

British Winter Sim Pairs



**Thursday
17th January 2019**

Welcome to the British Winter Simultaneous Pairs. Thank you for playing. I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Heather Dhondy.

This is the start of the 2019 Sim Pairs season, so it's a new year for prizes. These have changed a little from previous years but, like last year, every host club will be entered in to a prize draw made at the AGM in November. So the club at which you have played today has a chance to win one of ten cash prizes of £250. The prize for the overall winners of each Sim Pairs has been increased, so this year is £100, and we wish you luck in trying to win it.

You can find all the full details, results and last year's prize winners at www.ebu.co.uk/sims/

You can earn Blue points and they are awarded to the top third of the field. Don't be too impatient for the results! Provisional results will appear quickly but they won't be finalised and nor will the Master Point awards until all results are in and score corrections have been made. This can take up to three weeks. It really helps us if you can keep your scorecard for that period. Clubs should keep the travellers if still used.

Coming up in February (5th & 7th) is the Bridge England Simultaneous Pairs. This year money raised will be to help support Junior Bridge. I hope you will support this event and look forward to you playing.

Jeremy Dhondy, Chairman EBU

<p>♠AQJ1084 ♥J96 ♦J7 ♣84</p> <p>♠653 ♠97 ♥AK84 ♥Q732 ♦83 ♦Q109654 ♣AQ102 ♣6</p> <p>♠K2 ♥105 ♦AK2 ♣KJ9753</p> <table border="1" data-bbox="129 1150 243 1327"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> </tr> <tr> <td>13</td> <td>4</td> </tr> <tr> <td>14</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="276 1150 503 1327"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>E</td> <td>-</td> <td>3</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>3</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		9		13	4	14		Makeable contracts							♣	♦	♥	♠	NT	N	2	-	-	2	1	S	2	-	-	2	1	E	-	3	2	-	-	W	-	3	2	-	-	<p>Board 1 : Dealer North : Love all</p> <table border="1" data-bbox="527 730 1023 903"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>2♠</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Dbf</td> <td>Pass</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>Pass</td> <td>3♦</td> <td>3♠</td> </tr> <tr> <td colspan="4">All pass</td> </tr> </tbody> </table> <p>Do you open 2♠ or 3♠ with the North hand? You have an ideal pre-empting hand in that all your values are in your long suit. So, non-vulnerable, I would be tempted to open 3♠. However, if you do, partner may go overboard and raise to four and when all the clubs are wrong it will fail.</p> <p>If you open a weak two, West will probably protect, and it will become a part-score battle. As is often the case at love all, it pays to win the bidding. If E/W win it in 3♦ they will get a great score. 3♥ by them should fail on three rounds of diamonds.</p> <p>Against 3♠, the defence must play trumps at some stage to prevent the heart ruff in the South hand.</p>	West	North	East	South		2♠	Pass	Pass	Dbf	Pass	2NT	Pass	3♣	Pass	3♦	3♠	All pass			
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<p>♠ A1075 ♥ A2 ♦ Q983 ♣ Q92</p> <p>♠ 862 ♠ KJ94 ♥ 10853 ♥ J64 ♦ 64 ♦ A2 ♣ J1087 ♣ K653</p> <p>♠ Q3 ♥ KQ97 ♦ KJ1075 ♣ A4</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td>1NT</td> <td>Dbl</td> </tr> <tr> <td>Pass</td> <td>All Pass</td> <td></td> <td></td> </tr> </table> <p>It is carnage time for E/W if they are applying a weak NT. The vulnerability is not on their side, and N/S should be doubling everything if they run from 1NT. Those who are let off the hook are lucky, and of course it is a good time to be playing a strong NT, but there are plenty of hands at pairs where the weak NT will get you a good result.</p> <p>If E/W have some sophisticated wriggle, they may get to 2♣, which is their best spot, but even that is booked for about three down, with no chance of an entry to dummy.</p>	West	North	East	South			1NT	Dbl	Pass	All Pass																																						
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<p>♠ 842 ♥ AQJ102 ♦ AJ5 ♣ A7</p> <p>♠ K105 ♠ QJ76 ♥ K95 ♥ 764 ♦ Q42 ♦ K7 ♣ K986 ♣ Q532</p> <p>♠ A93 ♥ 83 ♦ 109863 ♣ J104</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>All Pass</td> <td></td> </tr> </table> <p>This looks to be a quiet board, and I expect it to get passed out in 1♥ plenty of times. On the ♠Q lead, declarer may decide to use the entry to lead a diamond and attempt to pick up that suit when West holds ♥x or both honours as opposed to finessing a trump which only wins when West holds Kx. Neither will work, and declarer will end up with seven tricks most of the time unless the defence slip up.</p> <p>You will see that eight tricks are possible, but this requires a double-dummy line of play. Those bidding and making 1♥ will be doing alright.</p>	West	North	East	South				Pass	Pass	1♥	All Pass																																					
