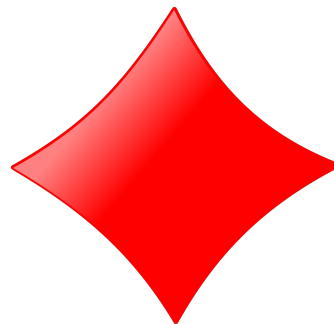
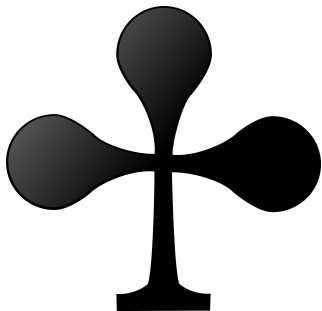
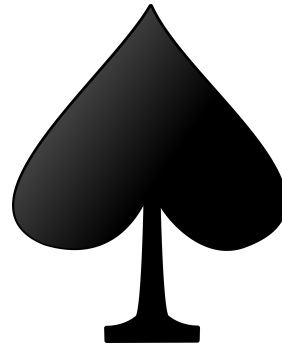


# **Club Stratified Sim Pairs**



***Tuesday***  
***13<sup>th</sup> March 2018***

Welcome to the seventh 'Club Stratified Sim Pairs'. Our commentator today is Julian Pottage, experienced bridge teacher and writer.

You may wonder how stratification works and which strat you are in.

There are four categories of strats.

1. Strat 'A' is open to everyone but if either member of the pair is a Tournament Master or above you will be in this strat and can only get master points from the overall ranking.
2. If both of you are below the rank of Tournament Master you will be 'B' strat;
3. both below Master means you will be in 'C' strat and
4. both below District Master will make you 'D' strat.

Blue points and local points will be awarded to the top third of the overall ranking list. In addition the top third of each strat will get blue points and local points. If you are entitled to overall points and points for your strat, you will only get the higher of the awards – you won't get two lots of points. Master points cannot be allocated until after the event is finalised, usually about three weeks. Please keep your scorecard for that period. If we find any unusual scores we may need to contact the club scorer and also the players. Full results may be found at [www.ebu.co.uk/sims/](http://www.ebu.co.uk/sims/)

Jeremy Dhondy, Chairman EBU

<p>                     ♠AJ1062                      ♥A                      ♦J73                      ♣Q965                      ♠98                      ♥K75                      ♦9854                      ♣7432                      ♠K4                      ♥J10632                      ♦K62                      ♣AK8                      ♠Q753                      ♥Q984                      ♦AQ10                      ♣J10                 </p> <table border="1"> <thead> <tr> <th>HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>N</td> <td>2</td> <td>2</td> <td>1</td> <td>4</td> <td>2</td> </tr> <tr> <td>3</td> <td>S</td> <td>2</td> <td>2</td> <td>1</td> <td>4</td> <td>2</td> </tr> <tr> <td>14</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP	Makeable contracts						♣	♦	♥	♠	NT	12	N	2	2	1	4	2	3	S	2	2	1	4	2	14	E	-	-	-	-	-	11	W	-	-	-	-	-	<p>Board 1 : Dealer North : Love all</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1♠</td> <td>Double</td> <td>2NT<sup>1</sup></td> </tr> <tr> <td>Pass</td> <td>3♠<sup>2</sup></td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) 2NT after the double shows a limit raise or better. 2) North might make a game try of 3♣ rather than signing off. Since match-point scoring does not reward pushing for thin games, North prefers caution.</p> <p>As the cards lie, 4♠ is a decent game, roughly requiring one out of two finesses to succeed. After East's takeout double, increasing the chance that the ♦K is onside, you would really like to be in it. Since South cannot sensibly insist on game facing a minimum opening, North would need to be the one to take a more aggressive action. Those of you using an old version of the losing trick count that counts A-J-10-x-x as just one loser may be in with a chance.</p> <p>As it happens, with trumps 2-2, declarer might make ten tricks without taking the diamond finesse by setting by two club winners to discard the ♦Q-10.</p>	West	North	East	South		1♠	Double	2NT <sup>1</sup>	Pass	3♠ <sup>2</sup>	All Pass					
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<p>                     ♠ K104                      ♥ 106532                      ♦ 93                      ♣ K64                      ♠ QJ932      ♠ 65                      ♥ K8            ♥ AJ4                      ♦ J5             ♦ Q10874                      ♣ 9873          ♣ J102                      ♠ A87                      ♥ Q97                      ♦ AK62                      ♣ AQ5                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> <td>N</td> <td>2</td> <td>1</td> <td>4</td> <td>3</td> <td>2</td> </tr> <tr> <td>7</td> <td>8</td> <td>S</td> <td>2</td> <td>1</td> <td>4</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>19</td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	6		N	2	1	4	3	2	7	8	S	2	1	4	3	2			E	-	-	-	-	-		19	W	-	-	-	-	-	<p>Board 3 : Dealer South : EW vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♦</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>2NT<sup>1</sup></td> </tr> <tr> <td>Pass</td> <td>Pass<sup>2</sup></td> <td>Pass</td> <td></td> </tr> </tbody> </table> <p>1) 18-19 (this a better range than the historic 17-18).                  2) Even if South has 19, 25 HCP may be insufficient for game with the high cards mainly in one hand.</p> <p>Although the auction shown stops short of game, many will reach 3NT. Moreover, unless West finds an inspired diamond lead – tough enough anyway given West's holdings in the black suits and even tougher when South has bid diamonds – 3NT may well make. On any other lead, declarer should have time to set up and run the heart suit. Indeed, on the ♠Q lead, 11 tricks are possible by finessing the ♠10 at trick two and the ♥9 at trick three.</p> <p>4♥ makes exactly with two trumps and a spade (or possible a spade ruff) to lose.</p>	West	North	East	South				1♦	Pass	1♥	Pass	2NT <sup>1</sup>	Pass	Pass <sup>2</sup>	Pass	
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<p>                     ♠ 6                      ♥ QJ86                      ♦ K9853                      ♣ AJ5                      ♠ J8              ♠ KQ1075                      ♥ K754          ♥ 10                      ♦ A107          ♦ QJ42                      ♣ Q942          ♣ 873                      ♠ A9432                      ♥ A932                      ♦ 6                      ♣ K106                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>2</td> <td>2</td> <td>4</td> <td>1</td> <td>2</td> </tr> <tr> <td>10</td> <td>8</td> <td>S</td> <td>2</td> <td>2</td> <td>5</td> <td>2</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>11</td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	11		N	2	2	4	1	2	10	8	S	2	2	5	2	2			E	-	-	-	-	-		11	W	-	-	-	-	-	<p>Board 4 : Dealer West : All vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>Pass</td> <td>Pass<sup>1</sup></td> <td>1♠<sup>2</sup></td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) In third seat, it is rather tempting to open a weak 2♠.                  2) With five spades and 11 points, the South hand passes the rule-of-15 test for fourth hand openings.</p> <p>With 11 points facing 11 and only a 4-4 fit, North/South are unlikely to reach game. If South declares, 11 tricks are available in a heart contract on a sort of cross-ruff. Even if North declares and East finds the singleton trump lead, it is possible to make ten tricks by way of one spade, three trumps, the ♦K, a diamond ruff, a long diamond and (getting the two-way finesse right) three clubs.</p> <p>The top scores are likely to come if East opens a weak 2♠ and North (who remember is a passed hand) reopens with a double, which South clearly leaves in. This could go for 800 on the obvious singleton diamond lead.</p>	West	North	East	South	Pass	Pass	Pass <sup>1</sup>	1♠ <sup>2</sup>	Pass	2♦	Pass	2♥	Pass	3♥	All Pass	
