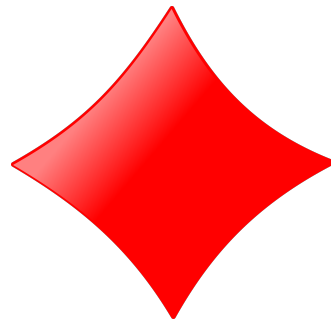
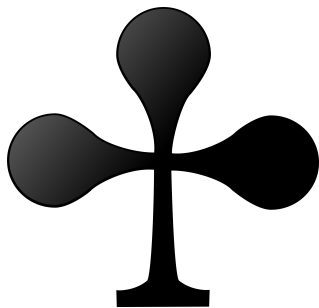
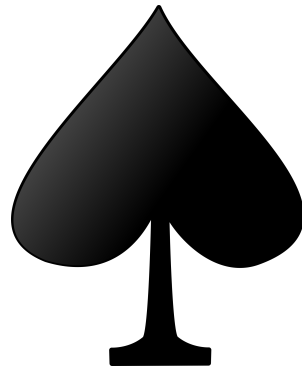


# **Club Stratified Sim Pairs**



***Tuesday***  
***10<sup>th</sup> March 2020***

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

How stratification works and which stratum you should be in. There are four strata:

1. Stratum 'A' is open to everyone but if either member of the pair is a Tournament Master or above you will be in this stratum 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' stratum;
3. both below Master means you will be in 'C' stratum and
4. both below District Master will make you 'D' stratum.

Blue points and local points will be awarded to the top third of the overall ranking list. In addition the top third of each stratum will get blue points and local points. If you are entitled to overall points and points for your stratum, 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/)

Whichever stratum you find yourself in, I hope you find this set of hands enjoyable and challenging.