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<p>♠ Q943 ♥ K42 ♦ AK983 ♣ 4</p> <p>♠ J862 ♠ AK105 ♥ A109 ♥ J853 ♦ 104 ♦ Q72 ♣ A652 ♣ 103</p> <p>♠ 7 ♥ Q76 ♦ J65 ♣ KQJ987</p>	<p>Board 8 : Dealer West : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>All pass</td> <td></td> </tr> </table> <p>This looks to be a normal auction. E/W do have a part-score on, but they don't have a clear way to get into the bidding. If South raises 2♦ to three, this means that it will be East in the pass-out seat and might protect with a double.</p> <p>In 2♦, East will begin with a top spade, and probably switch to a heart to North's king. North does best to trump a spade and lead a top club from dummy. Later on, another spade will be ruffed, and top clubs cashed until East ruffs with a trump trick, resulting in nine tricks.</p> <p>If East can foresee this situation, that is the clue as to how to hold it to eight tricks. Given the trump trick is going to be sacrificed in any case, a trump at trick two prevents the second spade ruff.</p>	West	North	East	South	Pass	1♦	Pass	2♣	Pass	2♦	All pass																																					
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<p>♠53 ♥KJ10 ♦J32 ♣Q8642</p> <p>♠AJ64 ♠K72 ♥9532 ♥A874 ♦A104 ♦KQ6 ♣K7 ♣953</p> <p>♠Q1098 ♥Q6 ♦9875 ♣AJ10</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>7</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>12</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td></td> <td>E</td> <td>1</td> <td>2</td> <td>4</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>2</td> <td>4</td> <td>3</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	-	-	-	-	12	12	S	-	-	-	-	-	9		E	1	2	4	3	2			W	1	2	4	3	2	<p>Board 9 : 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>Pass</td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2♣</td> <td>Pass</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>All pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>A straight-forward auction, where a very thin game will be reached if West takes a rosy view. The game is very poor, needing the ♣A with South, the spade finesse and trumps dividing, but it all works.</p> <p>There is little else to the play so ten tricks will be almost universal with some pairs bidding game and some in a part-score.</p>	West	North	East	South		Pass	1NT	Pass	2♣	Pass	2♥	Pass	3♥	All pass		
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<p> ♠ K1052 ♥ A85 ♦ 9832 ♣ KJ ♠ A64 ♠ 873 ♥ 92 ♥ J7643 ♦ AQJ64 ♦ K10 ♣ Q64 ♣ 1087 ♠ QJ9 ♥ KQ10 ♦ 75 ♣ A9532 </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>11</td> <td></td> <td>N</td> <td>3</td> <td>1</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>13</td> <td>4</td> <td>S</td> <td>3</td> <td>1</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>12</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	1	1	3	1	13	4	S	3	1	1	3	1	12		E	-	-	-	-	-			W	-	-	-	-	-	<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</td> <td>All pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>It is N/S who have a part-score on here, but neither have a way into the auction. Against 1NT, North will probably lead a spade. West does best to win it and cash out the diamonds and hope for a slip up in the defence. They now have so many tricks that it unlikely to happen, however. If you duck, they will probably continue the suit in any case, however ducking gives them the opportunity to switch to a club, and if they do, they can cash the first nine tricks.</p>	West	North	East	South	1NT	All pass										
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<p> ♠ Q96542 ♥ Q1072 ♦ KQ ♣ 2 ♠ 103 ♠ A8 ♥ A54 ♥ K98 ♦ 97 ♦ AJ532 ♣ KJ8753 ♣ AQ9 ♠ KJ7 ♥ J63 ♦ 10864 ♣ 1064 </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>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>8</td> <td>18</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>5</td> <td></td> <td>E</td> <td>5</td> <td>4</td> <td>2</td> <td>-</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>5</td> <td>4</td> <td>2</td> <td>-</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		9		N	-	-	-	2	-	8	18	S	-	-	-	2	-	5		E	5	4	2	-	4			W	5	4	2	-	4	<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>1♦</td> <td>Pass</td> </tr> <tr> <td>2♣</td> <td>2♠</td> <td>Dbl</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>Pass</td> <td>3NT</td> <td>All pass</td> </tr> </tbody> </table> <p>With stoppers in all suits and the requisite values for 3NT, E/W should find their way there even if North attempts to make it awkward. It is important for North to get into the bidding at some stage in order to get South off to the best lead. On a spade lead, declarer has ten top tricks to cash, but that will be all. However, on a different lead declarer will be able to establish an additional diamond trick.</p>	West	North	East	South		Pass	1♦	Pass	2♣	2♠	Dbl	Pass	3♣	Pass	3NT	All pass