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<p>                     ♠ 753                      ♥ K                      ♦ A84                      ♣ AQJ942                      ♠ K10            ♠ AQ962                      ♥ AQ76          ♥ 8543                      ♦ KJ10762      ♦ Q9                      ♣ 5                ♣ 73                      ♠ J84                      ♥ J1092                      ♦ 53                      ♣ K1086                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td>8</td> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>4</td> <td>3</td> <td>4</td> <td>-</td> </tr> <tr> <td></td> <td>5</td> <td>W</td> <td>-</td> <td>4</td> <td>3</td> <td>4</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	14		N	2	-	-	-	-	13	8	S	2	-	-	-	-			E	-	4	3	4	-		5	W	-	4	3	4	-	<p>Board 5 : Dealer North : NS vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1♣</td> <td>1♠</td> <td>2♣<sup>1</sup></td> </tr> <tr> <td>Double<sup>2</sup></td> <td>Pass</td> <td>2♥<sup>3</sup></td> <td>Pass</td> </tr> <tr> <td>3♥<sup>4</sup></td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) South is close to making a negative double. Some might pass .                  2) If South (playing a system with a prepared 1♣) had passed, West bids 2♦.                  3) East has to bid something!                  4) Conscious of how weak a non-vulnerable overcall can be, West only invites game.</p> <p>An initial club lead works best against a heart contract; on a non-club lead, declarer can play three rounds of spades early to discard dummy's singleton club. After a club lead, the maximum number of ticks available is 9 – and that depends on not taking a losing finesse of the ♥Q into the singleton ♥K. Depending upon on the bidding and on how confident declarer is from the play to the first round of clubs that South holds the ♣K, it is quite plausible to place North with the ♥K.</p>	West	North	East	South		1♣	1♠	2♣ <sup>1</sup>	Double <sup>2</sup>	Pass	2♥ <sup>3</sup>	Pass	3♥ <sup>4</sup>	All Pass		
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<p>♠ 876 ♥ J84 ♦ AJ ♣ A9643</p> <p>♠ KQ54      ♠ 103 ♥ K10762    ♥ AQ5 ♦ 10          ♦ K98754 ♣ J82        ♣ KQ</p> <p>♠ AJ92 ♥ 93 ♦ Q632 ♣ 1075</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td>14</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>E</td> <td>1</td> <td>2</td> <td>4</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>2</td> <td>4</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	10		N	-	-	-	-	9	14	S	-	-	-	-	7		E	1	2	4	2			W	1	2	4	2	<p>Board 6 : Dealer East : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1♦<sup>1</sup></td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>2♥<sup>2</sup></td> <td>All Pass</td> </tr> </tbody> </table> <p>1) Some will open 1NT, whether weak or strong! 2) With three good hearts, poor diamonds and an eye on the scoring method, East prefers a raise to rebidding diamonds.</p> <p>With 23 HCP, including some unguarded honours, and an 8-card fit, the field will not be bidding game. The cards sit very well for declarer in a heart contract, with trumps 3-2 and both pointed suit aces onside. The defenders score their three aces but nothing else – indeed North must take the ♦A on the first round of the suit to stop an eleventh trick. If East/West play in a no-trump contract, the defenders should manage a fourth trick to go with their three aces – a club or the ♦Q – depending upon how the play goes.</p>	West	North	East	South			1♦ <sup>1</sup>	Pass	1♥	Pass	2♥ <sup>2</sup>	All Pass				
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<p>♠ 8 ♥ J96532 ♦ AQ85 ♣ 103</p> <p>♠ K10943      ♠ Q752 ♥ A8          ♥ K ♦ 64          ♦ KJ72 ♣ 9876        ♣ AKJ2</p> <p>♠ AJ6 ♥ Q1074 ♦ 1093 ♣ Q54</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>7</td> <td>17</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>9</td> <td></td> <td>E</td> <td>3</td> <td>2</td> <td>-</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>2</td> <td>-</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	-	-	2	-	7	17	S	-	-	1	-	9		E	3	2	-	4			W	3	2	-	4	<p>Board 7 : Dealer South : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>2♥<sup>1</sup></td> <td>Double</td> <td>3♥</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>4♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>1) In third seat, North is reasonably happy to open a weak two despite the poor suit.</p> <p>With 24 HCP and a nine-card spade fit, East/West ought to reach 4♠. The diamond layout means that declarer cannot guess wrong, while the club position means a loser whether you play for the drop or you finesse. Making 4♠ therefore depends upon a winning view in trumps. Knowledge of the heart length in the North hand and the desire to generate entries for playing the minor suits from the West hand may well encourage declarer to take the winning view. If your main plan is to finesse South for the ♠J, it seems reasonable to start with the ♠Q, thus catering for a singleton ♠J with North.</p>	West	North	East	South				Pass	Pass	2♥ <sup>1</sup>	Double	3♥	3♠	Pass	4♠	All Pass
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<p>♠ Q9862 ♥ AQ972 ♦ - ♣ 1054</p> <p>♠ AKJ4      ♠ 10 ♥ 65          ♥ K10 ♦ 10854      ♦ KQ9762 ♣ KJ3        ♣ AQ96</p> <p>♠ 753 ♥ J843 ♦ AJ3 ♣ 872</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>8</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>14</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td></td> <td>E</td> <td>4</td> <td>4</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>4</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	8		N	-	-	-	-	12	14	S	-	-	-	-	6		E	4	4	-	1			W	4	4	-	1	<p>Board 8 : Dealer West : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♣<sup>1</sup></td> <td>3♦</td> <td>Pass</td> </tr> <tr> <td>3♠<sup>2</sup></td> <td>Pass</td> <td>3NT<sup>3</sup></td> <td>Pass</td> </tr> <tr> <td>Pass<sup>4</sup></td> <td>Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) Playing Landy (or Multi-Landy) this shows both majors. 2) When the opponents have shown two suits, you bid the one with the stopper. 3) East will have some misgivings about 3NT given that West has implied a weakness in hearts. 4) West, while aware that East did not bid 3NT directly, is reluctant to go for the 11 trick game.</p> <p>The best game is 5♦, preferably with East as declarer to protect the ♥K from attack. This generally makes unless all three missing trumps are in the South hand, which is in fact the layout today. 3NT is inferior because you have no time to knock out the ♦A on a heart lead. If you try the spade finesse attempting to make nine tricks quickly, you go down two.</p>	West	North	East	South	1NT	2♣ <sup>1</sup>	3♦	Pass	3♠ <sup>2</sup>	Pass	3NT <sup>3</sup>	Pass	Pass <sup>4</sup>	Pass		