Ian Payn, Chairman EBU

<p>♠ K1076543 ♥ J103 ♦ Q ♣ AK</p> <p>♠ 82                      ♠ QJ9 ♥ A854                    ♥ Q76 ♦ 8753                    ♦ KJ42 ♣ 952                      ♣ 764</p> <p>♠ A ♥ K92 ♦ A1096 ♣ QJ1083</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <td></td> <td></td> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>13</td> <td></td> <td>N</td> <td>5</td> <td>3</td> <td>3</td> <td>5</td> <td>4</td> </tr> <tr> <td>4</td> <td>9</td> <td>S</td> <td>5</td> <td>3</td> <td>3</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> </table>	HCP		Makeable contracts									♣	♦	♥	♠	NT	13		N	5	3	3	5	4	4	9	S	5	3	3	5	4	14		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 1 : Dealer North : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <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> <tr> <td></td> <td>1♠</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♠<sup>1</sup></td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>Pass</td> <td>4♠<sup>2</sup></td> <td>All Pass</td> <td></td> </tr> </table> <p>1) With only 13 HCP, and 2 of those an unguarded honour, a simple rebid suffices. 2) It is usually right to have a seven-card suit as trumps, especially when it is a major.</p> <p>The play in the spade game should be straightforward. Barring an accident, the defenders make a trump and the ♥A. A second overtrick might result if East leads a heart and West decides to duck. Then declarer can draw two rounds of trumps and get two hearts away on the third and fourth rounds of clubs.</p> <p>In 3NT the defenders should make a diamond trick as well as a spade and a heart. Even if West does not lead a diamond, they have time to switch. With the singleton ♦Q on view dummy, East should work out to lead the ♦K after getting in with a spade.</p>	West	North	East	South		1♠	Pass	2♣	Pass	2♠ <sup>1</sup>	Pass	3NT	Pass	4♠ <sup>2</sup>	All Pass	
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<p>♠ K32 ♥ 10 ♦ Q8542 ♣ KJ93</p> <p>♠ QJ8                      ♠ A4 ♥ A64                      ♥ 8752 ♦ J1063                     ♦ AK7 ♣ Q75                      ♣ 8642</p> <p>♠ 109765 ♥ KQJ93 ♦ 9 ♣ A10</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;"></th> <th style="width: 25%;">West</th> <th style="width: 25%;">North</th> <th style="width: 25%;">East</th> <th style="width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♦<sup>1</sup></td> <td></td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>2♠<sup>2</sup></td> <td></td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) Holding 9 HCP, a singleton and three-card support for South's suit, North is a bit good for a simple raise. 2) Having already responded at the two level, simple preference is adequate.</p> <p>In a spade contract the defenders are surely going to make at least two trumps and the two red aces. If declarer tries leading to the ♠K, they will make a third trump trick. It will be more natural to knock out the ♥A and perhaps the defenders will switch to trumps.</p> <p>If West starts with the unbid club suit and declarer gets a diamond away on the third round of clubs, the defenders should still get a fourth trick because East can play a fourth round of clubs when in with the ♠A to promote West's ♠8.</p>		West	North	East	South					1♠	Pass	2♦ <sup>1</sup>		Pass	2♥	Pass	2♠ <sup>2</sup>		All Pass																													
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<p>♠ KJ83 ♥ Q87 ♦ 5 ♣ KQ854</p> <p>♠ 109754                      ♠ 62 ♥ 9432                      ♥ 10 ♦ 7                              ♦ KJ9832 ♣ 932                         ♣ J1076</p> <p>♠ AQ ♥ AKJ65 ♦ AQ1064 ♣ A</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;"></th> <th style="width: 25%;">West</th> <th style="width: 25%;">North</th> <th style="width: 25%;">East</th> <th style="width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Pass</td> <td>1♣<sup>1</sup></td> <td></td> <td>2♦<sup>2</sup></td> <td>2♥<sup>3</sup></td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td></td> <td>Pass</td> <td>4NT<sup>4</sup></td> </tr> <tr> <td>Pass</td> <td>5♣<sup>5</sup></td> <td></td> <td>Pass</td> <td>5♦<sup>6</sup></td> </tr> <tr> <td>Pass</td> <td>5NT<sup>7</sup></td> <td></td> <td>Pass</td> <td>7NT<sup>8</sup></td> </tr> <tr> <td></td> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>1) Many will open this 11-count. Reaching 7NT will tougher for those who pass. 2) East is almost certain game is on North-South and tries to get in the way. 3) A change of suit is forcing – no need to rush. 4) Roman Key Card Blackwood 5) 0 or 3 key cards (if you play 3041 replies – it is better to play 1430 replies) 6) Asking for the trump queen 7) By going past five of the agreed suit North shows the trump queen. Some pairs would have the mechanism to show kings as well. 8) Knowing North has the values for an opening bid, South can more less count 13 tricks. At IMPs you would play in hearts just in case you need a diamond ruff in dummy.</p>		West	North	East	South						Pass	1♣ <sup>1</sup>		2♦ <sup>2</sup>	2♥ <sup>3</sup>	Pass	3♥		Pass	4NT <sup>4</sup>	Pass	5♣ <sup>5</sup>		Pass	5♦ <sup>6</sup>	Pass	5NT <sup>7</sup>		Pass	7NT <sup>8</sup>		All Pass																
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<p>♠ K92 ♥ - ♦ J653 ♣ Q98754</p> <p>♠ Q874                      ♠ A5 ♥ K73                      ♥ AJ10986 ♦ 104                        ♦ AK97 ♣ AJ106                     ♣ 2</p> <p>♠ J1063 ♥ Q542 ♦ Q82 ♣ K3</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;"></th> <th style="width: 25%;">West</th> <th style="width: 25%;">North</th> <th style="width: 25%;">East</th> <th style="width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>1♠</td> <td></td> <td>Pass</td> <td>2♦<sup>1</sup></td> <td>Pass</td> </tr> <tr> <td>2♥<sup>2</sup></td> <td></td> <td>Pass</td> <td>3♥<sup>3</sup></td> <td>Pass</td> </tr> <tr> <td>4♥<sup>4</sup></td> <td></td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) The diamond suit is probably worth showing but some will simply jump in hearts. 2) West is close to giving jump preference and perhaps should do so. 3) Bearing in mind that West has only shown preference, it would be premature for East simply to bid game. 4) West has an easy decision to accept the game invitation.</p> <p>Reaching the heart game seems normal, as is making 11 tricks by ruffing two diamonds in dummy. While the computer says you can the same number of tricks in no-trumps, that is only by taking a first-round finesse against South's ♥Q.</p>		West	North	East	South								Pass	1♥	Pass	1♠		Pass	2♦ <sup>1</sup>	Pass	2♥ <sup>2</sup>		Pass	3♥ <sup>3</sup>	Pass	4♥ <sup>4</sup>		All Pass																				
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<p>♠ 65 ♥ K532 ♦ J864 ♣ AJ9</p> <p>♠ QJ92                      ♠ AK4 ♥ Q874                      ♥ A ♦ K3                              ♦ AQ752 ♣ 854                            ♣ K1073</p> <p>♠ 10873 ♥ J1096 ♦ 109 ♣ Q62</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td></td> <td></td> <td>1♦<sup>1</sup></td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>3♣</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>Pass</td> <td></td> <td></td> </tr> </table> <p>1) Holding 11 HCP in the short suits, a reasonable alternative for East is open 2NT.</p> <p>With the diamonds 4-2 but the ♣A onside, you can make an overtrick in 3NT by means of four tricks in each pointed suit and one trick in each rounded suit. If North switches to a low club and you do not put up the king, you could lose a second club trick and make only nine in all for a poor score. Indeed, if the ♥A has gone at trick one, you might actually go down if you allow South in with the ♣Q, losing two clubs, two or three hearts and a diamond.</p> <p>Ten tricks are also available in the spade game, and there, declarer has a little more margin for error. Mind you, if West follows the normal practice of responding 1♥ with 4-4 in the majors, I do not see how you could ever get there.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			1♦ <sup>1</sup>	Pass	1♥	Pass	3♣	Pass	3NT	Pass																																		
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<p>♠ A8 ♥ 9432 ♦ K8 ♣ KJ654</p> <p>♠ 109632                      ♠ Q54 ♥ 108                            ♥ AKJ75 ♦ Q10752                      ♦ 63 ♣ 8                                ♣ Q32</p> <p>♠ KJ7 ♥ Q6 ♦ AJ94 ♣ A1097</p>	<p>Board 8 : Dealer West : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;"><b>West</b></th> <th style="text-align: left;"><b>North</b></th> <th style="text-align: left;"><b>East</b></th> <th style="text-align: left;"><b>South</b></th> </tr> <tr> <td>Pass</td> <td>1♣<sup>1</sup></td> <td>1♥</td> <td>2♥<sup>2</sup></td> </tr> <tr> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>3♥<sup>3</sup></td> </tr> <tr> <td>Pass</td> <td>3NT<sup>4</sup></td> <td>All Pass</td> <td></td> </tr> </table> <p>1) North might pass or open a weak 1NT instead.</p> <p>2) The cue bid shows a sound raise in clubs. If you do not have that weapon in your armoury, you can show the diamonds. Even though you would get away with it as the cards lie, a jump to 3NT would be rather risky with only Q-x in East's suit.</p> <p>3) South asks for some help in hearts.</p> <p>4) Although North's hearts are not magnificent, bearing in mind that some people might have opened 1NT it would seem the moment as come to bid no-trumps. You can always blame Bob Hamman if doing so is wrong!</p> <p>While you can make 10 tricks in no-trumps by finessing East for the ♣Q, it is not obvious to play the defender with long hearts for three clubs as well. At IMPs, if you know West is out of hearts, you would finesse that way to keep East out – but this is matchpoints.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	1♣ <sup>1</sup>	1♥	2♥ <sup>2</sup>	Pass	3♣	Pass	3♥ <sup>3</sup>	Pass	3NT <sup>4</sup>	All Pass																																	
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<p>♠ 10653 ♥ K2 ♦ Q532 ♣ A97</p> <p>♠ K87                      ♠ QJ42 ♥ AJ9654                  ♥ 1087 ♦ A8                          ♦ J964 ♣ Q8                          ♣ 62</p> <p>♠ A9 ♥ Q3 ♦ K107 ♣ KJ10543</p>	<p>Board 9 : Dealer North : EW vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;"></th> <th style="width: 15%;">West</th> <th style="width: 15%;">North</th> <th style="width: 15%;">East</th> <th style="width: 15%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>1♥</td> <td></td> <td>Double<sup>1</sup></td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>2♥</td> <td></td> <td>3♣<sup>2</sup></td> <td>All Pass<sup>3</sup></td> <td></td> </tr> </tbody> </table> <p>1) Except for pairs playing a short club, who might need to double on other hand types, it is usual to play the double as showing four spades. 2) With three-card club support, North must compete. On a better hand, one wishing to invite game, North would bid 2NT or double again. 3) If non-vulnerable East would compete to the three level with the nine-card heart fit. Maybe you should do so even when vulnerable.</p> <p>As on the previous deal, declarer may have two-way finesse against the ♣Q. Perhaps the fact that the opponents have not competed to 3♥ despite their 9-card fit suggests nobody has a singleton heart and you will play for drop. So long as nobody doubles, East-West do better to play in 3♥ going one down.</p>		West	North	East	South			Pass	Pass	1♣	1♥		Double <sup>1</sup>	Pass	2♣	2♥		3♣ <sup>2</sup>	All Pass <sup>3</sup>	
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HCP	Makeable contracts				
	♣	♦	♥	♠	NT
9	4	2	-	1	2
14	4	3	-	1	2
13	-	-	2	-	-
	-	-	2	-	-