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<p> ♠ 1032 ♥ J874 ♦ Q52 ♣ A53 ♠ J76 ♠ AKQ98 ♥ Q102 ♥ K6 ♦ K104 ♦ A976 ♣ 9762 ♣ KQ ♠ 54 ♥ A953 ♦ J83 ♣ J1084 </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>7</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td>21</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>1</td> <td>4</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>1</td> <td>4</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	-	-	-	-	6	21	S	-	-	-	-	-	6		E	3	4	1	4	3			W	3	4	1	4	3	<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></td> <td></td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>What do you open with the East cards? There is a big risk to opening 1♠, as you may play there. Despite holding two doubletons I prefer a 2NT opening. If E/W are playing five-card Stayman, they may find the spade fit and make ten tricks. On the other hand, West may decide with such a balanced hand and soft values that 3NT will score the same number of tricks and the temptation at pairs is to try for the extra 10 points. On this hand, on the relatively normal lead of the ♣J, 3NT will be held to nine tricks, so those in 4♠ will score well. It actually makes no difference if South finds a small club lead, since in either case declarer will establish a ninth trick in hearts and that is the limit.</p>	West	North	East	South			2NT	Pass	3NT	All Pass						
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<p>♠ AKJ ♥ A842 ♦ J97653 ♣ -</p> <p>♠ 984 ♠ Q106532 ♥ 103 ♥ QJ9 ♦ AQ82 ♦ K ♣ J1085 ♣ A43</p> <p>♠ 7 ♥ K765 ♦ 104 ♣ KQ9762</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>2</td> <td>2</td> <td>3</td> <td>-</td> <td>1</td> </tr> <tr> <td>7</td> <td>12</td> <td>S</td> <td>2</td> <td>2</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>8</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		13		N	2	2	3	-	1	7	12	S	2	2	3	-	-			E	-	-	-	1	-	8		W	-	-	-	2	-	<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>Pass</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>1♠</td> <td>Dbl</td> </tr> <tr> <td>2♠</td> <td>3♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>E/W don't want to get carried away here at this vulnerability as they may end up with -200, or worse if they compete to the three level.</p> <p>In 3♥, declarer may get a spade lead round to the North hand, in which case two diamonds will be discarded and a cross-ruff will lead to ten tricks. The trickiest defence is to cash the ♦K and switch to a trump. Now declarer needs to take a good view in the play and may go down.</p> <p>In 3♠, South will probably lead a top club, on which North does best to discard a heart. Now declarer may just play a trump hoping for the suit to divide, however even crossing to a diamond to lead a trump from dummy will be two down since two hearts can be cashed and North's final heart discarded on the ♣Q, followed by a heart ruff with the jack.</p>	West	North	East	South				Pass	Pass	1♦	1♠	Dbl	2♠	3♥	All Pass	
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<p>♠ J93 ♥ K108732 ♦ 9 ♣ 752</p> <p>♠ Q85 ♠ K10642 ♥ A9 ♥ QJ ♦ AJ82 ♦ 107643 ♣ A1083 ♣ 9</p> <p>♠ A7 ♥ 654 ♦ KQ5 ♣ KQJ64</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>4</td> <td></td> <td>N</td> <td>2</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td>6</td> <td>S</td> <td>2</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>4</td> <td>-</td> <td>4</td> <td>1</td> </tr> <tr> <td>15</td> <td></td> <td>W</td> <td>-</td> <td>4</td> <td>-</td> <td>4</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		4		N	2	-	2	-	-	15	6	S	2	-	2	-	-			E	-	4	-	4	1	15		W	-	4	-	4	1	<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>1♦</td> <td>2♥</td> <td>3♦</td> <td>3♥</td> </tr> <tr> <td>Dbl</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♦</td> <td>All pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>There are plenty of close calls here so there will be a wide variety of auctions. Firstly, does North make a weak jump overcall? The hand is very weak, but the vulnerability is right, so it will be popular choice. Now East has a problem, being too weak for 2♠. The choices are 3♦ or double, but with five card support, I prefer 3♦ even though it risks losing the spades.</p> <p>To make ten tricks in either suit, declarer must guess the diamonds correctly and pick up the ♠J. I expect the majority to be in a diamond part-score since the 2♥ overcall makes it harder to find the spades and know that you are in a 5-3 fit.</p>	West	North	East	South	1♦	2♥	3♦	3♥	Dbl	Pass	3♠	Pass	4♦	All pass		