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<p>                     ♠KQ1053                      ♥83                      ♦A83                      ♣J87                        ♠86                      ♠J2                      ♥A9                      ♥KQ106                      ♦QJ652                  ♦1094                      ♣K1093                  ♣A652                        ♠A974                      ♥J7542                      ♦K7                      ♣Q4                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>10</td> <td>10</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	10		N	-	-	1	3	1	10	10	S	-	-	1	3	1			E	2	2	-	-	-			W	2	2	-	-	-	<p>Board 9 : Dealer North : EW vulnerable</p> <p><b>West      North      East      South</b></p> <p>All Pass</p> <p>This deal should give any slow players the chance to catch up and those not so slow the chance to visit the bar or whatever. If instead you wish to discuss your system or a previous board, I hope you remember to do so quietly out of consideration for the tables in play.</p> <p>The North hand with a decent spade suit is the closest to an opening bid. If South were dealer, quite a few people would open the North hand in third seat. In first seat, as it does not satisfy even the aggressive rule of 19 (add high card points to the length of your two longest suits, opening with 19 or more), few will open.</p> <p>The South hand with two poor suits is unattractive to open even in third seat. If someone does open, North/South can make 3♠, just losing two tricks in each of the rounded suits.</p>
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<p>                     ♠AK1062                      ♥6                      ♦107                      ♣AQJ85                        ♠J7                      ♠Q98543                      ♥KJ1074              ♥Q532                      ♦852                    ♦J                      ♣K102                  ♣96                        ♠-                      ♥A98                      ♦AKQ9643                      ♣743                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>7</td> <td>7</td> <td>1</td> <td>3</td> <td>7</td> </tr> <tr> <td>8</td> <td>5</td> <td>S</td> <td>7</td> <td>7</td> <td>1</td> <td>3</td> <td>7</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	14		N	7	7	1	3	7	8	5	S	7	7	1	3	7			E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 10 : Dealer East : All vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass<sup>1</sup>                      1♦</p> <p>1♥<sup>2</sup>                      1♠                      3♥                      Pass<sup>3</sup></p> <p>Pass                      Double                  Pass                      3NT<sup>4</sup></p> <p>All Pass</p> <p>1) The combination of poor spades and suitability for hearts warns against a weak 2♠.</p> <p>2) The quality of the heart suit just about justifies the overcall.</p> <p>3) South is tempted to bid 3NT – but it would be a wild gamble with only 13 HCP.</p> <p>4) With North short in hearts, 6♦ could be on. Match-points is tough!</p> <p>The vigorous East/West bidding does its job, keeping North/South out of a great slam.</p> <p>To make 13 tricks in a no-trump contract you will need to brave the club finesse, risking a lot fewer than 13 if West has led a heart at trick one. In a diamond contract, except on a trump lead, you can ruff two hearts in dummy and make all the tricks without recourse to the club finesse; you discard two clubs on the spades after drawing trumps.</p>
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<p>                     ♠3                      ♥AKQ4                      ♦KQ74                      ♣Q1094                        ♠QJ54                    ♠K987                      ♥873                      ♥J                      ♦J96                      ♦A1053                      ♣K73                      ♣AJ65                        ♠A1062                      ♥109652                      ♦82                      ♣82                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>16</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td>13</td> <td>S</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>2</td> <td>2</td> <td>-</td> <td>3</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>2</td> <td>-</td> <td>3</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	16		N	-	-	3	-	-	7	13	S	-	-	3	-	-			E	2	2	-	3	-			W	2	2	-	3	-	<p>Board 11 : Dealer South : Love all</p> <p><b>West      North      East      South</b></p> <p>Pass                      1♥<sup>1</sup>                      Double                  3♥</p> <p>3♠<sup>2</sup>                      Pass<sup>3</sup>                      Pass                      Pass</p> <p>1) With enough HCP for a NT rebid, North can afford to open the chunky hearts.</p> <p>2) West really has too many losers to compete – but love all is a great time to bid.</p> <p>3) While North is unhappy about selling out, bidding to the four level on what would often be only an eight-card fit risks turning a plus into a minus.</p> <p>Beyond saying that a major suit will be trumps, it is difficult to predict what will happen on this competitive part-score deal.</p> <p>Although North/South have only three immediate losers in a heart contract, there is too much work to do to make ten tricks without some assistance.</p> <p>3♠ should just make, with an undertrick more likely than an overtrick.</p>
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<p>                     ♠ KJ10843                      ♥ K                      ♦ 73                      ♣ 7643                      ♠ Q52                      ♠ A7                      ♥ AJ653                    ♥ Q10                      ♦ A94                        ♦ KQJ1085                      ♣ J10                         ♣ K95                      ♠ 96                      ♥ 98742                      ♦ 62                      ♣ AQ82                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>12</td> <td>15</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td>6</td> <td>E</td> <td>-</td> <td>5</td> <td>2</td> <td>-</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>5</td> <td>2</td> <td>-</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	1	-	-	2	-	12	15	S	1	-	-	2	-		6	E	-	5	2	-	4			W	-	5	2	-	4	<p>Board 12 : Dealer West : NS vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1NT<sup>1</sup></td> <td>Pass<sup>2</sup></td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>1) 12-14; the hand is quite no-trump orientated. 2) An overcall after a weak 1NT should be constructive. North might get the chance to show the spades later (if East had a hand for transferring into hearts for example).</p> <p>The choice of declarer may be significant here, with a spade lead up to the queen much better for the declaring side than a lead through the queen. At most tables, West will declare, often on the auction shown. If North finds an inspired club lead (easier if the auction marked East/West with spade stoppers) and South switches to a spade, declarer will need to drop the singleton ♥K to achieve a plus score. At many tables, North leads a spade and the pressure is off. Declarer can afford a losing heart finesse and North will need to find the club switch to stop the second overtrick.</p> <p>With both black suits friendly, North would make 2♠ doubled.</p>	West	North	East	South	1NT <sup>1</sup>	Pass <sup>2</sup>	3NT	All Pass								