<p>♠ AQ6 ♥ J5 ♦ Q5432 ♣ KJ4</p> <p>♠ K73                      ♠ J102 ♥ K83                      ♥ A92 ♦ J1087                    ♦ AK6 ♣ 973                      ♣ AQ106</p> <p>♠ 9854 ♥ Q10764 ♦ 9 ♣ 852</p>	<p>Board 10 : Dealer East : All vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;"></th> <th style="width: 15%;">West</th> <th style="width: 15%;">North</th> <th style="width: 15%;">East</th> <th style="width: 15%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♣</td> <td>Pass</td> </tr> <tr> <td>1♦<sup>1</sup></td> <td></td> <td>Pass</td> <td>2NT<sup>2</sup></td> <td>Pass</td> </tr> <tr> <td>3NT<sup>3</sup></td> <td></td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1) If you play the traditional 8-10 range for a 1NT response, West is a point light for that. 2) 18-19 these days – this means you do not have to jump to 3NT to show 19. 3) Facing 18-19 West has enough to raise. For anyone still playing the old-fashioned 17-18 range, West would be quite likely to pass 2NT.</p> <p>The cards lie well for East-West and if you guess everything right you can make an overtrick in 3NT. Entries to the West hand are in shortly supply and you will be doing well to make 10 tricks without assistance. In essence, you need to take a diamond finesse and two club finesses. You can find the extra entry you need by leading spade honours from the East hand to set up the ♠K – and it does not help North to hold up in spades because then an endplay will be possible.</p>		West	North	East	South				1♣	Pass	1♦ <sup>1</sup>		Pass	2NT <sup>2</sup>	Pass	3NT <sup>3</sup>		All Pass		
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HCP	Makeable contracts				
	♣	♦	♥	♠	NT
13	-	-	-	-	-
7	-	-	-	-	-
18	4	3	1	1	4
2	4	3	1	1	4

<p>♠ AQ7 ♥ KJ106 ♦ KJ10 ♣ AK2</p> <p>♠ 864                      ♠ KJ1092 ♥ 842                      ♥ AQ3 ♦ 542                      ♦ A83 ♣ J975                    ♣ 104</p> <p>♠ 53 ♥ 975 ♦ Q976 ♣ Q863</p>	<p>Board 11 : Dealer South : Love all</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;"></th> <th style="width: 15%;">West</th> <th style="width: 15%;">North</th> <th style="width: 15%;">East</th> <th style="width: 15%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td></td> <td>2NT<sup>1</sup></td> <td>All Pass<sup>2</sup></td> <td></td> </tr> </tbody> </table> <p>1) 20-22 2) East has the values for a sound opening bid but knows West has little. If you are shooting for tops, I guess you could double. South does not have enough to raise (a) because a 20-22 2NT opening often has exactly 20 points and (b) with so much of the strength in one hand you often need more than 25 HCP for game anyway.</p> <p>Even though the lead is very likely to be round to the ace-queen, East should lead a spade. It is most unlikely that West can get in to lead the suit effectively. Since the ♣Q is available as an entry, it does not help East to hold up the ♦A and declarer comes to 8 tricks by means of two tricks in spades and three in each minor. North-South fare better in a heart partial, losing just two hearts, a spade and a diamond. How you get there I do not know!</p>		West	North	East	South					Pass	Pass		2NT <sup>1</sup>	All Pass <sup>2</sup>	
	West	North	East	South												
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Pass		2NT <sup>1</sup>	All Pass <sup>2</sup>													

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
21	3	3	3	1	2
1	2	3	3	1	2
14	-	-	-	-	-
4	-	-	-	-	-