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<p>♠ Q62 ♥ AKQ6 ♦ 752 ♣ QJ10</p> <p>♠ A1097 ♠ K4 ♥ 975 ♥ 83 ♦ K1084 ♦ Q63 ♣ 32 ♣ AK9876</p> <p>♠ J853 ♥ J1042 ♦ AJ9 ♣ 54</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></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>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td>12</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>3</td> <td>-</td> <td>1</td> <td>1</td> </tr> <tr> <td>7</td> <td></td> <td>W</td> <td>3</td> <td>3</td> <td>-</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		14		N	-	-	1	-	-	7	12	S	-	-	1	-	-			E	3	3	-	1	1	7		W	3	3	-	1	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</td> <td>All pass</td> <td></td> </tr> </tbody> </table> <p>East may be tempted to come into the auction after North opens 1NT, and the hand is perfect for a natural 2♣ overcall, however not many people play that these days. If East decides to make a 3♣ overcall that works well when trumps divide and the ♦J is inside.</p> <p>If you are playing in 1NT by North, East will begin with a club and establish seven tricks for the defence. North may be tempted to try a diamond to the nine in case the defence have just three clubs, two spades and a diamond to take, depending on what declarer knows about the club distribution. This doesn't work out well and almost certainly leads to an extra undertrick. Conceding just -50 by North should score well as 110 is available to E/W in 3♣.</p>	West	North	East	South		1NT	All pass									
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<p> ♠ 963 ♥ J763 ♦ 83 ♣ 10832 ♠ A108752 ♠ K4 ♥ K5 ♥ 10 ♦ K975 ♦ AJ102 ♣ J ♣ KQ9654 ♠ QJ ♥ AQ9842 ♦ Q64 ♣ A7 </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>1</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td>13</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td></td> <td>E</td> <td>4</td> <td>5</td> <td>-</td> <td>5</td> <td>5</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>5</td> <td>-</td> <td>5</td> <td>5</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		1		N	-	-	1	-	-	11	13	S	-	-	1	-	-	15		E	4	5	-	5	5			W	4	5	-	5	5	<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></td> <td></td> <td>1♣</td> <td>1♥</td> </tr> <tr> <td>1♠</td> <td>Pass</td> <td>2♣</td> <td>2♥</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>4♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>Getting to game on the E/W cards is the key here, however I expect most will on an auction similar to the one above.</p> <p>The fortunate lie of the trump suit means that eleven tricks are making. Declarer doesn't need to guess the diamonds since these will go on the ♣K and ♣Q.</p>	West	North	East	South			1♣	1♥	1♠	Pass	2♣	2♥	3♠	Pass	4♠	All Pass
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<p> ♠ 103 ♥ KQ10 ♦ QJ83 ♣ A652 ♠ 862 ♠ A9754 ♥ J9432 ♥ 85 ♦ 762 ♦ K54 ♣ J10 ♣ 984 ♠ KQJ ♥ A76 ♦ A109 ♣ KQ73 </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>12</td> <td></td> <td>N</td> <td>6</td> <td>6</td> <td>5</td> <td>4</td> <td>6</td> </tr> <tr> <td>2</td> <td>7</td> <td>S</td> <td>6</td> <td>6</td> <td>5</td> <td>4</td> <td>6</td> </tr> <tr> <td>19</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		12		N	6	6	5	4	6	2	7	S	6	6	5	4	6	19		E	-	-	-	-	-			W	-	-	-	-	-	<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></td> <td></td> <td></td> <td>1♣</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>A natural auction is likely to finish up in 3NT. Slam is so-so, requiring the diamond finesse and a 3-2 club break, diamonds coming in for four tricks, or a minor suit squeeze. It is the ♦10 that gives the slam play, and if partner responds in the suit, you will value it more.</p> <p>Those reaching slam will score well. 6NT is a better contract than 6♣ because of the extra chance described above, but both are making when the clubs divide.</p>	West	North	East	South				1♣	Pass	1♦	Pass	2NT	Pass	3NT	All Pass	
