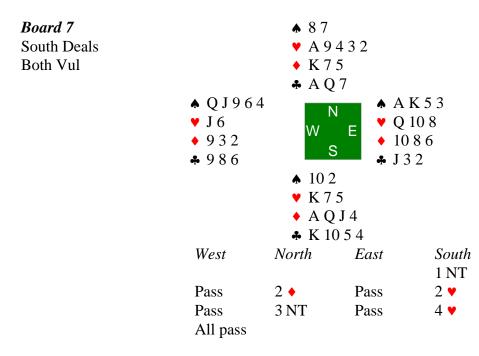
Lead: A

2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \heartsuit .

3 NT shows 13+ points and exactly 5 hearts.

East passes because he has only 2 hearts.

3 NT makes 9 or 10 tricks. A heart contract loses 2 spade tricks and 3 heart tricks.



Lead: A Q or A 8

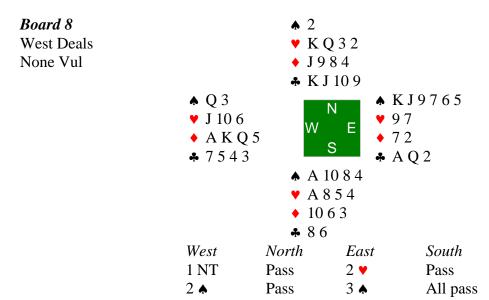
2 \blacklozenge shows 5+ hearts and requires partner to bid 2 \checkmark .

3 NT shows 13+ points and exactly 5 hearts.

South bids 4 ♥ because he has 3 hearts.

4 ♥ makes 10 tricks, losing just 2 spades and a trump trick.

3 NT is one off on a spade lead.



Lead: ¥ K

2 \checkmark shows 5+ spades and requires partner to bid 2 \clubsuit .

 $3 \bigstar$ shows 6+ spades and is a game try.

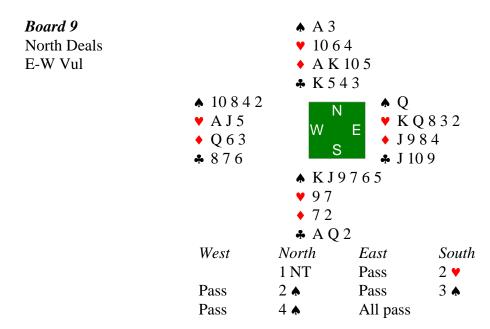
With a minimum 1 NT opening West passes.

3 \bigstar makes 9 tricks: The club finesse is right but there are two trump losers.2[©] shows 5+ spades and requires partner to bid 2^a.

 3^{a} shows 6+ spades and is a game try.

With a maximum 1 NT opening North raises to 4^a.

4^a loses 2 heart tricks and a trump trick.



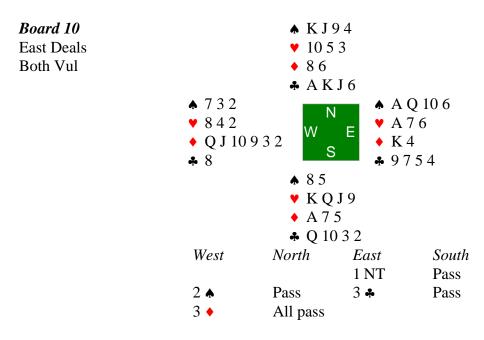
Lead: ♥ K

2 \checkmark shows 5+ spades and requires partner to bid 2 \bigstar .

 $3 \blacktriangle$ shows 6+ spades and is a game try.

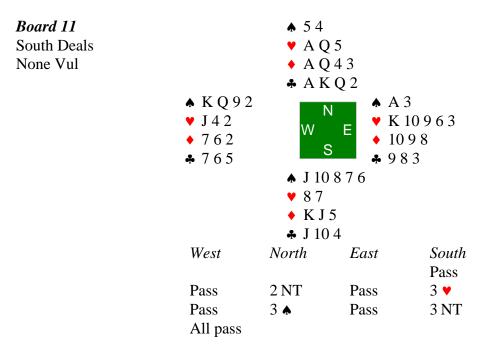
With a maximum 1 NT opening North raises to $4 \bigstar$.

 $4 \bigstar$ loses 2 heart tricks and a trump trick.



West's 2 \bigstar requires East to bid 3 \clubsuit . West converts to 3 \blacklozenge , which East must pass. This is known as a weak takeout int a long minor. If West had long clubs instead of diamonds West would pass East's 3 \clubsuit bid.

West has to have at least 6 cards in the suit and fewer than 7 points to make a 3 level takeout. With a 7-11 points West should pass. With 12+ points West should bid 3 NT - East has at least two diamonds.



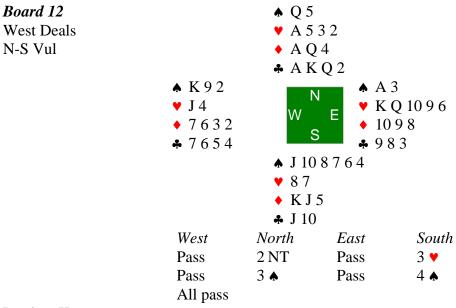
Lead: ♥ 6

3 \checkmark shows 5+ spades and requires partner to bid 3 \clubsuit .

3 NT shows 13+ points and exactly 5 spades.

With only 2 spades East passes.

3 NT makes 9 tricks. 4 A loses 4 trump tricks and maybe a heart as well.



Lead: **V** K

 $3 \lor$ shows 5+ spades and requires partner to bid $3 \bigstar$.

 $4 \bigstar$ is a sign off, showing 6+ spades.

4 A loses just 2 trump tricks if declarer wins the heart lead and immediately plays 3 rounds of clubs, discarding a heart. 3 NT is at least one off on a heart lead.