<p>♠ KJ10982 ♥ 762 ♦ A3 ♣ Q5</p> <p>♠ Q64                      ♠ 3 ♥ 1093                      ♥ A854 ♦ Q92                        ♦ 8754 ♣ 9876                      ♣ J1032</p> <p>♠ A75 ♥ KQJ ♦ KJ106 ♣ AK4</p> <table border="1" data-bbox="71 571 191 761"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>10</td><td>5</td></tr> <tr><td>4</td><td>21</td></tr> </tbody> </table> <table border="1" data-bbox="231 571 470 761"> <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>4</td><td>5</td><td>5</td><td>6</td><td>6</td></tr> <tr><td>S</td><td>4</td><td>5</td><td>5</td><td>6</td><td>6</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </tbody> </table>	HCP		10	5	4	21	Makeable contracts							♣	♦	♥	♠	NT	N	4	5	5	6	6	S	4	5	5	6	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 12 : Dealer West : NS vulnerable</p> <table border="1" data-bbox="494 123 981 324"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td>Pass</td><td>2♠<sup>1</sup></td><td>Pass</td><td>2NT<sup>2</sup></td></tr> <tr><td>Pass</td><td>3♠<sup>3</sup></td><td>Pass</td><td>4NT<sup>4</sup></td></tr> <tr><td>Pass</td><td>5♥<sup>5</sup></td><td>Pass</td><td>6NT<sup>6</sup></td></tr> </tbody> </table> <p>All Pass</p> <p>1) Vulnerable, this is a weak two rather a one-level opening. 2) Enquiry, asking for further information. 3) Playing Ogust this shows a maximum and a good suit. While a good suit usually means two of the top three honours, the strong intermediates justify an exception. 4) Roman Key Card Blackwood. 5) Two key cards (the trump king and an ace) but no trump queen. 6) South is a little surprised to hear North, who has shown good spades, deny the trump queen. Perhaps North has a seven-card suit. If you are missing four cards missing the queen, the chance of playing the suit for no loser is higher than 50%. Once you have decided to bid the slam, you might as well play in no-trumps.</p> <p>Normal play in the spade suit (playing for the drop) results in only eleven tricks.</p>	West	North	East	South	Pass	2♠ <sup>1</sup>	Pass	2NT <sup>2</sup>	Pass	3♠ <sup>3</sup>	Pass	4NT <sup>4</sup>	Pass	5♥ <sup>5</sup>	Pass	6NT <sup>6</sup>								
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<p>♠ 106 ♥ K753 ♦ Q10876 ♣ 105</p> <p>♠ AQ8                      ♠ KJ53 ♥ 8                         ♥ A10642 ♦ J92                        ♦ 5 ♣ AQ9873                ♣ KJ4</p> <p>♠ 9742 ♥ QJ9 ♦ AK43 ♣ 62</p> <table border="1" data-bbox="71 1265 191 1456"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>5</td><td>12</td></tr> <tr><td>13</td><td>10</td></tr> </tbody> </table> <table border="1" data-bbox="231 1265 470 1456"> <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>6</td><td>-</td><td>2</td><td>4</td><td>2</td></tr> <tr><td>W</td><td>6</td><td>-</td><td>2</td><td>4</td><td>2</td></tr> </tbody> </table>	HCP		5	12	13	10	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	6	-	2	4	2	W	6	-	2	4	2	<p>Board 13 : Dealer North : All vulnerable</p> <table border="1" data-bbox="494 817 981 1041"> <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>Pass</td><td>2♥<sup>1</sup></td><td>Pass</td></tr> <tr><td>2♠<sup>2</sup></td><td>Pass</td><td>3♠<sup>3</sup></td><td>Pass</td></tr> <tr><td>3NT<sup>4</sup></td><td>Pass</td><td>4♣<sup>5</sup></td><td>Pass</td></tr> <tr><td>5♣</td><td>All Pass</td><td></td><td></td></tr> </tbody> </table> <p>1) It is good for a raise in clubs (a) to show a better hand and (b) four-card support. 2) While bashing 3NT is possible, it could be a silly contract facing short diamonds. 3) The raise should be forcing. You do not want to have to jump in case, as here, West has had to bid a three-card suit. 4) Going to 3NT slowly expresses doubt. 5) Knowing West is in doubt, the singleton diamond and three-card club support mean that East must remove 3NT.</p> <p>You can make an overtrick in 5♣ by ruffing one diamond in dummy and discarding the other on the fourth spade. It takes repeated diamond leads to stop the overtrick in 4♠.</p>	West	North	East	South		Pass	1♥	Pass	2♣	Pass	2♥ <sup>1</sup>	Pass	2♠ <sup>2</sup>	Pass	3♠ <sup>3</sup>	Pass	3NT <sup>4</sup>	Pass	4♣ <sup>5</sup>	Pass	5♣	All Pass		
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<p>♠ 984 ♥ J9532 ♦ A92 ♣ 72</p> <p>♠ 107 ♥ 106 ♦ J108643 ♣ A95</p> <p>♠ A ♥ AK874 ♦ KQ5 ♣ 8643</p> <p>♠ KQJ6532 ♥ Q ♦ 7 ♣ KQJ10</p> <table border="1" data-bbox="71 571 191 750"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>5</td> <td>14</td> </tr> <tr> <td>5</td> <td>16</td> </tr> </tbody> </table> <table border="1" data-bbox="231 571 470 750"> <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>1</td> <td>5</td> <td>-</td> <td>3</td> </tr> <tr> <td>S</td> <td>-</td> <td>1</td> <td>5</td> <td>-</td> <td>3</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>4</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>4</td> <td>-</td> </tr> </tbody> </table>	HCP		5	14	5	16	Makeable contracts							♣	♦	♥	♠	NT	N	-	1	5	-	3	S	-	1	5	-	3	E	1	-	-	4	-	W	1	-	-	4	-	<p>Board 15 : Dealer South : NS vulnerable</p> <table border="1" data-bbox="494 123 1005 280"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>2♥<sup>1</sup></td> <td>4♠</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>5♥<sup>3</sup></td> <td>All Pass</td> <td>Double<sup>2</sup></td> </tr> </tbody> </table> <p>1) Those playing 5-card major openings will raise to a higher level. 2) South has too good a hand to allow East to play undoubled. This cannot be a pure penalty double. 3) With rather better heart support than shown and knowing the penalty available from defending cannot be that great at the prevailing vulnerability, North bids on.</p> <p>There is nothing to the play in either a spade contract or a heart contract. If East-West defend, they will come to two club tricks and nothing else. Declarer can easily draw trumps, thereby avoiding a diamond ruff, and later cross-ruff the black suits. If North-South defend, they have three aces to take.</p>	West	North	East	South	Pass	2♥ <sup>1</sup>	4♠	1♥	Pass	5♥ <sup>3</sup>	All Pass	Double <sup>2</sup>				
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<p>♠ AK42 ♥ Q764 ♦ A9 ♣ J75</p> <p>♠ J6                        ♠ Q1083 ♥ A1098532                ♥ J ♦ 63                         ♦ 10 ♣ 106                        ♣ AK98432</p> <p>♠ 975 ♥ K ♦ KQJ87542 ♣ Q</p>	<p>Board 19 : Dealer South : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td>4♦<sup>1</sup></td> </tr> <tr> <td>Pass</td> <td>5♦</td> <td>All Pass</td> <td></td> </tr> </table> <p>1) South has too much playing strength to open at the three level. Some will prefer 1♦.</p> <p>There are potential traps in the play for both sides. If West leads ace and another heart (indeed anything other than a club), declarer might come to 12 tricks via a trump squeeze or a simple squeeze. For the trump squeeze you ruff the second heart, draw trumps ending in dummy, cash the ♥Q discarding the ♣Q, ruff a heart or a club and run all but one trump, keeping the ♠A-K and ♣J-x in dummy: with only four cards left, East cannot keep three spades and two clubs. For the easier simple squeeze, you discard a spade on the ♥Q and use the ♣Q as a threat card. If West starts the same way but declarer calls for the ♥Q, East gets to ruff and you need the trump squeeze (losing a club late in the play) just to make 11 tricks.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>				4♦ <sup>1</sup>	Pass	5♦	All Pass																															
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<p>♠ J9875 ♥ KJ82 ♦ 2 ♣ Q84</p> <p>♠ 10                        ♠ K3 ♥ 10964                    ♥ Q ♦ A105                     ♦ KQJ983 ♣ K10732                 ♣ AJ65</p> <p>♠ AQ642 ♥ A753 ♦ 764 ♣ 9</p>	<p>Board 20 : Dealer West : All vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>1♦</td> <td>1♠</td> </tr> <tr> <td>Double<sup>1</sup></td> <td>4♠<sup>2</sup></td> <td>5♦<sup>3</sup></td> <td>All Pass</td> </tr> </table> <p>1) Takeout with four hearts. 2) Holding five-card spade support (so expecting a ten-card spade fit) and with a singleton on the side, North raises to the ten-trick level. 3) East has a variety of options, including 4NT (to show a secondary suit) and double. The strength of the diamond suit is probably the deciding factor.</p> <p>To make 5♦ you need to find the ♣Q. Once North turns up with a singleton trump, it seems natural to play South for the club shortage, so declarer ought to guess correctly. If you are in 5♣, you need to find the ♣Q before you are sure of the diamond position and have more scope for going wrong. To hold a spade contract to 10 tricks, the defenders may need to lead a heart at trick one or lead a club and switch to one. Declarer cannot then play both majors optimally.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	Pass	1♦	1♠	Double <sup>1</sup>	4♠ <sup>2</sup>	5♦ <sup>3</sup>	All Pass																														
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<p>♠ K95 ♥ 872 ♦ A85 ♣ AKJ9</p> <p>♠ Q103                  ♠ A7 ♥ J103                  ♥ AK954 ♦ Q942                  ♦ 763 ♣ 1073                  ♣ 865</p> <p>♠ J8642 ♥ Q6 ♦ KJ10 ♣ Q42</p>	<p>Board 21 : Dealer North : NS vulnerable</p> <table border="0" style="width: 100%;"> <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>1♣</td> <td>1♥</td> <td>1♠<sup>1</sup></td> </tr> <tr> <td>Pass<sup>2</sup></td> <td>2♠<sup>3</sup></td> <td>All Pass</td> <td></td> </tr> </table> <p>1) If double shows four spades, actually bidding the suit shows five. 2) West is too weak and too flat to raise hearts – count the losers! 3) Knowing of five spades opposite and lacking a heart stopper, North raises.</p> <p>Making 2♠ is easy. You score an overtrick if you avoid having the ♠K decapitated by the ♠A. Perhaps you will find out about the 3-5 heart break and decide that as West did not raise hearts despite holding 3-card support that most of the values are with East and so finesse the ♠9. You do not need to work out who has the ♦Q because you can discard a diamond on the fourth round of clubs.</p> <p>If North plays in no-trumps, East, who is looking at a sure entry, may well lead a top heart rather than a 'normal' fourth best. The defenders can then make five heart tricks and the ♠A to restrict declarer to 7 tricks.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		1♣	1♥	1♠ <sup>1</sup>	Pass <sup>2</sup>	2♠ <sup>3</sup>	All Pass	
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
	1♣	1♥	1♠ <sup>1</sup>										
Pass <sup>2</sup>	2♠ <sup>3</sup>	All Pass											