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<p>                     ♠ 97                      ♥ Q109                      ♦ K873                      ♣ 8653                      ♠ AKQJ108                ♠ 532                      ♥ K63                      ♥ J872                      ♦ J92                        ♦ 1064                      ♣ Q                         ♣ J97                      ♠ 64                      ♥ A54                      ♦ AQ5                      ♣ AK1042                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>5</td> <td></td> <td>N</td> <td>4</td> <td>4</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td>16</td> <td>2</td> <td>S</td> <td>4</td> <td>4</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td>17</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	5		N	4	4	2	-	1	16	2	S	4	4	2	-	1		17	E	-	-	-	1	-			W	-	-	-	1	-	<p>Board 13 : Dealer North : All vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>1♠</td> <td>2♣</td> <td>Pass</td> <td>2♠<sup>1</sup></td> </tr> <tr> <td>Double</td> <td>3♣<sup>2</sup></td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) South has the values for a 2NT rebid but lacks a spade stopper. 2) With a minimum raise and no spade stopper, North has an easy sign off in 3♣.</p> <p>Being vulnerable and sensing that East has a weak hand, West should avoid competing too high. A club contract should yield ten tricks. The standard restricted choice play in the club suit is to cash a top honour and then finesse if a quack falls from West. Knowledge of spade length in the West hand makes the play even more indicated. If North/South play a strong 1NT, West might double (if a penalty double is available) or pass or overcall 2♠. West makes six spade tricks but nothing else if defending 1NT.</p>	West	North	East	South		Pass	Pass	1♣	1♠	2♣	Pass	2♠ <sup>1</sup>	Double	3♣ <sup>2</sup>	All Pass	
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<p>                     ♠ A8                      ♥ 97                      ♦ AJ85                      ♣ A10952                      ♠ -                            ♠ KJ107432                      ♥ AK106                    ♥ J8                      ♦ 42                         ♦ Q107                      ♣ KQJ8743                ♣ 6                      ♠ Q965                      ♥ Q5432                      ♦ K963                      ♣ -                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td>7</td> <td>S</td> <td>-</td> <td>2</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td>7</td> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	13		N	-	2	1	-	-	13	7	S	-	2	1	1	-		7	E	2	-	-	-	1			W	2	-	-	-	1	<p>Board 14 : Dealer East : Love all</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass<sup>1</sup></td> <td>Pass<sup>2</sup></td> <td>3♠</td> <td>Pass</td> </tr> </tbody> </table> <p>1) If West were to bid 4♣, that would be forcing – and a slam try in some partnerships. 2) North cannot act with too few hearts to double and too few HCP for 3NT.</p> <p>With their long suits, East/West will struggle to stop in a making contract. If South leads a diamond against 3♠, the defenders can score two diamonds, a club and, via club ruffs or over-ruffs, four trump tricks. Since some players prefer to lead from a queen than a king, South will quite often lead a heart. East can then escape for two down by letting the lead run to hand and leading a middle spade honour. Looking just at the East/West cards, you would expect a club contract to yield nine tricks. The bad trump break means that superficially declarer is looking at six losers (three trumps, two diamonds and a club). In practice, with the ♥Q and ♦J both onside and the defenders somewhat stuck for leads, one of those losers will disappear.</p>	West	North	East	South	Pass <sup>1</sup>	Pass <sup>2</sup>	3♠	Pass								
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<p>                     ♠KQ87                      ♥KQJ7                      ♦KJ8                      ♣102                      ♠A1064      ♠952                      ♥1086      ♥95432                      ♦9      ♦Q32                      ♣K7653      ♣A8                      ♠J3                      ♥A                      ♦A107654                      ♣QJ94                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>15</td> <td></td> <td>N</td> <td>3</td> <td>4</td> <td>1</td> <td>2</td> <td>4</td> </tr> <tr> <td>7</td> <td>6</td> <td>S</td> <td>3</td> <td>4</td> <td>1</td> <td>2</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	15		N	3	4	1	2	4	7	6	S	3	4	1	2	4			E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 15 : Dealer South : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♦</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>With 27 high card points and all suits well stopped, the field should almost universally arrive in 3NT.</p> <p>The defenders have three top winners in the black suits. At some tables, they will indeed make those and nothing else. At some, however, declarer will try in vain to drop the ♦Q, 'eight ever nine never', and give them the chance to score those tricks as well as a diamond. On the other side of the coin, a winning finesse could result in as many as twelve tricks, if for example, East has led a spade and West has returned the suit.</p> <p>Declarer might seek to make ten tricks without guessing the diamonds by knocking out the ace-king of clubs. I suspect that only a minority will try doing that. I would not like to bet whether 630 will be over or under average – it will be close to it I am sure.</p>	West	North	East	South				1♦	Pass	1♥	Pass	2♣	Pass	3NT	All Pass	
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<p>                     ♠Q10843                      ♥Q843                      ♦KQ                      ♣63                      ♠J762      ♠AK                      ♥1097      ♥2                      ♦9876      ♦AJ543                      ♣J8      ♣109742                      ♠95                      ♥AKJ65                      ♦102                      ♣AKQ5                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> <td>N</td> <td>2</td> <td>-</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td>2</td> <td>12</td> <td>S</td> <td>2</td> <td>-</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	9		N	2	-	4	3	3	2	12	S	2	-	4	3	3			E	-	2	-	-	-			W	-	2	-	-	-	<p>Board 16 : Dealer West : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>Pass</td> <td>1♦</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>2♠<sup>1</sup></td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>1) Facing partner's overcall, a jump in a new suit should show the suit bid and support: a 'fit-showing jump'.</p> <p>With 26 HCP and a nine-card heart fit, reaching the heart game should be routine, in spite of the opening bid. Since the three defensive winners are easy enough to cash and in no immediate danger of running away, a score of 420 will be very common.</p> <p>The board would be more interesting with the vulnerability reversed because then 5♦ doubled would be a profitable sacrifice. The defenders can take five tricks: two clubs, two ruffs or over-ruffs (on the third and fourth rounds of clubs) and a heart. With the actual vulnerability, they could afford to drop a trick and still score well because a 500 penalty exceeds the value of a non-vulnerable game.</p>	West	North	East	South	Pass	Pass	1♦	1♥	Pass	2♠ <sup>1</sup>	Pass	4♥	All Pass			
