

EBED



Sim Pairs

Commentary by Graham Osborne

Thursday
3rd May 2018

Welcome to the **English Bridge Education & Development (EBED)** Simultaneous Pairs.

The proceeds raised by this event will be used by EBED, **the national charity for the promotion and development of bridge**, in support of its objectives to promote the national learning program “**Bridge for All**” and especially to improve and develop the infrastructure for bridge teaching in England by expanding our support for EBTA – the **English Bridge Teachers Association**

EBED supplies “Bridge for All” teaching materials, organises Minibrige/Duplicate Bridge teacher training and club director training courses, administers the Junior Award Scheme and supports county organisations and individual volunteers at the local level to run youth events.

You can read more EBED’s activities in the current issue of English Bridge and at www.ebedcio.org.uk. If you wish to know more about EBED or to arrange a donation/legacy in favour of the charity, please contact us via richard@ebedcio.org.uk

Do please encourage your friends to come to play in these events which are open to all and raise vital funds for our work.

We thank you so much for your support!

Donna Wright
Chief Executive

English Bridge Education & Development, Registered Charity No: 1153543

<p>♠ Q ♥ 1082 ♦ Q963 ♣ QJ987</p> <p>♠ J9842 ♠ AK65 ♥ AKJ9 ♥ 64 ♦ A ♦ K7542 ♣ 654 ♣ K10</p> <p>♠ 1073 ♥ Q753 ♦ J108 ♣ A32</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>13</td> <td>13</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>E</td> <td>2</td> <td>3</td> <td>4</td> <td>6</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>4</td> <td>5</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	-	-	-	-	13	13	S	-	-	-	-	7		E	2	3	4	6			W	-	2	4	5	<p>Board 1 : 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>Pass</td> <td>1♦</td> <td>Pass</td> </tr> <tr> <td>1♠</td> <td>Pass</td> <td>2♠</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>The ♣Q lead should enable the defence to take the first two tricks. From here on declarer should be in control and be able to take the rest of the tricks. Whatever he tries should work be it ruffing two losers in dummy, trying the heart finesse or setting up diamonds. No doubt a few declarers will hold themselves to ten tricks and they will be punished in terms of match-points earned. Some may play 4♠ by East, imagine a weak NT opening, a transfer by West and a break by East, although making 12 tricks still looks unlikely, since this will involve taking the ♥ finesse risking only ten tricks when the ♥Q and ♣A are offside.</p>	West	North	East	South		Pass	1♦	Pass	1♠	Pass	2♠	Pass	4♠	All Pass		
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<p> ♠Q9 ♥K2 ♦KQ986 ♣J1092 ♠AK1083 ♠J5 ♥1094 ♥J8763 ♦J4 ♦10732 ♣Q85 ♣K3 ♠7642 ♥AQ5 ♦A5 ♣A764 </p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>3</td> <td>3</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>10</td> <td>5</td> <td>S</td> <td>3</td> <td>3</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>14</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		11		N	3	3	1	1	1	10	5	S	3	3	1	1	1	14		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 9 : Dealer North : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>2NT</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td colspan="4">All pass</td> </tr> </tbody> </table> <p>The trick on this hand is too stay very low but the majority will finish in game and go minus. If North opens then 1♦-1♠-2♣-3NT and the contract played by South after this sequence has some chance. Say West leads ♥10, declarer wins the king in dummy and finesses a ♣. Now West has to cash his ♠ suit, otherwise declarer can repeat the ♣ finesse for his ninth trick.</p> <p>If North passes after all it is not a great hand with lots of points in the doubletons, then South will open a weak no-trump, North will invite and South will carry onto game. West will lead a ♠. A top one will lead to two down but with no certain side entry and low ♠ lead will probably be the popular choice and one down. A third variant is North opening a mini no-trump or borrowing a point for a weak no-trump. Again in this scenario West will have to cash the ♠ suit from the top after the first ♣ finesse loses.</p>	West	North	East	South		Pass	Pass	1NT	Pass	2NT	Pass	3NT	All pass			