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
15	N 3	1	1	3	1
5    11	S 3	1	1	3	1
9	E -	-	-	-	-
	W -	-	-	-	-

<p>♠ A43 ♥ KJ76 ♦ K8732 ♣ K</p> <p>♠ Q85                  ♠ 76 ♥ A83                  ♥ Q10954 ♦ 9                      ♦ A1064 ♣ AJ10654              ♣ 72</p> <p>♠ KJ1092 ♥ 2 ♦ QJ5 ♣ Q983</p>	<p>Board 22 : Dealer East : EW vulnerable</p> <table border="0" style="width: 100%;"> <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>Pass</td> <td>Pass</td> </tr> <tr> <td>1♣</td> <td>Double</td> <td>1♥</td> <td>2♠<sup>1</sup></td> </tr> <tr> <td>All Pass<sup>2</sup></td> <td></td> <td></td> <td></td> </tr> </table> <p>1) Although a free bid would in itself show some values, South does have five spades rather than four and 9 HCP. 2) The vulnerable West really cannot justify raising hearts to the three level.</p> <p>The defenders have three aces and a diamond ruff to take against a spade contract – and declarer would be doing well to make 10 tricks even if they do not find their ruff.</p> <p>To be sure of defeating 3♥ by two tricks South needs either to lead the ♥2 or cash the ♠K and switch to that card. On the more normal lead of the ♠J, declarer can cover with dummy's ♠Q to prevent a damaging trump lead through the ♥A. With the help of a winning view in the club suit (a friendly Rabbi smiling) it should then be possible to scramble 8 tricks.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			Pass	Pass	1♣	Double	1♥	2♠ <sup>1</sup>	All Pass <sup>2</sup>			
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>														
		Pass	Pass														
1♣	Double	1♥	2♠ <sup>1</sup>														
All Pass <sup>2</sup>																	

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
14	N -	3	-	3	1
11    6	S -	3	-	3	1
9	E 1	-	1	-	-
	W 1	-	1	-	-

<p>♠ K ♥ 8764 ♦ AQ102 ♣ 8432</p> <p>♠ A42                  ♠ 1096 ♥ QJ                  ♥ K32 ♦ J876                  ♦ K543 ♣ KQJ10              ♣ A65</p> <p>♠ QJ8753 ♥ A1095 ♦ 9 ♣ 97</p>	<p>Board 23 : Dealer South : All vulnerable</p> <table border="0" style="width: 100%;"> <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></td> <td>Pass<sup>1</sup></td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>Pass</td> <td>2♠<sup>2</sup></td> </tr> <tr> <td>All Pass<sup>3</sup></td> <td></td> <td></td> <td></td> </tr> </table> <p>1) The decent four-card heart suit dissuades South from opening a weak two in spades. 2) With the spades two cards longer, it seems natural to treat the hand as single-suited. 3) If East has a natural 2NT bid available (it would show the minors for many), that would be a reasonable option.</p> <p>With both majors dividing kindly, a contract in either major suit yields 8 tricks, the losers being one in spades and two in each rounded suit.</p> <p>You can make 8 tricks in no-trumps even on a spade lead by allowing the ♠K to make at trick one. The defenders then lack the time to set up and run the spades before declarer has played on both red suits to make one spade, two hearts, one diamond and four clubs for eight in all.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>				Pass <sup>1</sup>	1NT	Pass	Pass	2♠ <sup>2</sup>	All Pass <sup>3</sup>			
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>														
			Pass <sup>1</sup>														
1NT	Pass	Pass	2♠ <sup>2</sup>														
All Pass <sup>3</sup>																	