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<p> ♠ 43 ♥ 984 ♦ KQ106 ♣ J1032 ♠ 109765 ♠ QJ82 ♥ 1072 ♥ AJ5 ♦ J2 ♦ 53 ♣ 984 ♣ AK76 ♠ AK ♥ KQ63 ♦ A9874 ♣ Q5 </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>6</td> <td></td> <td>N</td> <td>2</td> <td>4</td> <td>3</td> <td>-</td> <td>4</td> </tr> <tr> <td>1</td> <td>15</td> <td>S</td> <td>2</td> <td>4</td> <td>3</td> <td>-</td> <td>4</td> </tr> <tr> <td>18</td> <td></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>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		6		N	2	4	3	-	4	1	15	S	2	4	3	-	4	18		E	-	-	-	1	-			W	-	-	-	-	-	<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>Pass</td> <td>Pass</td> <td>1♠</td> <td>Dbf</td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>Pass</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All pass</td> <td></td> </tr> </tbody> </table> <p>There are a few close decisions here. Firstly, what should South do over a 1♠ opening bid? 2♦ is horrible because the hand is too strong, and the suit is too weak.</p> <p>The hand is also a little strong for a 1NT overcall, so I would begin with a double, intending to rebid NTs. The West hand has five-card support but is so weak and balanced that it probably won't bid. North responds in South's five-card suit, but never-the-less I think it is best to show your strength and stoppers with a 2NT rebid. North has a marginal raise to game, but when South knows an opponent has opened the bidding, you can afford to be more aggressive since the location of the high cards are known.</p> <p>There are just the three tricks to lose, so ten tricks will be common, with some bidding game.</p>	West	North	East	South	Pass	Pass	1♠	Dbf	Pass	2♦	Pass	2NT	Pass	3NT	All pass	
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<p>♠AQ10 ♥Q73 ♦AJ4 ♣AQ75</p> <p>♠862 ♠K973 ♥J10962 ♥AK854 ♦8763 ♦K9 ♣K ♣32</p> <p>♠J54 ♥- ♦Q1052 ♣J109864</p> <table border="1" data-bbox="129 535 243 703"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>19</td><td></td></tr> <tr><td>4</td><td>13</td></tr> <tr><td>4</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="276 535 503 703"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>6</td><td>3</td><td>-</td><td>1</td><td>3</td></tr> <tr><td>S</td><td>5</td><td>3</td><td>-</td><td>1</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>3</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>3</td><td>-</td><td>-</td></tr> </tbody> </table>	HCP		19		4	13	4		Makeable contracts							♣	♦	♥	♠	NT	N	6	3	-	1	3	S	5	3	-	1	2	E	-	-	3	-	-	W	-	-	3	-	-	<p>Board 21 : Dealer North : NS vulnerable</p> <table border="1" data-bbox="527 115 1023 220"> <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>3♣</td></tr> <tr><td>4♥</td><td>Dbl</td><td>Pass</td><td>5♣</td></tr> </tbody> </table> <p>All pass</p> <p>This hand will be highly competitive and will end up getting played by both sides at different tables.</p> <p>If E/W are in hearts, they will lose two spades, a club and a diamond for one down. The heart position becomes marked on the first round of the suit, and declarer is able to get to dummy with a club ruff to take the finesse.</p> <p>If North is in clubs, the spades are protected, and East will probably begin with a top heart. To make twelve tricks, declarer must reject the diamond finesse and eliminate hearts, eventually throwing East in with a diamond. This is a little double-dummy, so eleven tricks look more likely unless East leads from one of the kings.</p>	West	North	East	South		1♣	1♥	3♣	4♥	Dbl	Pass	5♣				
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<p>♠A1098432 ♥10 ♦A64 ♣76</p> <p>♠7 ♠QJ65 ♥KQ98762 ♥A ♦9 ♦KQJ72 ♣AK104 ♣Q83</p> <p>♠K ♥J543 ♦10853 ♣J952</p> <table border="1" data-bbox="129 1795 243 1963"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>8</td><td></td></tr> <tr><td>12</td><td>15</td></tr> <tr><td>5</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="276 1795 503 1963"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>3</td><td>4</td><td>1</td><td>4</td></tr> <tr><td>W</td><td>4</td><td>3</td><td>4</td><td>1</td><td>4</td></tr> </tbody> </table>	HCP		8		12	15	5		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	4	3	4	1	4	W	4	3	4	1	4	<p>Board 23 : Dealer South : All vulnerable</p> <table border="1" data-bbox="527 1375 1023 1522"> <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>1♥</td><td>3♠</td><td>3NT</td><td>Pass</td></tr> <tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr> </tbody> </table> <p>What do you open with the West cards? The choices are 1♥ or 4♥. The hand really has too much potential for slam to open 4♥, so I prefer to open at the one level. Despite partner having plenty of values, most of them are useless to you and 4♥ looks to be a normal spot.</p> <p>North will need to be awake and rise with the ♦A on the first round and cash the spade, but the defence should take three tricks to hold it to ten tricks.</p>	West	North	East	South				Pass	1♥	3♠	3NT	Pass	4♥	All Pass		
