

ECatsBridge Simultaneous Pairs for Children in Need

Commentary – Tuesday 14th November 2017



So - another year, another Children in Need event.

It seems no time since the last one does it ! And I still can't believe our running total - it's up to £881,950.09 .. truly you are amazing. And to think when it all began, back in 2001 we thought we might raise about £3,000 or maybe at a stretch, £5,000 on that first event. How wrong we were and how lovely to be proved so wrong by our wonderful bridge community.

The commentary for this set of hands was done by Mark Horton and we are very grateful to him - it will be interesting if the results agree with his analysis. In any case, I hope you enjoyed the hands and they weren't too horrid - I have almost forgotten how to play bridge so I am no judge (and I don't really have time to look at them anyway truth to tell).

Again ... thank you very much for supporting the event. Again. We really do appreciate it you know!

With very best wishes

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Board 1. Love All. Dealer North.

<p>♠ A J 10 9 8 5 3 ♥ A 9 7 ♦ 8 ♣ 6 5</p> <p>♠ — ♥ Q 10 8 4 3 ♦ K Q 9 7 3 ♣ 10 4 2</p>	<p>♠ 7 2 ♥ 6 5 ♦ A J 10 5 2 ♣ A J 9 7</p> <p>♠ K Q 6 4 ♥ K J 2 ♦ 6 4 ♣ K Q 8 3</p>
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If North opens 1♠ and East overcalls 2♦ a bidding battle will follow. If South uses the increasingly popular 2NT to show a spade raise and West jumps to 5♦, NS will go on to 5♠. Then West can score a goal by saving in 6♦ which will only cost 300, as declarer will have time to establish two long hearts to take care of two losing clubs.

Board 2. N/S Vul. Dealer East.

<p>♠ 9 7 ♥ J 10 3 ♦ A 9 3 ♣ A K 9 7 3</p> <p>♠ A K Q 4 3 ♥ Q 8 7 ♦ 8 5 2 ♣ 6 5</p>	<p>♠ 6 2 ♥ K 9 5 ♦ K Q J 10 6 ♣ 8 4 2</p> <p>♠ J 10 8 5 ♥ A 6 4 2 ♦ 7 4 ♣ Q J 10</p>
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If East is able to open a weak 2♦ West's raise to 3♦ should end the auction. Otherwise West opens 1♠ and rebids 2♠ over East's 2♦. Should North risk an overcall of 2♣ East bids 2♦ and if South raises to 3♣ (double showing hearts and club tolerance is an alternative) West can compete with 3♦. Even after a trump lead declarer can secure nine tricks by setting up a long spade.

Board 3. E/W Vul. Dealer South.

♠ A K 9 8 7 ♥ 9 7 6 ♦ J 5 3 ♣ 6 3	♠ Q 10 5 ♥ 10 8 4 2 ♦ 9 ♣ A K 10 7 4
♠ 3 2 ♥ A Q 3 ♦ A 10 7 6 4 ♣ J 8 2	♠ J 6 4 ♥ K J 5 ♦ K Q 8 2 ♣ Q 9 5

If South opens 1NT that might end the bidding. Starting with 1♣ allows West to overcall 1♠ when North might start with a double, which could see East bid 2♦ and North try 3♣. Opening 1♦ will put East off bidding the suit, but after 1♦-(1♠)-Dble 1NT is an alternative. A low spade lead holds 1NT by South to seven tricks, but there are always eight if you play in clubs.

Board 4. Game All. Dealer West.

♠ A 8 5 2 ♥ A K ♦ 7 6 5 4 3 ♣ K J	♠ J 10 9 4 ♥ 10 ♦ K 8 ♣ Q 10 8 7 5 4
♠ Q 7 3 ♥ 9 8 4 3 2 ♦ A J 9 ♣ 9 3	♠ K 6 ♥ Q J 7 6 5 ♦ Q 10 2 ♣ A 6 2

If West opens 1♦ East responds 1♥ and then passes West's 1NT rebid. After a club lead and continuation declarer wins and probably plays a diamond (the alternative is a spade) to the nine and ten. South's club return sees North cash four tricks in the suit. If North exits with the ♦K declarer wins in dummy, cashes the top hearts and exits with a diamond forcing South to lead into the split spade tenace for six tricks.

Board 5. N/S Vul. Dealer North.

♠ A 10 4 2 ♥ 7 ♦ J 9 8 7 4 3 2 ♣ 6	♠ Q J 7 5 ♥ Q 9 2 ♦ A K Q ♣ A Q 10
♠ 9 8 ♥ A K 10 8 5 4 3 ♦ — ♣ J 8 7 3	♠ K 6 3 ♥ J 6 ♦ 10 6 5 ♣ K 9 5 4 2

If North opens 2NT South can transfer to hearts and then decide how high to go - it would not be ridiculous to rebid 6♥, hoping that if there is a killing lead East will not find it. On this layout East needs to find a spade lead - very tough but not impossible - to hold declarer to eleven tricks.

If South is the declarer it is West who has to start with the ♠A and a spade.

Board 6. E/W Vul. Dealer East.

♠ J 7 ♥ K J 9 8 5 ♦ Q 7 4 ♣ Q 6 4	♠ 10 4 ♥ Q 10 7 2 ♦ J 6 2 ♣ K J 8 7
♠ Q 8 5 ♥ A 6 4 ♦ K 8 5 3 ♣ 10 5 3	♠ A K 9 6 3 2 ♥ 3 ♦ A 10 9 ♣ A 9 2

After 1♠-2♥ if East rebids 3♠ West will have to choose between 3NT, 4♠ and a Pass. 3NT can be made after a club lead - declarer wins, clears the spades, ducks the next club, wins the third round and plays a heart to the king. 4♠ has almost no chance - the defenders can even survive a diamond lead at trick one. On a club lead declarer would have to play low from dummy to have a shot at nine tricks.