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<p>                     ♠K8                      ♥AQ76                      ♦J5                      ♣K10863                      ♠92      ♠AQ763                      ♥J1052      ♥984                      ♦KQ82      ♦A1073                      ♣J52      ♣Q                      ♠J1054                      ♥K3                      ♦964                      ♣A974                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>7</td> <td>12</td> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	13		N	3	-	-	-	1	7	12	S	3	-	-	-	1			E	-	2	-	1	-			W	-	2	-	1	-	<p>Board 17 : Dealer North : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT<sup>1</sup></td> <td>2♠<sup>2</sup></td> <td>Pass</td> </tr> <tr> <td>Pass<sup>3</sup></td> <td>Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) 12-14; with an honour in both doubletons, this seems more descriptive than 1♣.                  2) In Multi-Landy this shows spades and a minor. East would make the same overcall if the bid just showed spades.                  3) West expects East's minor to be clubs and does not wish to raise the level.</p> <p>If North opens 1♣ (playing a strong 1NT opening), East overcalls 1♠ and South bids 1NT. East then competes to 2♦. If the 1♣ opening did not promise many clubs. South has to pass. North, however, might reopen with a double or 2♥ – love all is the vulnerability for declaring a competitive part-score deal.</p> <p>East has to go one down in 2♠ with three hearts, two trumps and a club to lose. In a club contract, whether East has shown spades only or spades and diamonds, declarer should start trumps with the ace, paving the way for a finesse after an honour falls.</p>	West	North	East	South		1NT <sup>1</sup>	2♠ <sup>2</sup>	Pass	Pass <sup>3</sup>	Pass						
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<p>                     ♠AJ                      ♥Q109                      ♦A102                      ♣107542                      ♠8732                      ♠5                      ♥A                              ♥K8763                      ♦Q976                        ♦KJ43                      ♣AKQJ                        ♣983                      ♠KQ10964                      ♥J542                      ♦85                      ♣6                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>16</td> <td>7</td> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	11		N	-	-	2	1	16	7	S	-	-	2	1			E	3	4	1	-			W	3	4	1	-	<p>Board 18 : Dealer East : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass<sup>2</sup></td> <td>Pass</td> <td>Pass</td> <td>2♠<sup>1</sup></td> </tr> </tbody> </table> <p>1) With good spades and terrible hearts, a weak 2♠ is reasonable.                  2) West cannot double because of the singleton heart and cannot bid 2NT with four spades headed by the eight.</p> <p>South's weak two opening causes West a major problem. It would be interesting to see what an expert panel would do with the hand.                  To hold a spade contract to eight tricks the defenders need to play on the minors, shortening declarer's trumps. If West cashes the ♥A, the lack of a fast entry to the East hand prevents a ruff anyway while giving declarer time to set up the hearts.                  If East/West manage to find their diamond fit, the defenders should make two aces and a club ruff to hold a diamond contract to ten tricks.</p>	West	North	East	South	Pass <sup>2</sup>	Pass	Pass	2♠ <sup>1</sup>								
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<p>                     ♠QJ10852                      ♥A7                      ♦A                      ♣9874                      ♠A                              ♠K9                      ♥109                            ♥KQJ843                      ♦KQJ9872                    ♦654                      ♣J105                        ♣Q6                      ♠7643                      ♥652                      ♦103                      ♣AK32                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>3</td> </tr> <tr> <td>11</td> <td>11</td> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	11		N	3	-	-	3	11	11	S	3	-	-	3			E	-	3	2	-			W	-	3	2	-	<p>Board 19 : Dealer South : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♦</td> <td>1♠</td> <td>2♥</td> <td>3♦<sup>1</sup></td> </tr> <tr> <td>Pass<sup>2</sup></td> <td>3♠</td> <td>4♥<sup>3</sup></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass<sup>4</sup></td> <td></td> <td></td> </tr> </tbody> </table> <p>1) South might settle for a simple 3♠. If 3♦ shows a mixed raise (stronger than sound raise but weaker than a pre-emptive raise) then that is the choice.                  2) West is too weak to compete to 4♦, especially when vulnerable.                  3) Double and 3NT are options as well. The chunky heart suit suggests 4♥.                  4) Knowing of 4-card spade support, North might well try 4♠ even at the risk of turning a positive score into a negative.</p> <p>4♥ goes two down if the defenders find their diamond ruff.                  The vulnerability is such that it will be tough for North/South to avoid bidding 4♠ with their 10-card spade fit. Unless the defenders crash trump honours (which is just possible if declarer leads the ♠Q from hand) 4♠ should fail.</p>	West	North	East	South	1♦	1♠	2♥	3♦ <sup>1</sup>	Pass <sup>2</sup>	3♠	4♥ <sup>3</sup>	Pass	Pass	Pass <sup>4</sup>		
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<p>                     ♠A98732                      ♥KJ                      ♦4                      ♣A743                      ♠J10                            ♠KQ65                      ♥A10                            ♥Q42                      ♦AQ102                        ♦K853                      ♣KJ982                        ♣Q6                      ♠4                      ♥987653                      ♦J976                      ♣105                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td>12</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>1</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>1</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	-	-	-	15	12	S	-	-	-	-			E	3	4	1	2			W	3	4	1	3	<p>Board 20 : Dealer West : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>1♠</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>If West opens a strong 1NT, East/West may be able to catch North in 2♠ doubled, which would be lucrative. If the defenders leave hearts alone, they might be able to restrict declarer to four tricks: three trumps and the ♣A.                  Most tables will see East/West reach 3NT. If West declares, eleven tricks are unstoppable. Indeed three spades, one heart, four diamonds and four clubs add up to twelve; of course you have to lose the black aces along the way!                  If East declares, which is likely to be the case playing a weak 1NT opening, an inspired heart lead from South would enable the defenders to take a third trick and a good match-point score. Some will lead a spade on the basis that the hearts are weak, the hand has no entry and partner has bid spades. Others will note that East did not make a negative double but has shown a good spade stopper, therefore choosing a heart.</p>	West	North	East	South	1♣	1♠	2NT	Pass	3NT	All Pass						