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
9	N -	-	2	2	-
14    10	S -	-	2	2	-
7	E 1	2	-	-	2
	W 1	2	-	-	2

<p>                     ♠ Q104                      ♥ K1042                      ♦ 532                      ♣ KQ10                      ♠ A7                      ♥ AQ976                      ♦ J109764                      ♣ -                      ♠ 98                      ♥ J853                      ♦ KQ                      ♣ AJ874                      ♠ KJ6532                      ♥ -                      ♦ A8                      ♣ 96532                 </p> <table border="1" data-bbox="73 577 193 763"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> </tr> <tr> <td>11</td> <td>11</td> </tr> <tr> <td>8</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="233 577 472 763"> <thead> <tr> <th colspan="7">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td colspan="2">-</td> </tr> <tr> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td colspan="2">-</td> </tr> <tr> <td>E</td> <td>-</td> <td>3</td> <td>4</td> <td>-</td> <td colspan="2">1</td> </tr> <tr> <td>W</td> <td>-</td> <td>3</td> <td>4</td> <td>-</td> <td colspan="2">1</td> </tr> </tbody> </table>	HCP		10		11	11	8		Makeable contracts								♣	♦	♥	♠	NT		N	1	-	-	2	-		S	1	-	-	2	-		E	-	3	4	-	1		W	-	3	4	-	1		<p>Board 24 : Dealer West : Love all</p> <table border="1" data-bbox="496 129 991 248"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♥<sup>1</sup></td> <td>Pass</td> <td>3♥</td> <td>3♠</td> </tr> <tr> <td>4♥<sup>2</sup></td> <td>4♠<sup>3</sup></td> <td>Double<sup>4</sup></td> <td>All Pass</td> </tr> </tbody> </table> <p>                     1) With the hearts much stronger than the diamonds, West treats the suits as 5-5.                      2) If the diamonds were better, West would show them now to help East judge what to if the opponents compete further. Maybe West should do so anyway.                      3) Despite holding reasonable defence against a heart contract, North follows the maxim 'when in doubt bid one more'.                      4) With the wrong number of spades for bidding on and seemingly good defence in the minors, East probably finds the double. West ought to double if East does not.                 </p> <p>Defeating 4♠ doubled by two tricks requires an inspired defence that few if any will find. West leads a diamond, hops with the ♠A and then plays a second diamond to put East on play. Then a low club back, which West ruffs before exiting safely with a diamond, leaves declarer with two further club losers. 4♥ makes despite the hostile 4-0 break.</p>	West	North	East	South	1♥ <sup>1</sup>	Pass	3♥	3♠	4♥ <sup>2</sup>	4♠ <sup>3</sup>	Double <sup>4</sup>	All Pass
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<p>                     ♠ KQ542                      ♥ 42                      ♦ 1086                      ♣ J106                      ♠ J83                      ♥ Q1095                      ♦ J75                      ♣ Q84                      ♠ A1096                      ♥ J7                      ♦ A943                      ♣ A72                      ♠ 7                      ♥ AK863                      ♦ KQ2                      ♣ K953                 </p> <table border="1" data-bbox="73 1261 193 1447"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> </tr> <tr> <td>6</td> <td>13</td> </tr> <tr> <td>15</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="233 1261 472 1447"> <thead> <tr> <th colspan="7">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> <td colspan="2">-</td> </tr> <tr> <td>S</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> <td colspan="2">-</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td colspan="2">1</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td colspan="2">1</td> </tr> </tbody> </table>	HCP		6		6	13	15		Makeable contracts								♣	♦	♥	♠	NT		N	1	-	1	-	-		S	1	-	1	-	-		E	-	-	-	1	1		W	-	-	-	1	1		<p>Board 25 : Dealer North : EW vulnerable</p> <table border="1" data-bbox="496 819 991 887"> <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<sup>1</sup></td> <td>Double</td> </tr> </tbody> </table> <p>All Pass<sup>2</sup></p> <p>                     1) 12-14                      2) West is too flat to think that a two-level contract will be any better while North is strong enough to think that 1NT doubled will be going down.                 </p> <p>Neither side has an eight-card or better fit, with the result that nobody can make very much. One contract that is makeable is 1NT doubled. Indeed, with the ♣K onside and the spade honours also well placed, declarer threatens to make 8 tricks by way of three spades, two hearts, a club and two diamonds. The defenders can make two clubs, two hearts, a spade and a diamond first to counter that – entries to the West hand are a bit of problem anyway even if the first spade lead from there is the ♠8. South can escape for one down in 2♥ by playing on clubs early.</p>	West	North	East	South		Pass	1NT <sup>1</sup>	Double				
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<p>                     ♠ 7653                      ♥ K102                      ♦ AK62                      ♣ J3                      ♠ J92                      ♥ J5                      ♦ 93                      ♣ AK10874                      ♠ AK8                      ♥ Q93                      ♦ QJ1087                      ♣ Q5                      ♠ Q104                      ♥ A8764                      ♦ 54                      ♣ 962                 </p> <table border="1" data-bbox="73 1935 193 2121"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> </tr> <tr> <td>9</td> <td>14</td> </tr> <tr> <td>6</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="233 1935 472 2121"> <thead> <tr> <th colspan="7">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th colspan="2">NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td colspan="2">-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td colspan="2">-</td> </tr> <tr> <td>E</td> <td>3</td> <td>2</td> <td>-</td> <td>1</td> <td colspan="2">2</td> </tr> <tr> <td>W</td> <td>2</td> <td>2</td> <td>-</td> <td>1</td> <td colspan="2">2</td> </tr> </tbody> </table>	HCP		11		9	14	6		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	1	-	-		S	-	-	1	-	-		E	3	2	-	1	2		W	2	2	-	1	2		<p>Board 26 : Dealer East : All vulnerable</p> <table border="1" data-bbox="496 1496 991 1563"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT<sup>1</sup></td> <td>All Pass<sup>2</sup></td> </tr> </tbody> </table> <p>                     1) 12-14                      2) Even if West has a way to escape to clubs, the hand is good enough to think that 1NT is going to make.                 </p> <p>If you have looked at the table of makeable contracts, you are perhaps wondering how the defenders manage to hold a no-trump contract to 8 tricks. The answer is they need to lead a club at trick one, win the first round of diamonds and continue clubs. With no further entry to dummy, it is then necessary to run the clubs; this subjects East to a suicide squeeze. In real life, South starts with a heart and declarer makes 9 tricks. If South plays in a heart contract, the defenders can get six tricks in one of two ways. Either they play trumps, preventing declarer from ruffing a heart in dummy, or they on diamonds, allowing West to score the ♥J on an overruff. If West declares a club contract, an unlikely spade lead allows the defenders 5 tricks.</p>	West	North	East	South			1NT <sup>1</sup>	All Pass <sup>2</sup>				
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<p>♠ 743 ♥ KQ98765 ♦ 72 ♣ Q</p> <p>♠ 1082                      ♠ K965 ♥ A32                        ♥ J104 ♦ KJ63                        ♦ A9 ♣ 854                         ♣ J1073</p> <p>♠ AQJ ♥ - ♦ Q10854 ♣ AK962</p>	<p>Board 27 : Dealer South : Love all</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td>1♦</td> </tr> <tr> <td>Pass</td> <td>1♥<sup>1</sup></td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>All Pass<sup>2</sup></td> <td></td> </tr> </table> <p>1) Some play weak jump or double jump responses. 2) South will feel tempted to try improving the contract either by bidding clubs again or by trying 2NT.</p> <p>If East leads the unbid spade suit or indeed any card other than the ♦A, North can make 9 tricks in a heart contract, losing just two diamonds and two trumps. If the defenders play three rounds of diamonds initially, East can score one trump honour overruffing the third round of diamonds and another trump honour overruffing the fourth round of diamonds after West later comes in with the ♥A. 3♦ fails if West finds a most unlikely low diamond lead. 2NT is easier to beat, with the lead of any black card getting the defenders off to a reasonable start.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>				1♦	Pass	1♥ <sup>1</sup>	Pass	2♣	Pass	2♥	All Pass <sup>2</sup>	
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>														
			1♦														
Pass	1♥ <sup>1</sup>	Pass	2♣														
Pass	2♥	All Pass <sup>2</sup>															