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<p>♠ QJ10 ♥ 762 ♦ K105 ♣ KQ76</p> <p>♠ 975 ♠ K8 ♥ A3 ♥ QJ94 ♦ AQ983 ♦ 76 ♣ 532 ♣ AJ1098</p> <p>♠ A6432 ♥ K1085 ♦ J42 ♣ 4</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 colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> </tr> <tr> <td>10</td> <td>11</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>3</td> <td>-</td> </tr> <tr> <td>8</td> <td></td> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	-	-	1	2	-	10	11	S	-	-	1	3	-	8		E	2	-	-	-	-			W	2	-	-	-	-	<p>Board 24 : Dealer West : Love all</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>1♣</td> <td>1♠</td> </tr> <tr> <td>2♦</td> <td>2♠</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>All pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>The start of the auction will be reasonably common, but what should West do once 2♠ by North is followed with two passes? Playing Acol with a weak NT and opening majors before minors, East's 1♣ is almost always a five-card suit, especially in this auction where you know that East doesn't have a strong NT because of the pass of 2♠. This makes protecting with 3♣ more attractive and is the winning action on the board as 2♠ will make.</p> <p>There is too much to do in 3♣, and it will fail by one or two tricks depending on the play, but even two down will outscore those making 2♠.</p>	West	North	East	South	Pass	Pass	1♣	1♠	2♦	2♠	Pass	Pass	3♣	All pass		
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<p>♠ 85 ♥ KJ842 ♦ A103 ♣ A42</p> <p>♠ AKQ932 ♠ J74 ♥ A ♥ Q10973 ♦ 974 ♦ J ♣ J65 ♣ Q1097</p> <p>♠ 106 ♥ 65 ♦ KQ8652 ♣ K83</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 colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>14</td> <td>6</td> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>8</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>1</td> <td>4</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>1</td> <td>4</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		12		N	-	3	-	-	-	14	6	S	-	3	-	-	-	8		E	1	-	1	4	-			W	1	-	1	4	-	<p>Board 25 : Dealer North : 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>1♥</td> <td>Pass</td> <td>2♦</td> </tr> <tr> <td>2♠</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>The auction could begin in a number of ways, including North preferring a weak NT to 1♥. However it starts, West will want to come into the auction with spades, and will be supported by East, and they will reach game at several tables despite being thin on values.</p> <p>The 3-3 club break means that the defence are unable to take a ruff in that suit to defeat the contract, and the most testing defence is a trump lead. Declarer can't afford to draw another round and play on clubs because the defence can play two rounds of diamonds, establishing a trick in the suit before clubs are set up. Instead declarer must play on clubs at trick two and hope there is no ruff to be had.</p>	West	North	East	South		1♥	Pass	2♦	2♠	Pass	3♠	Pass	4♠	All pass		
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<p>♠ A10 ♥ J10732 ♦ Q1083 ♣ 87</p> <p>♠ QJ632 ♠ K87 ♥ Q85 ♥ A964 ♦ 2 ♦ KJ74 ♣ KJ103 ♣ 64</p> <p>♠ 954 ♥ K ♦ A965 ♣ AQ952</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 colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td>11</td> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>1</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>1</td> <td>3</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	2	-	-	-	9	11	S	-	1	-	-	-	13		E	1	-	1	3	2			W	1	-	1	3	2	<p>Board 26 : Dealer East : 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></td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>1♠</td> <td>Dbl</td> <td>2♣</td> <td>2♦</td> </tr> <tr> <td>2♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Do you overcall 1♠ over 1♣ with the West hand? It is a bit thin, and the suit is poor, however it takes up bidding space so may create a problem and your singleton improves the hand.</p> <p>On the deal, it does inconvenience North who is not strong enough to show the 5-card heart suit at the two level. This isn't an issue, however, when South only has one, and I expect the auction to peter out at the two-level, with the spades winning the contract. The cards lie favourably for E/W and they will emerge with eight or nine tricks.</p>	West	North	East	South			Pass	1♣	1♠	Dbl	2♣	2♦	2♠	All Pass		