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<p>                     ♠ Q1097                      ♥ 3                      ♦ J9765                      ♣ 632                      ♠ AJ832      ♠ 5                      ♥ J854      ♥ K1076                      ♦ KQ10      ♦ A832                      ♣ J      ♣ AK87                      ♠ K64                      ♥ AQ92                      ♦ 4                      ♣ Q10954                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>3</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>14</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>3</td> <td>1</td> </tr> <tr> <td>11</td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>3</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	3		N	-	-	-	-	12	14	S	-	-	-	-			E	-	3	3	1	11		W	-	3	3	1	<p>Board 21 : Dealer North : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>1♦</td> <td>Double<sup>1</sup></td> </tr> <tr> <td>1♠</td> <td>Pass</td> <td>2♣<sup>2</sup></td> <td>Pass</td> </tr> <tr> <td>3♦<sup>3</sup></td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>                     1) With only 11 HCP some will pass, particularly facing a passed hand.                      2) If playing a strong 1NT opening, East could rebid 1NT.                      3) West gives jump preference expecting East normally to have five diamonds.                 </p> <p>The players have some close bidding decisions, leading to a variety of auctions. Most will end in 3NT or 4♥. On the example auction, hearts is the fourth suit, making it difficult to find the fit there, especially as South's take-out double has increased the chance of four hearts in the South hand.</p> <p>3NT should fail unless South blows a trick on the lead (with a low club).                      4♥ fails on a diamond lead from either side or a trump lead from North.</p>	West	North	East	South		Pass	1♦	Double <sup>1</sup>	1♠	Pass	2♣ <sup>2</sup>	Pass	3♦ <sup>3</sup>	Pass	3NT	All Pass
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<p>                     ♠ A1053                      ♥ AQ873                      ♦ 95                      ♣ 84                      ♠ 862      ♠ KQ97                      ♥ K      ♥ J52                      ♦ KJ102      ♦ AQ74                      ♣ KQ1032      ♣ 75                      ♠ J4                      ♥ 10964                      ♦ 863                      ♣ AJ96                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>12</td> <td>12</td> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>-</td> <td>3</td> </tr> <tr> <td>6</td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>-</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	10		N	-	-	2	-	12	12	S	-	-	2	-			E	3	4	-	3	6		W	3	4	-	2	<p>Board 22 : Dealer East : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2♠<sup>1</sup></td> <td>Pass</td> <td>2NT<sup>2</sup></td> <td>All Pass</td> </tr> </tbody> </table> <p>                     1) This is a range enquiry (freeing up 2NT as an escape to a minor). With the singleton king devalued, West is not quite worth a raise to 3NT.                      2) East with 12 HCP has an easy decision to show a minimum.                 </p> <p>On lead against 2NT, South should prefer a heart to a club for two reasons. Firstly, a major-suit lead is attractive when the opponents do not use Stayman. Secondly, a lead from a four-card suit headed by the ace often blows a trick without setting up a long card. After a heart lead, the defenders make four tricks and two aces to defeat 2NT.</p> <p>If East/West play a strong 1NT opening, North might get to overcall in hearts or make a takeout double, making it easier to avoid a no-trump contract. A diamond partial plays well, with just three aces to lose.</p>	West	North	East	South			1NT	Pass	2♠ <sup>1</sup>	Pass	2NT <sup>2</sup>	All Pass				
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<p>                     ♠ K108                      ♥ J7                      ♦ AJ93                      ♣ J1062                      ♠ 653      ♠ Q9                      ♥ KQ65      ♥ 1092                      ♦ 62      ♦ K875                      ♣ Q943      ♣ AK85                      ♠ AJ742                      ♥ A843                      ♦ Q104                      ♣ 7                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td>7</td> <td>12</td> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>2</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	10		N	-	3	-	3	7	12	S	-	3	-	3			E	2	-	1	-	11		W	2	-	1	-	<p>Board 23 : Dealer South : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♣</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>3♠<sup>1</sup></td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>                     1) With three-card spade support, North gives jump preference – a simple 2♠ tends to suggest a doubleton spade. Advocates of the losing trick count might bid only 2♠.                 </p> <p>With only 21 HCP and just an eight-card fit, North/South should find a way to stop short of game.</p> <p>Declarer can make nine tricks in a spade contract in a variety of ways. One is to draw trumps, either finessing East for the queen or playing for the drop. This leads to making five trumps, three diamonds and the ♥A. Another is to go for a heart ruff in dummy, even though this may mean the defenders score a diamond ruff.</p> <p>2NT could fail if East leads a heart or a low club (rather than the normal ace).</p>	West	North	East	South				1♠	Pass	2♣	Pass	2♥	Pass	3♠ <sup>1</sup>	All Pass	
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<p>                     ♠ 987                      ♥ KQ102                      ♦ 83                      ♣ Q542                      ♠ 5                      ♥ A9743                      ♦ 95                      ♣ AKJ106                      ♠ QJ                      ♥ J86                      ♦ A7642                      ♣ 973                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>13</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>8</td> <td>E</td> <td>3</td> <td>2</td> <td>2</td> <td>6</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>2</td> <td>2</td> <td>6</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	-	-	-	-	12	13	S	-	-	-	-		8	E	3	2	2	6			W	3	2	2	6	<p>Board 24 : Dealer West : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♥</td> <td>Pass</td> <td>2♠<sup>1</sup></td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>Pass</td> <td>3♠<sup>2</sup></td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) If you play strong jump shifts, East has a suitable hand for the bid. 2) Repeating the spades indicates a strongly single suited hand.</p> <p>East/West have shapely hands – but no great fit. If East made one more effort, a 4NT Roman Keycard Blackwood enquiry perhaps, West's reply would indicate that a key card and the ♠Q are missing.</p> <p>The miraculous fall of the queen-jack of spades mean that twelve tricks are available. With four diamond discards needed to avoid a loser in the suit, declarer has no reason to take either a simple or ruffing finesse in clubs. Playing on clubs would only make sense if South underled the ace of diamonds at trick one (or East sneaked through a trick by leading the ♦10), in which case three discards would suffice to avoid a diamond loser.</p>	West	North	East	South	1♥	Pass	2♠ <sup>1</sup>	Pass	3♣	Pass	3♠ <sup>2</sup>	Pass	4♠	All Pass		