HCP		Makeable contracts					
			♣	♦	♥	♠	NT
7		N	2	2	2	1	1
8	9	S	2	2	2	1	1
		E	-	-	-	-	-
		W	-	-	-	-	-

<p>♠ AQ3 ♥ 1063 ♦ KJ108 ♣ Q86</p> <p>♠ 1085                      ♠ K92 ♥ Q84                        ♥ A75 ♦ A7542                      ♦ Q96 ♣ K9                         ♣ 10543</p> <p>♠ J764 ♥ KJ92 ♦ 3 ♣ AJ72</p>	<p>Board 28 : Dealer West : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td>Pass</td> <td>1NT<sup>1</sup></td> <td>All Pass<sup>2</sup></td> <td></td> </tr> </table> <p>1) 12-14 – a bit like buses – hardly any weak no-trump openings all session and then three in four deals! 2) If bidding 2♣ and then 2♥ asks North to correct with 3-2 in the majors, South might use Stayman.</p> <p>In theory the defenders have two tricks in each red suit and one in each black suit against a no-trump contract. In real life they might not get all those tricks if declarer guesses everything correctly, perhaps making three tricks in each red suit and both red kings first.</p> <p>With major suits breaking 3-3, 2♥ and 2♠ both make despite all the losing finesses.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	Pass	1NT <sup>1</sup>	All Pass <sup>2</sup>	
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>						
Pass	1NT <sup>1</sup>	All Pass <sup>2</sup>							

HCP		Makeable contracts					
			♣	♦	♥	♠	NT
12		N	2	-	2	2	1
9	9	S	2	-	2	2	1
		E	-	1	-	-	-
		W	-	1	-	-	-

<p>♠ J10 ♥ Q107 ♦ Q65 ♣ KJ543</p> <p>♠ 432                        ♠ AQ76 ♥ 4                            ♥ AK963 ♦ AJ8732                      ♦ 94 ♣ A97                        ♣ 62</p> <p>♠ K985 ♥ J852 ♦ K10 ♣ Q108</p>	<p>Board 29 : Dealer North : All vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>2♦<sup>1</sup></td> <td>Pass</td> <td>2♥</td> <td>All Pass<sup>2</sup></td> </tr> </table> <p>1) With 9 HCP and a six-card suit, West is too strong to respond 1NT. 2) West would want a better diamond suit to justify raising the level with 3♦.</p> <p>2♥ makes if South leads the unbid major and declarer plays on diamond early. The play is trickier on a club lead because this not only gives nothing away but also strikes at the side entry to the diamonds. Indeed, declarer may need a winning view or two to escape for one down.</p> <p>With the diamonds sitting so favourably, 3♦ is easy to make. The likely lead of the ♠J stops the overtrick.</p> <p>2♠ is makeable from the East seat by ruffing a heart in dummy and a club in hand, eventually scoring the ♠Q after South runs out of plain-suit cards.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		Pass	1♥	Pass	2♦ <sup>1</sup>	Pass	2♥	All Pass <sup>2</sup>
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
	Pass	1♥	Pass										
2♦ <sup>1</sup>	Pass	2♥	All Pass <sup>2</sup>										

HCP		Makeable contracts					
			♣	♦	♥	♠	NT
9		N	1	-	-	-	-
9	13	S	1	-	-	-	-
		E	-	3	1	2	-
		W	-	3	1	1	-