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<p>♠ A2 ♥ 6 ♦ 109863 ♣ AQJ93</p> <p>♠ 1063 ♠ J4 ♥ AKJ10 ♥ 75432 ♦ A42 ♦ KJ ♣ 542 ♣ K1087</p> <p>♠ KQ9875 ♥ Q98 ♦ Q75 ♣ 6</p> <table border="1" data-bbox="129 535 243 703"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> </tr> <tr> <td>12</td> <td>8</td> </tr> <tr> <td>9</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="276 535 503 703"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>4</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>S</td> <td>1</td> <td>4</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		11		12	8	9		Makeable contracts							♣	♦	♥	♠	NT	N	-	4	-	2	-	S	1	4	-	2	1	E	-	-	2	-	-	W	-	-	2	-	-	<p>Board 27 : Dealer South : Love all</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>2♠</td> </tr> </table> <p>All Pass</p> <p>No one has an obvious action over South's 2♠ opening, although some Wests may double. This works well when partner shows hearts, however after two rounds of spades and a singleton club to the ace and queen returned, declarer will find that there are five inescapable losers. The defence don't want to be trying to give North a spade ruff at any stage since this will reveal the location of the trumps and give declarer an entry to take the finesse.</p> <p>In 2♠, West will begin with a top heart and probably switch to a trump on seeing dummy. Declarer can succeed by winning in dummy and playing ace and another club to get to hand and ruff a heart for eight tricks.</p>	West	North	East	South				2♠				
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<p>♠ Q54 ♥ KQJ1097 ♦ 42 ♣ QJ</p> <p>♠ K872 ♠ A10 ♥ A842 ♥ 53 ♦ J76 ♦ 983 ♣ 92 ♣ AK6543</p> <p>♠ J963 ♥ 6 ♦ AKQ105 ♣ 1087</p> <table border="1" data-bbox="129 1165 243 1333"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> </tr> <tr> <td>8</td> <td>11</td> </tr> <tr> <td>10</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="276 1165 503 1333"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		11		8	11	10		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	1	-	S	-	-	1	1	-	E	2	-	-	-	1	W	2	-	-	-	1	<p>Board 28 : Dealer West : NS vulnerable</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>2♣</td> <td>Dbl</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>All pass</td> <td></td> </tr> </table> <p>The first decision is whether to open 1♥ or 2♥ with the North hand. Normally with eleven points it would be considered too strong for a weak two bid, however the values outside the trump suit are particularly poor, so it is worth a thought. It is quite possible that either way North will end up in 2♥, since East probably won't overcall 3♣. If East does overcall, the auction will end there, but nothing is making so both sides do best to defend.</p> <p>Against 2♥, there are four blacks suit tricks plus the spade ruff and trump trick, but they will need to find the ruff. Against 3♣ there are three diamonds to take, plus an unavoidable trump trick and a heart.</p>	West	North	East	South	Pass	1♥	2♣	Dbl	Pass	2♥	All pass	
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<p>♠ 6432 ♥ 65 ♦ AQ982 ♣ J3</p> <p>♠ 1097 ♠ AKQJ ♥ J10973 ♥ K82 ♦ K10654 ♦ 73 ♣ - ♣ A1075</p> <p>♠ 85 ♥ AQ4 ♦ J ♣ KQ98642</p> <table border="1" data-bbox="129 1795 243 1963"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> </tr> <tr> <td>4</td> <td>17</td> </tr> <tr> <td>12</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="276 1795 503 1963"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>1</td> <td>2</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		7		4	17	12		Makeable contracts							♣	♦	♥	♠	NT	N	3	-	-	-	1	S	3	-	-	-	1	E	-	1	2	1	-	W	-	1	2	1	-	<p>Board 29 : Dealer North : All vulnerable</p> <table border="0"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>1♠</td> <td>2♣</td> </tr> <tr> <td>2♠</td> <td>Pass</td> <td>2NT</td> <td>All pass</td> </tr> </table> <p>What call do you make with the West hand after partner opens 1♠ and South overcalls 2♣? You might pass, however if partner has a five-card spade suit your hand has good potential. You are not strong enough to bid a new suit, or make a negative double, so I would favour simply raising to 2♠. East has an easy 2NT continuation, but this gives West a further problem. Introducing the heart suit now would be forcing and offering a choice of games, so there is little option but to pass and hope.</p> <p>You are already too high on the actual hand, but it is hard to keep low enough. 2NT is a horrible spot when all the red suit cards are poorly placed, and the club suit can get established. I except a few contracts to go badly down.</p>	West	North	East	South		Pass	1♠	2♣	2♠	Pass	2NT	All pass