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<p> ♠3 ♥AJ10 ♦K10874 ♣AJ96 ♠Q96 ♠J102 ♥962 ♥8543 ♦AQJ2 ♦963 ♣K85 ♣1043 ♠AK8754 ♥KQ7 ♦5 ♣Q72 </p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>5</td> <td>4</td> <td>4</td> <td>5</td> <td>4</td> </tr> <tr> <td>12</td> <td>1</td> <td>S</td> <td>5</td> <td>4</td> <td>4</td> <td>5</td> <td>4</td> </tr> <tr> <td>14</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		13		N	5	4	4	5	4	12	1	S	5	4	4	5	4	14		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 10 : Dealer East : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♦</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>This looks like everybody's 3NT by North. The initial response will have deflected the best lead for the defence. So after a ♥ lead, declarer can duck a ♠. West will play ♦A and ♦Q. Declarer wins and cashes his winners finishing on table. West will be squeezed in the minors either having to throw the ♦J or bare the ♣K, so declarer won't have to guess whether to take the ♣ finesse at trick twelve. For the few that finish in ♠ eleven tricks are always there with both minors suit finesses right.</p>	West	North	East	South			Pass	1♠	Pass	2♦	Pass	2♠	Pass	3NT	All Pass	
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<p> ♠42 ♥A10843 ♦73 ♣Q874 ♠KJ3 ♠AQ10 ♥52 ♥QJ76 ♦AQ842 ♦K9 ♣653 ♣AJ109 ♠98765 ♥K9 ♦J1065 ♣K2 </p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td>17</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>E</td> <td>3</td> <td>3</td> <td>2</td> <td>2</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>3</td> <td>2</td> <td>2</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		6		N	-	-	-	-	-	10	17	S	-	-	-	-	-	7		E	3	3	2	2	4			W	3	3	2	2	4	<p>Board 11 : Dealer South : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">West</th> <th style="text-align: left;">North</th> <th style="text-align: left;">East</th> <th style="text-align: left;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>2♦</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>For all your 27 HCPs this contract doesn't have nine top tricks when the ♦s don't break. Most will find a way home, but perhaps the odd declarer will come up short and I don't see many making an overtrick. Say a ♠ is led. One possibility is to win hand with the ace (preserving two entries to dummy) and then play three rounds of ♦s. When they don't break you could turn your attention to ♣s. You lose a finesse to South's king. He continues ♠ and now you have two entries to finesse ♣s twice more to come to nine tricks. The double-dummy line to ten tricks involves starting with ♣J out of hand.</p>	West	North	East	South				Pass	Pass	Pass	1♥	Pass	2♦	Pass	3NT	All Pass
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<p> ♠A1043 ♥K10 ♦AJ95 ♣942 ♠K985 ♠QJ ♥862 ♥A4 ♦K2 ♦Q10873 ♣AK83 ♣QJ76 ♠762 ♥QJ9753 ♦64 ♣105 </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>1</td> <td>-</td> </tr> <tr> <td>13</td> <td>12</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td>3</td> <td>E</td> <td>4</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>3</td> <td>-</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	-	1	-	13	12	S	-	-	1	-		3	E	4	3	-	3			W	4	3	-	3	<p>Board 12 : 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>1NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>It is questionable whether the East hand is worth a raise to game with all its quacks and merely inviting would certainly be a reasonable alternative at match-points. Most pairs will finish in game, one way or another, and North has a slightly uncomfortable lead. With two broken four card suits, most will probably choose the major since East will not have used Stayman. Declarer wins the ♠ Q, and plays a ♦ to the king and ace. Now a ♥ switch would make declarer feel uncomfortable but he is okay with the 6-2 split, but in any case it is very unlikely with North's actual holding. Say North's continues ♠, declarer wins crosses to a ♣ and finesses the ♦10 and clears the suit and now he ends up with an overtrick.</p>	West	North	East	South	1NT	Pass	3NT	All Pass				