<p>♠AQ86 ♥964 ♦A5 ♣J643</p> <p>♠J4                      ♠K753 ♥K85                    ♥AQ107 ♦Q8632                ♦J9 ♣875                    ♣KQ2</p> <p>♠1092 ♥J32 ♦K1074 ♣A109</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>11</td><td></td><td>N</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>6</td><td>15</td><td>S</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td></td><td></td><td>E</td><td>-</td><td>1</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>8</td><td></td><td>W</td><td>-</td><td>1</td><td>1</td><td>-</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	11		N	1	-	-	1	-	6	15	S	1	-	-	1	-			E	-	1	1	-	-	8		W	-	1	1	-	-	<p>Board 30 : Dealer East : Love all</p> <table style="width: 100%; border-collapse: collapse;"> <tr><th style="width: 25%;">West</th><th style="width: 25%;">North</th><th style="width: 25%;">East</th><th style="width: 25%;">South</th></tr> <tr><td></td><td></td><td>1♥</td><td>Pass</td></tr> </table> <p>1NT<sup>1</sup>      All Pass</p> <p>1) Although West has three hearts and a possible ruffing value, 1NT sounds less encouraging than 2♥ and is probably the right thing to do with this weak hand.</p> <p>North's lead against 1NT could be crucial. A spade honour (unlikely) or a club or even a heart is good enough. A 'fourth highest of your longest and strongest' ♠6, however, allows declarer to make a cheap trick with the ♠J. This permits declarer to make two spades, four hearts and a club.</p> <p>Any lead other than a bizarre ♣A should defeat 2♥.</p> <p>2♠ North-South ought to fail but could make if the defenders are careless.</p>	West	North	East	South			1♥	Pass
HCP		Makeable contracts																																																						
		♣	♦	♥	♠	NT																																																		
11		N	1	-	-	1	-																																																	
6	15	S	1	-	-	1	-																																																	
		E	-	1	1	-	-																																																	
8		W	-	1	1	-	-																																																	
West	North	East	South																																																					
		1♥	Pass																																																					

<p>♠K83 ♥Q75 ♦KQJ94 ♣Q5</p> <p>♠Q                      ♠A54 ♥J10432              ♥A9 ♦632                    ♦A1087 ♣J984                ♣AK32</p> <p>♠J109762 ♥K86 ♦5 ♣1076</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>13</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>4</td><td>19</td><td>S</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td></td><td></td><td>E</td><td>3</td><td>2</td><td>3</td><td>-</td><td>1</td></tr> <tr><td>4</td><td></td><td>W</td><td>3</td><td>2</td><td>3</td><td>-</td><td>1</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	13		N	-	-	-	2	-	4	19	S	-	-	-	2	-			E	3	2	3	-	1	4		W	3	2	3	-	1	<p>Board 31 : Dealer South : NS vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr><th style="width: 25%;">West</th><th style="width: 25%;">North</th><th style="width: 25%;">East</th><th style="width: 25%;">South</th></tr> <tr><td></td><td></td><td></td><td>Pass<sup>1</sup></td></tr> <tr><td>Pass</td><td>1NT<sup>2</sup></td><td>Double</td><td>Redouble<sup>3</sup></td></tr> <tr><td>2♥</td><td>Pass</td><td>Pass</td><td>2♠<sup>4</sup></td></tr> <tr><td>Pass</td><td>Pass</td><td>2NT<sup>5</sup></td><td>All Pass</td></tr> </table> <p>1) South is a bit weak vulnerable against not for a weak two opening. 2) 12-14 – with values in all the suits, this is more descriptive than a lead-directing 1♦. 3) I have assumed that Redouble shows a single-suited hand (any suit). 4) The six-card suit makes it worth competing the part-score. 5) East cannot raise hearts or double spades and cannot bear to pass either.</p> <p>Even though East can hold up the ♠A until the third round and the ♣Q conveniently drops doubleton, 2NT can fail because South has a slow heart entry. I say 'can fail' because North may feel awfully tempted to switch to the ♦K. Doing so would allow declarer to duck and later use dummy's club entries to play towards the ♦10. 2♠ makes because the defenders cannot stop the club ruff and kill the diamond suit.</p>	West	North	East	South				Pass <sup>1</sup>	Pass	1NT <sup>2</sup>	Double	Redouble <sup>3</sup>	2♥	Pass	Pass	2♠ <sup>4</sup>	Pass	Pass	2NT <sup>5</sup>	All Pass
HCP		Makeable contracts																																																																		
		♣	♦	♥	♠	NT																																																														
13		N	-	-	-	2	-																																																													
4	19	S	-	-	-	2	-																																																													
		E	3	2	3	-	1																																																													
4		W	3	2	3	-	1																																																													
West	North	East	South																																																																	
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Pass	Pass	2NT <sup>5</sup>	All Pass																																																																	

<p>♠Q ♥AQ9654 ♦762 ♣KQ6</p> <p>♠AK1073              ♠86 ♥KJ8                    ♥103 ♦AQ5                    ♦1094 ♣32                    ♣J109875</p> <p>♠J9542 ♥72 ♦KJ83 ♣A4</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>13</td><td></td><td>N</td><td>-</td><td>1</td><td>3</td><td>1</td><td>2</td></tr> <tr><td>17</td><td>1</td><td>S</td><td>-</td><td>1</td><td>3</td><td>1</td><td>2</td></tr> <tr><td></td><td></td><td>E</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>9</td><td></td><td>W</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	13		N	-	1	3	1	2	17	1	S	-	1	3	1	2			E	1	-	-	-	-	9		W	1	-	-	-	-	<p>Board 32 : Dealer West : EW vulnerable</p> <table style="width: 100%; border-collapse: collapse;"> <tr><th style="width: 25%;">West</th><th style="width: 25%;">North</th><th style="width: 25%;">East</th><th style="width: 25%;">South</th></tr> <tr><td>1♠</td><td>2♥</td><td>All Pass<sup>1</sup></td><td></td></tr> </table> <p>1) West would like to bid again but has the wrong shape to double and knows that East is either very weak or lacks three spades. If you cannot bear to pass, you bid 2♠. If West does rebid 2♠, North might double and South might leave in the double.</p> <p>Even after an unhelpful start such as a spade lead and club switch, North can make an overtrick in 3♥. The way to do so is to finesse the ♥Q and later finesse the ♦8. The latter might not be such an obvious play and some will lose three diamond tricks, making only eight in total.</p> <p>On any lead other than a bizarre heart, 2♠ (doubled) should fail by a couple of tricks. It is so much easier find a finesse of the ♦8 with the ♦10-9 visible in dummy! The defenders come to one trick in diamonds and two in each of the other suits.</p>	West	North	East	South	1♠	2♥	All Pass <sup>1</sup>	
HCP		Makeable contracts																																																						
		♣	♦	♥	♠	NT																																																		
13		N	-	1	3	1	2																																																	
17	1	S	-	1	3	1	2																																																	
		E	1	-	-	-	-																																																	
9		W	1	-	-	-	-																																																	
West	North	East	South																																																					
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