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<p>♠ KQ75 ♥ 42 ♦ 109 ♣ K8643</p> <p>♠ AJ96 ♠ 1082 ♥ KQ ♥ A1076 ♦ KQ7 ♦ A8653 ♣ QJ52 ♣ 9</p> <p>♠ 43 ♥ J9853 ♦ J42 ♣ A107</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>8</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>18</td> <td>8</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td></td> <td>E</td> <td>-</td> <td>4</td> <td>3</td> <td>3</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>4</td> <td>3</td> <td>3</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		8		N	-	-	-	-	-	18	8	S	-	-	-	-	-	6		E	-	4	3	3	3			W	1	4	3	3	3	<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>2♠</td> <td>Pass</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>This is a slightly tricky hand for Acol. West will open 1♠, but what does East respond? 1NT is not an option, and you are a little light for 2♦, so again 2♠ is your best bet, although this hand is quite powerful for the bid. West will follow up with a natural 2NT, and have no option but to raise to 3NT although it doesn't look ideal with your hand.</p> <p>It is the correct contract, however, and there are nine unstoppable tricks, so overtricks will be the key as well as reaching the right contract. I have sympathy with those defenders who attack clubs. It looks a natural lead for North and that is enough to allow the tenth trick to be conceded as West can always generate a trick from the suit now.</p>	West	North	East	South			Pass	Pass	1♠	Pass	2♠	Pass	2NT	Pass	3NT	All Pass
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<p>♠ AK3 ♥ K ♦ Q ♣ AKJ108532</p> <p>♠ J7 ♠ 952 ♥ AQJ1042 ♥ 8653 ♦ 1092 ♦ AK763 ♣ 76 ♣ Q</p> <p>♠ Q10864 ♥ 97 ♦ J854 ♣ 94</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>20</td> <td></td> <td>N</td> <td>5</td> <td>-</td> <td>-</td> <td>5</td> <td>-</td> </tr> <tr> <td>8</td> <td>9</td> <td>S</td> <td>5</td> <td>-</td> <td>-</td> <td>5</td> <td>-</td> </tr> <tr> <td>3</td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>3</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		20		N	5	-	-	5	-	8	9	S	5	-	-	5	-	3		E	-	2	3	-	-			W	-	2	3	-	-	<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>Pass</td> </tr> <tr> <td>2♥</td> <td>3♥</td> <td>Pass</td> <td>3♠</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>What call do you make with the North cards if West opens 2♥? If you are playing Leaping Michaels (where four of a minor shows that suit plus spades), then 3♥ asks partner to bid 3NT with a heart stopper and suggests a long running suit. The 3♠ response denies a stopper but shows a suit, and North may well decide to simply raise partner's major to game rather than introduce the clubs, especially playing pairs.</p> <p>5♣ has eleven easy winners, however in 4♠ it is not so clear cut if the defence begin with their two red aces and then force the North hand with a third top red card. The winning line is to ruff high and play to drop the doubleton jack of trumps, however declarer might reasonably ruff high and take a finesse of the jack. Some will make an overtrick, and some will go down, leaving those in 5♣ with a reasonable result.</p>	West	North	East	South				Pass	2♥	3♥	Pass	3♠	Pass	4♠	All Pass	
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<p>♠ AQJ4 ♥ 63 ♦ A732 ♣ 432</p> <p>♠ 9 ♠ 1076 ♥ Q109752 ♥ AJ84 ♦ QJ109 ♦ 865 ♣ AQ ♣ K108</p> <p>♠ K8532 ♥ K ♦ K4 ♣ J9765</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>11</td> <td></td> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> </tr> <tr> <td>11</td> <td>8</td> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>3</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>1</td> <td>3</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	3	-	-	3	-	11	8	S	3	-	-	3	-	10		E	-	1	3	-	-			W	-	1	3	-	-	<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>1♥</td> <td>DbI</td> <td>3♥</td> <td>4♠</td> </tr> <tr> <td>All pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>North has a marginal take out double over West's 1♥ opening, however with all the cards in good places I confess I would. East can now show jump to 3♥ and South will probably bid 4♠.</p> <p>It is the wrong vulnerability for West to contemplate a save, so the likelihood is that South will end up playing 4♠. It is not possible to make game in either major on the deal. N/S have four top losers, and even if they are not cashed straight away there is nothing declarer can do to avoid them. In 4♥, The defence really need to cash the ♠A. To beat it legitimately they now need to take the diamond ruff, but in practice declarer may misguess trumps. If, however, they lead a club, declarer may cash the second club and play a trump to the ace in order to discard the spade. Now they will make an overtrick!</p>	West	North	East	South	1♥	DbI	3♥	4♠	All pass							
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