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<p> ♠64 ♥73 ♦109876 ♣AQ76 ♠J1093 ♠K52 ♥AKQ5 ♥J64 ♦QJ53 ♦A ♣5 ♣J109432 ♠AQ87 ♥10982 ♦K42 ♣K8 </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>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td>9</td> <td>S</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>12</td> <td>E</td> <td>1</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	6		N	-	2	-	-	13	9	S	-	2	-	-		12	E	1	-	2	1			W	1	-	1	1	<p>Board 13 : 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>2♣</td> <td>Pass</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>2♥</td> <td>All Pass</td> <td>2♦</td> <td>Pass</td> </tr> </tbody> </table> <p>It may not be everyone's cup of tea to intervene with 2♣ at game all showing the majors over the weak NT opening but it is a fair gamble as there is a good chance of a 4-4 fit. East shouldn't be tempted to pass with his six ♣ as partner will normally have at least one five card major, so 2♦ asking for partner's longer major is the correct bid. 2♥ will be defeated by a ♠ lead leading to a ruff in the suit, although being declarer's second suit it is far from obvious. 1NT passed out by South should fail by one trick although if the defence crash East's ♥J by West playing out his honours declarer will be able to scramble home.</p>	West	North	East	South	2♣	Pass	Pass	1NT	2♥	All Pass	2♦	Pass
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<p> ♠Q9 ♥Q107 ♦82 ♣Q105432 ♠4 ♠K8632 ♥A9865 ♥42 ♦AK109765 ♦QJ ♣- ♣J876 ♠AJ1075 ♥KJ3 ♦43 ♣AK9 </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>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>11</td> <td>7</td> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td>16</td> <td>E</td> <td>-</td> <td>4</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>4</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	6		N	3	-	-	1	11	7	S	3	-	-	1		16	E	-	4	1	-			W	-	4	1	-	<p>Board 14 : Dealer East : 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>2♣</td> <td>Pass</td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>4♦</td> <td>All Pass</td> <td>2NT</td> <td>Pass</td> </tr> </tbody> </table> <p>For the second time in this set Michaels is used with a 7-5 shape. Here 2♣ shows hearts and a minor. It is okay to do when the minor is longer but if you had say the 7 hearts and 5 diamonds then a 4♥ overcall would be better. East's 2NT asks for the minors, on a good day it might be ♣s! West is too strong to just bid 3♦ so jumps to show a strongly invitational hand. East's QJ of ♦s are good but the black honours are probably worthless so he rejects the game try, but it is close. In fact it needs a trump lead to beat 5♦ since ♥ are 3-3 and one ruff is good enough to set up the suit. Trump leads are often effective when one hand has shown a 2-suiter and the other has given lukewarm preference.</p>	West	North	East	South	2♣	Pass	Pass	1♠	4♦	All Pass	2NT	Pass
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<p> ♠763 ♥Q963 ♦32 ♣AQ75 ♠AKJ2 ♠1098 ♥K10 ♥J754 ♦A10985 ♦QJ4 ♣K8 ♣643 ♠Q54 ♥A82 ♦K76 ♣J1092 </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>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>18</td> <td>4</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>1</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	8		N	1	-	-	-	18	4	S	1	-	-	-	10		E	-	3	-	2			W	-	3	1	3	<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>1♦</td> <td>All Pass</td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table> <p>North has to lead something helpful. A ♥ looks least damaging as South plays ace and another. Declarer can't get to table and has to play ♦A and a second round leaving South to switch to the natural looking ♣J to hold declarer to nine tricks. On a diamond lead, South shouldn't cover the queen. He can cover the jack on the second round, locking declarer in hand. Now declarer can draw the remaining trump but has to play ♠ from hand. When South wins the ♠Q if he is inspired enough to switch to ♥2 and declarer misguesses, he will be held to eight tricks. Some variants are possible in the bidding, for example South finds an aggressive 1NT protection. West leads a diamond, and South can win the king and cash four ♣ tricks with the aid of a finesse putting West under some pressure. West has to discard two ♠ on the ♣ to defeat the contract. One down should be a very good score for North/South and even if doubled by West -100 should be above average.</p>	West	North	East	South	1♦	All Pass	Pass	Pass												