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<p>                     ♠ KJ7                      ♥ J10542                      ♦ J8                      ♣ AQ7                      ♠ 2                      ♥ 987                      ♦ Q1054                      ♣ 98652                      ♠ AQ1096                      ♥ 3                      ♦ K93                      ♣ J1043                      ♠ 8543                      ♥ AKQ6                      ♦ A762                      ♣ K                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>4</td> <td>1</td> </tr> <tr> <td>2</td> <td>10</td> <td>S</td> <td>-</td> <td>-</td> <td>3</td> <td>1</td> </tr> <tr> <td></td> <td>16</td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	1	4	1	2	10	S	-	-	3	1		16	E	1	-	-	-			W	1	-	-	-	<p>Board 25 : Dealer North : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT<sup>1</sup></td> <td>Pass<sup>2</sup></td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>Pass<sup>3</sup></td> <td>4♥</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>1) With such weak hearts, a 1NT opening (if played as weak) is standard. 2) At a different vulnerability, East would be in straight away. 3) Competing with 2♠ is nowhere near as attractive after the Stayman enquiry than it would be if South had transferred into hearts.</p> <p>North/South are very likely to reach 4♥, nearly all with North as declarer. This is just as well because a spade lead from West would defeat 4♥ from the South seat. With the spade tenace protected, declarer has time to discard a couple of spades on the clubs: just losing two spades and a diamond.</p> <p>Playing in 2♠ doubled, East might make five trump tricks and a diamond. At any other vulnerability that would be a cheap save – but not when vulnerable against not.</p>	West	North	East	South		1NT <sup>1</sup>	Pass <sup>2</sup>	2♣	Pass	2♥	Pass <sup>3</sup>	4♥	All Pass			
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<p>                     ♠ K65                      ♥ AQJ7                      ♦ 86                      ♣ 10854                      ♠ 108                      ♥ 10542                      ♦ AK10942                      ♣ 7                      ♠ J92                      ♥ K93                      ♦ Q5                      ♣ Q9632                      ♠ AQ743                      ♥ 86                      ♦ J73                      ♣ AKJ                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>3</td> </tr> <tr> <td>7</td> <td>8</td> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td>15</td> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	10		N	2	-	-	3	7	8	S	2	-	-	3		15	E	-	2	-	-			W	-	2	-	-	<p>Board 26 : Dealer East : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>3♦<sup>1</sup></td> <td>Double</td> <td>Pass</td> <td>3♠</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>1) With the 6-4 shape and decent diamonds, West might make a weak jump overcall facing an unpassed hand. The appeal increases when opponents probably have game.</p> <p>Although the example auction shown ends in 3♠, the 25 HCP North/South mean that many tables will witness a game contract.</p> <p>4♠ is reasonably easy to defeat. The simplest way is with three rounds of diamonds, although it may be difficult for West to read the position because East might not risk playing the ♦Q on the first round for fear that West interprets this as showing the ♦J.</p> <p>3NT fails if West starts with a low diamond but has a chance on any other lead because the club finesse works.</p>	West	North	East	South			Pass	1♠	3♦ <sup>1</sup>	Double	Pass	3♠	All Pass			
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<p>                     ♠ KQJ9654                      ♥ K6                      ♦ 86                      ♣ 95                      ♠ 108                      ♠ 73                      ♥ A1052                    ♥ J8                      ♦ QJ42                     ♦ K10973                      ♣ Q86                        ♣ KJ74                      ♠ A2                      ♥ Q9743                      ♦ A5                      ♣ A1032                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>4</td> <td>3</td> </tr> <tr> <td>9</td> <td>8</td> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>4</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>14</td> <td>W</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	9		N	-	-	2	4	3	9	8	S	-	-	2	4	3			E	-	1	-	-	-		14	W	-	1	-	-	-	<p>Board 27 : Dealer South : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>3♠<sup>1</sup></td> <td>Pass</td> <td>4♠<sup>2</sup></td> </tr> <tr> <td colspan="4">All Pass</td> </tr> </tbody> </table> <p>1) Some will simply blast 4♠. The 7222 shape suggests merely inviting game. 2) With a couple of spades and three aces, South should definitely raise to 4♠.</p> <p>North/South should reach the spade game, at some tables through good judgement, at others via a bit of a punt!</p> <p>The lead of either minor – a diamond, as the unbid suit, being most likely – prevents the overtrick in 4♠. This attacks the entries to the heart suit. If East were to lead a trump, declarer would have time to set up and run the hearts, possibly making twelve tricks via a ruffing finesse following the fall of the ♥J-8.</p>	West	North	East	South				1♥	Pass	1♠	Pass	2♣	Pass	3♠ <sup>1</sup>	Pass	4♠ <sup>2</sup>	All Pass			
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<p>                     ♠ AQ7652                      ♥ Q3                      ♦ A10                      ♣ 976                      ♠ -                              ♠ J93                      ♥ J6                             ♥ 1042                      ♦ QJ984                     ♦ K7652                      ♣ AKQ432                    ♣ 105                      ♠ K1084                      ♥ AK9875                      ♦ 3                      ♣ J8                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>4</td> <td>5</td> <td>1</td> </tr> <tr> <td>13</td> <td>4</td> <td>S</td> <td>-</td> <td>-</td> <td>5</td> <td>5</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>11</td> <td>W</td> <td>3</td> <td>4</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	-	4	5	1	13	4	S	-	-	5	5	1			E	3	4	-	-	-		11	W	3	4	-	-	-	<p>Board 28 : Dealer West : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>1♠</td> <td>Pass</td> <td>3♥<sup>1</sup></td> </tr> <tr> <td>3NT<sup>2</sup></td> <td>4♠</td> <td>5♦</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>5♠<sup>3</sup></td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) This is a fit-showing jump (as on deal 16), hearts and spades. 2) West cannot really have a hand that wants to bid a natural 3NT. The 3NT bid shows a shapelier hand than a double would. 3) The match-point scoring encourages North to bid on despite the club weakness. It sounds like the field will not be finding the sacrifice in 5♦.</p> <p>The distributional shape and the vulnerability should ensure lively bidding. It may prove hard for North/South to judge with confidence that they can make 5♠. Looking at three losing clubs and knowing that South is more likely to be short in diamonds, North is going to await dummy with some trepidation. Perhaps it is easier to judge to go on because the penalty from doubling 5♦ will be inadequate. Moreover, on the example auction shown, the players will doubt whether the field is finding the 5♦ sacrifice.</p>	West	North	East	South	1♣	1♠	Pass	3♥ <sup>1</sup>	3NT <sup>2</sup>	4♠	5♦	Pass	Pass	5♠ <sup>3</sup>	All Pass					