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<p> ♠Q73 ♥108 ♦KQ976 ♣1096 ♠K98 ♠J52 ♥AQ976542 ♥KJ ♦104 ♦53 ♣- ♣AQJ874 ♠A1064 ♥3 ♦AJ82 ♣K532 </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>2</td> <td>-</td> <td>1</td> </tr> <tr> <td>9</td> <td>12</td> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td>12</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>4</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>4</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	-	2	-	1	9	12	S	-	3	-	2	12		E	1	-	4	-			W	1	-	4	-	<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>4♥</td> <td>5♦</td> <td>All Pass</td> <td>1♦</td> </tr> </tbody> </table> <p>5♦ from North is far from obvious with little to commend it but the very strong trump support. It will work a treat here though with 4♥ an easy make with the ♠A onside. Indeed it may not be easy for either player to double 5♦ and even if they do it is only two down on the double dummy defence of a low ♥ lead. On the ♥A lead declarer can work on ♠ and with the K onside and the suit splitting 3-3 declarer can eventually build a discard for one of the ♣ in dummy. If East/West push on to 5♥ there is little scope for the defence to go wrong after two rounds of ♦ cash.</p>	West	North	East	South	4♥	5♦	All Pass	1♦												
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<p> ♠ 95 ♥ AQ964 ♦ A2 ♣ KJ109 ♠ KJ10 ♠ AQ82 ♥ J852 ♥ K1073 ♦ J753 ♦ Q9 ♣ 76 ♣ Q42 ♠ 7643 ♥ - ♦ K10864 ♣ A853 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>4</td> <td>2</td> <td>1</td> <td>2</td> <td>1</td> </tr> <tr> <td>6</td> <td>13</td> <td>S</td> <td>4</td> <td>2</td> <td>1</td> <td>2</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</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	4	2	1	2	1	6	13	S	4	2	1	2	1			E	-	-	-	-	-	7		W	-	-	-	-	-	<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>Pass</td> <td>1♥</td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♣</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>South will be relieved to have found a better spot after his partner's 1♥ opening. A trump lead is often a good lead when the responding hand doesn't give preference to opener's first suit, even from a seemingly unattractive holding, and here it would help to protect East's ♥ tricks. On a trump lead declarer wins cheaply in hand with ♣J, and plays three rounds of ♦ ruffed in hand and over-ruffed with the ♣Q. Now declarer has ten tricks by way of six ♣, three ♦ and the ♥A. The ♦Q lead in the unbid suit may work well, if declarer believes East has the ♦J and takes a losing finesse: leading to only nine tricks if declarer plays on trumps and gets them wrong.</p>	West	North	East	South	Pass	1♥	Pass	1♠	Pass	2♣	All Pass					
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<p> ♠ K84 ♥ 106 ♦ K63 ♣ KJ863 ♠ 9632 ♠ AQJ75 ♥ 32 ♥ K7 ♦ J1092 ♦ AQ85 ♣ A105 ♣ 72 ♠ 10 ♥ AQJ9854 ♦ 74 ♣ Q94 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>3</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td>5</td> <td>16</td> <td>S</td> <td>1</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>-</td> <td>3</td> <td>1</td> </tr> <tr> <td>9</td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>-</td> <td>3</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		10		N	3	-	3	-	-	5	16	S	1	-	3	-	-			E	-	3	-	3	1	9		W	-	3	-	3	-	<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>Pass</td> <td></td> <td>1♠</td> <td>4♥</td> </tr> </tbody> </table> <p>All Pass</p> <p>Here the aggressive choice of 4♥ at favourable vulnerability may work better than 2♥ or a heavy weak jump overcall which may allow East/West to settle in 3♠. However the defence against spades needs to be precise to hold declarer to nine tricks. The ♥A lead gives declarer a trick immediately whilst trump and ♦ leads give declarer a vital second extra entry for all the finesses he needs to take (two in ♠ and two in ♦). East doesn't have quite enough to re-open, after the 4♥ overcall with three of his points in the enemy suit.</p>	West	North	East	South	Pass		1♠	4♥								
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<p> ♠ 5 ♥ AQ1083 ♦ K65 ♣ AJ96 ♠ A7642 ♠ 10 ♥ K2 ♥ J9754 ♦ J843 ♦ AQ92 ♣ 84 ♣ 1032 ♠ KQJ983 ♥ 6 ♦ 107 ♣ KQ75 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>4</td> <td>-</td> <td>1</td> <td>4</td> <td>2</td> </tr> <tr> <td>8</td> <td>7</td> <td>S</td> <td>4</td> <td>-</td> <td>1</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>W</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		14		N	4	-	1	4	2	8	7	S	4	-	1	3	2			E	-	1	-	-	-	11		W	-	1	-	-	-	<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>Pass</td> <td></td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♥</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>4♠ is better than 3NT making if the ♦A is onside or trumps play for one loser; whilst 3NT would likely fail should ♦s be 5-3, and even if they are 4-4 will still make only nine tricks to ten in 4♠. The way to defeat 3NT here is not to lead a ♦ at all and then West can switch to the ♦J when he is with the ♠A to scoop up four tricks for the defence.</p> <p>If a 2♥ response to 1♠ was game forcing you might bid 1♠-2♥-2♠-2NT-3♣-3♦-3♠-4♠; or if North chooses 3♣ over 2♠ in the example auction above, South might raise to 4♣ or rebid his strong ♠ suit a second time leading to 4♠.</p>	West	North	East	South	Pass		Pass	1♠	Pass	2♥	Pass	2♠	Pass	3NT	All Pass	
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<p> ♠ Q92 ♥ 106 ♦ KQ10853 ♣ 62 ♠ A7 ♠ J108653 ♥ K943 ♥ J8752 ♦ J64 ♦ 97 ♣ A1073 ♣ - ♠ K4 ♥ AQ ♦ A2 ♣ KQJ9854 </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>4</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>12</td> <td>2</td> <td>S</td> <td>4</td> <td>3</td> <td>-</td> <td>-</td> <td>4</td> </tr> <tr> <td>19</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	4	3	-	-	1	12	2	S	4	3	-	-	4	19		E	-	-	2	2	-			W	-	-	2	2	-	<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>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>If you play a 1NT rebid as 15-17 and a 2NT rebid as 18-19 then a 3NT rebid shows a strong hand with at least six cards in the suit you opened. On this hand it also protects the ♥ holding in the South hand. On a ♥ lead, declarer wins and plays on ♣s. When the suit doesn't break kindly and the defence clear ♥, declarer has to fall back on ♦, making ten tricks when that suit comes in. It is also reasonable for South to open 2NT, raised to game by North. Now declarer might get favoured by a ♣ lead and end up with eleven tricks for a great score.</p>	West	North	East	South				1♣	Pass	1♦	Pass	3NT	All Pass			
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<p> ♠ AQ9 ♥ 732 ♦ KQ975 ♣ A7 ♠ J8532 ♠ 106 ♥ AKQJ ♥ 109865 ♦ 8 ♦ 432 ♣ 1065 ♣ J43 ♠ K74 ♥ 4 ♦ AJ106 ♣ KQ982 </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>6</td> <td>6</td> <td>-</td> <td>3</td> <td>3</td> </tr> <tr> <td>11</td> <td>1</td> <td>S</td> <td>6</td> <td>6</td> <td>-</td> <td>3</td> <td>3</td> </tr> <tr> <td>13</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	15		N	6	6	-	3	3	11	1	S	6	6	-	3	3	13		E	-	-	1	-	-			W	-	-	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>Pass</td> <td>3♥</td> </tr> <tr> <td>Dble</td> <td>4NT</td> <td>Pass</td> <td>5♦</td> </tr> <tr> <td>Pass</td> <td>6♦</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>If South can splinter in response to the 1♦ opening then bidding the slam should be easy, as North has a great hand with some length and nothing wasted in the splinter suit. If South makes an inverted raise to 2♦ and North rebids 2NT showing a strong no-trump then bidding the slam suddenly becomes a lot more difficult as South is likely to simply raise to 3NT. Equally if North starts with a strong NT then, unless South has some machinery to show a singleton ♥ and a raise to game, the slam is likely to be missed.</p> <p>3NT is a somewhat lucky make with the ♥ blockage.</p>	West	North	East	South		1♦	Pass	3♥	Dble	4NT	Pass	5♦	Pass	6♦	All Pass	