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<p>                     ♠ K1052                      ♥ AK53                      ♦ J10                      ♣ AK10                      ♠ -                              ♠ AJ83                      ♥ J98                            ♥ 64                      ♦ A98763                    ♦ KQ54                      ♣ 9872                        ♣ QJ6                      ♠ Q9764                      ♥ Q1072                      ♦ 2                      ♣ 543                 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>18</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>3</td> <td>4</td> <td>-</td> </tr> <tr> <td>5</td> <td>13</td> <td>S</td> <td>-</td> <td>-</td> <td>4</td> <td>4</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>1</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td>4</td> <td>W</td> <td>1</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	18		N	-	-	3	4	-	5	13	S	-	-	4	4	-			E	1	3	-	-	1		4	W	1	3	-	-	1	<p>Board 29 : Dealer North : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1♥</td> <td>Double</td> <td>3♥<sup>1</sup></td> </tr> <tr> <td>4♦<sup>2</sup></td> <td>4♥<sup>3</sup></td> <td>All Pass<sup>4</sup></td> <td></td> </tr> </tbody> </table> <p>1) The jump after the double is weak (a stronger hand would bid 2NT – see deal 1). 2) It is a very close decision to compete. West would not mind a spade lead against a heart contract. The possibility of a singleton heart opposite sways the decision. 3) With 18 HCP and good spot cards, North advances to game. 4) East is too flat to bid higher and knows West might have stretched.</p> <p>This deal might not work well for those playing four-card majors because North/South are quite likely to miss their spade fit, as they do on the example auction.</p> <p>As it happens, unless East finds a spade lead against 4♥ and West underleads the ♦A to collect a second spade ruff, you can make ten tricks in either major-suit game. Indeed, if the defenders do not score any ruffs, an overtrick is possible in 4♥. In 4♠ you have to lose two aces and eventually a club.</p>	West	North	East	South		1♥	Double	3♥ <sup>1</sup>	4♦ <sup>2</sup>	4♥ <sup>3</sup>	All Pass <sup>4</sup>									
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<p>♠ 108643 ♥ QJ7 ♦ J1076 ♣ 7</p> <p>♠ KQ                      ♠ AJ72 ♥ A10642                ♥ K53 ♦ Q93                     ♦ AK84 ♣ K65                     ♣ J4</p> <p>♠ 95 ♥ 98 ♦ 52 ♣ AQ109832</p> <table border="1" data-bbox="138 504 511 724"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>4</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>14</td> <td>16</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>6</td> <td>E</td> <td>1</td> <td>4</td> <td>5</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>4</td> <td>5</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	4		N	-	-	-	-	14	16	S	-	-	-	-		6	E	1	4	5	4			W	1	4	5	4	<p>Board 30 : Dealer East : Love all</p> <table border="0"> <tr> <td><b>West</b></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> </tr> <tr> <td></td> <td></td> <td>1♠</td> <td>3♣</td> </tr> <tr> <td>Double<sup>1</sup></td> <td>Pass</td> <td>3♦<sup>2</sup></td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </table> <p>1) West has several choices (3♥, double and 3NT), all flawed in some way. Double is the most flexible of the three.</p> <p>2) East has an impossible bid and might pass if North/South were vulnerable. Some will try 3♥ on the presumed 4-3 fit; others might bid 3NT hoping West has a club stopper.</p> <p>Some pairs will reach 3NT, some 4♥. In the heart game, the defenders must score a club and a trump. They might score a second trump (via a ruff and a second round finesse).</p> <p>3NT also offers scope for variation. If West declares and South ducks the first round of clubs, playing North for ♣7-x, twelve tricks are available if declarer is brave enough to give up a heart to North. It is the same story if East declares (after a strong 1NT opening perhaps); a club lead other than the ace gives declarer the chance to go for twelve tricks.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			1♠	3♣	Double <sup>1</sup>	Pass	3♦ <sup>2</sup>	Pass	3NT	All Pass		
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<p>♠ K85 ♥ Q85 ♦ A1094 ♣ AJ7</p> <p>♠ AQJ942                ♠ 73 ♥ J9                      ♥ 62 ♦ 53                      ♦ KQ862 ♣ 1092                 ♣ Q843</p> <p>♠ 106 ♥ AK10743 ♦ J7 ♣ K65</p> <table border="1" data-bbox="138 1795 511 2005"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>2</td> <td>3</td> <td>5</td> <td>-</td> </tr> <tr> <td>8</td> <td>7</td> <td>S</td> <td>2</td> <td>2</td> <td>5</td> <td>-</td> </tr> <tr> <td></td> <td>11</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	14		N	2	3	5	-	8	7	S	2	2	5	-		11	E	-	-	-	1			W	-	-	-	1	<p>Board 32 : Dealer West : EW vulnerable</p> <table border="0"> <tr> <td><b>West</b></td> <td><b>North</b></td> <td><b>East</b></td> <td><b>South</b></td> </tr> <tr> <td>2♠<sup>1</sup></td> <td>Pass</td> <td>Pass</td> <td>3♥</td> </tr> <tr> <td>Pass</td> <td>3♠<sup>2</sup></td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>1) This is classic weak two, even satisfying those who like to wait for a hand with two of the top three honours.</p> <p>2) Rather than choose between 3NT and 4♥, North makes a consultative noise.</p> <p>The majority of pairs (well, the majority of those in a movement with board 32 in play!) will play in the heart game on the nine-card fit. The most testing lead is a club. Declarer will then need to play diamonds before spades for fear of a second club lead. A ruffing diamond finesse then deals with the potential third-round club loser. In 3NT, a ruffing diamond finesse is not an option. After a spade lead on which West plays a middle honour, declarer does best to duck. West (to stop 11 tricks) then needs to switch either to a diamond, setting up a trick for East, or a club, breaking up a possible squeeze.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	2♠ <sup>1</sup>	Pass	Pass	3♥	Pass	3♠ <sup>2</sup>	Pass	4♥	All Pass			
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