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<p> ♠ K109 ♥ 8 ♦ 9543 ♣ K10864 ♠ Q3 ♠ J7652 ♥ AKJ52 ♥ 976 ♦ QJ108 ♦ A ♣ A7 ♣ J532 ♠ A84 ♥ Q1043 ♦ K762 ♣ Q9 </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>6</td> <td></td> <td>N</td> <td>1</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>17</td> <td>6</td> <td>S</td> <td>1</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>3</td> <td>1</td> </tr> <tr> <td>11</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>3</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	6		N	1	1	-	-	17	6	S	1	1	-	-			E	-	-	3	1	11		W	-	-	3	1	<p>Board 30 : Dealer East : 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>Pass</td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>2♦</td> <td>Pass</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>A fair proportion are likely to end up in game here, especially if playing five-card majors, where East may well raise directly to 2♥. In the sequence above West gets to bid out his hand showing five ♥ and four ♦ and about 17-18 HCP. East has a third ♥, when he may have had only two for the preference, and the useful ♦A, but the black jacks are worthless so stays low. 4♥ will be scuttled by the 4-1 trump break and even making nine tricks will not be entirely straightforward with the ♦K offside as well. Some may finish NT after 1♥-1♠-2NT-P and this will be defeated if the defence start with a ♣ and South inserts the nine if declarer plays low from dummy.</p>	West	North	East	South			Pass	Pass	1♥	Pass	1♠	Pass	2♦	Pass	2♥	Pass	2NT	Pass	3♥	All Pass
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<p> ♠ Q9 ♥ KQ10 ♦ 109632 ♣ 1086 ♠ AK103 ♠ 7654 ♥ J964 ♥ 8732 ♦ J87 ♦ KQ4 ♣ A5 ♣ 42 ♠ J82 ♥ A5 ♦ A5 ♣ KQJ973 </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>7</td> <td></td> <td>N</td> <td>4</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td>5</td> <td>S</td> <td>4</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>15</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	4	2	-	-	13	5	S	4	2	-	-			E	-	-	-	1	15		W	-	-	-	1	<p>Board 31 : 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>Dble</td> <td>1♦</td> <td>1♠</td> <td>2♣</td> </tr> <tr> <td>2♠</td> <td>3♣</td> <td>All pass</td> <td></td> </tr> </tbody> </table> <p>Playing a strong NT, you might choose to open the South hand 1NT which could lead to a good score here. Say West leads a top ♠ and clears the suit, now declarer will make nine tricks after the ♣A is knocked out. To hold declarer to eight tricks the defence need to lead a top ♠ and then switch to ♦ – not easy at all. After a natural ♣ opening, West will make a take-out double and East doesn't have much of a hand but non-vulnerable will want to compete in the majors. The likely result of this competition is North/South playing a ♣ partial which should make an easy ten tricks.</p>	West	North	East	South				1♣	Dble	1♦	1♠	2♣	2♠	3♣	All pass					
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<p> ♠ K10765 ♥ A74 ♦ 85 ♣ AQ5 ♠ AJ942 ♠ Q ♥ K9 ♥ 8632 ♦ Q109 ♦ KJ6 ♣ J86 ♣ 109432 ♠ 83 ♥ QJ105 ♦ A7432 ♣ K7 </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>13</td> <td></td> <td>N</td> <td>1</td> <td>3</td> <td>4</td> <td>3</td> </tr> <tr> <td>11</td> <td>6</td> <td>S</td> <td>1</td> <td>3</td> <td>4</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	13		N	1	3	4	3	11	6	S	1	3	4	3			E	-	-	-	-	10		W	-	-	-	-	<p>Board 32 : 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>1NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>If West opens a light 1♠ he may live to regret it as partner's 1NT response will likely end the auction. On a ♦ lead this will be down three, maybe after a ♥ lead declarer will escape for two down if the defence set up a ♥ trick for him. Although double dummy, North/South can make 3NT by playing on ♦s, not many are going to bid it with two balanced hands and only 23 HCPs – perhaps an optimistic sequence of 1♠-2♦-2♠-2NT-3NT is just about possible. If West passes the best opening for North playing a weak NT is 1NT to avoid rebidding the moth-eaten suit. Strong No-trumpers might bid 1♠-1NT, so ending in the same contract but played by a different hand.</p>	West	North	East	South	Pass	1NT	All Pass													
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