Board 7. Game All. Dealer South.

	♠ 9 8 7 6 5 3	
	♥ 2	
	♦ 10 9 3	
	♣ 9 6 5	
♠ A		♠ 10 4
♥ J 7 6 4		♥ A K Q 9 8 5
♦ A K Q 5		♦ 6 2
♣ K J 8 2		♣ Q 10 4
	♠ K Q J 2	
	♥ 10 3	
	♦ J 8 7 4	
	♣ A 7 3	

Given a free run EW would hope to reach 6♥ - one way to start would be 1♣-1♥-3♠* - but in the modern era South is likely to open 1♣/1♦ which complicates matters. Suppose West passes and North responds 1♠. If East bids 2♥ South raises to 2♠ and although EW might still get to slam the reality is that a contested auction makes it much harder.

Board 8. Love All. Dealer West.

	♠ Q 10 7	
	♥ Q 7	
	♦ Q 8 7 3 2	
	♣ Q J 3	
♠ A J 2		♠ 9 8 5 3
♥ A K 10 8 6 2		♥ J 5 3
♦ A		♦ K 9 5
♣ 7 6 2		♣ A 10 9
	♠ K 6 4	
	♥ 9 4	
	♦ J 10 6 4	
	♣ K 8 5 4	

After 1♥-1♠-3♥ East has an easy raise to game (bidding 4♣ would agree hearts and show a control but it looks like an overbid here). Barring some aberration on the part of the declarer or the defenders there should be exactly ten tricks. It's just about possible that East might rebid 3NT - a real winner at this form of scoring.

Board 9. E/W Vul. Dealer North.

	♠ 10 6 5 3	
	♥ 10 8 7	
	♦ A Q 10 3	
	♣ 9 4	
♠ Q 9 8 7 2		♠ A K J 4
♥ Q 5		♥ 9 6 4
♦ 4		♦ 9 6 2
♣ A 10 7 6 5		♣ K Q 3
	♠ —	
	♥ A K J 3 2	
	♦ K J 8 7 5	
	♣ J 8 2	

If East opens INT South is sure to bid - let's say 2♣ promising hearts and another suit. If West bids 2♠ North has enough to bid 3♥ and over East's 3♠ South can bid 4♥ but will then have a decision over West's 4♠. It might be better to bid 4♦ as North, knowing of the double fit, would be able to go on to 5♥ over 4♠. If West bids 3♥ over 2♣ - invitational + with spades, East jumps to 4♠ which might buy the contract.

Board 10. Game All. Dealer East.

	♠ A 5 3 2	
	♥ A Q 8 5	
	♦ 9 8 5	
	♣ 4 2	
♠ K Q 10 8 6		♠ J 7
♥ 9 6 2		♥ K 4
♦ A K		♦ Q 10 7 6 4 3
♣ J 7 6		♣ K 8 3
	♠ 9 4	
	♥ J 10 7 3	
	♦ J 2	
	♣ A Q 10 9 5	

If East is able to start with a weak 2♦ that might silence everyone. Otherwise West opens 1♠ and rebids the suit ending the auction unless South reopens with a double, always a marginal decision in a non-fit auction. To make 3♥ after a spade lead declarer wins, plays a club to the queen and runs the jack of hearts. Then the clubs can be established and the ♥10 will be the entry.

Board 11. Love All. Dealer South.

<p>♠ J 7 ♥ Q 9 6 3 ♦ A J ♣ 10 9 7 3 2</p> <p>♠ K Q 10 8 5 3 ♥ K J 5 4 ♦ K ♣ Q 8</p>	<p>♠ A 9 ♥ A 7 ♦ Q 8 5 4 3 ♣ A 6 5 4</p>
	<p>♠ 6 4 2 ♥ 10 8 2 ♦ 10 9 7 6 2 ♣ K J</p>

After 1♠-2♦ East must decide how to continue if West rebids 2♠. One option is to bid 3♣ and then pass 3NT. Eleven tricks are certain in spades but maybe harder to come by in 3NT (absent a club lead). After a spade lead declarer can win in dummy, play a diamond to the king and ace, win the diamond return, run the spades, cashes the king and ace of hearts and exits with a diamond to endplay South. Not easy.

Board 12. N/S Vul. Dealer West.

<p>♠ K 9 ♥ 8 5 4 ♦ A 5 4 3 ♣ A J 8 7</p> <p>♠ J 8 6 2 ♥ 7 6 ♦ K 8 2 ♣ Q 9 4 2</p>	<p>♠ A 10 5 3 ♥ Q 10 3 2 ♦ 10 9 6 ♣ 6 3</p> <p>♠ Q 7 4 ♥ A K J 9 ♦ Q J 7 ♣ K 10 5</p>
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If North opens 1NT South raises to game. If East leads the ten of diamonds (passive leads are all the rage) declarer plays dummy's queen and takes the king with the ace. In theory declarer can score as many as eleven tricks, but that needs some very good guessing in hearts (the odds play is to cash the ace and finesse the jack on the next round) and clubs.

Board 13. Game All. Dealer North.

<p>♠ 10 4 3 2 ♥ J 9 7 ♦ A J 9 5 ♣ 9 3</p> <p>♠ A K Q J 9 8 ♥ Q ♦ 7 4 ♣ K J 10 8</p>	<p>♠ 5 ♥ A 6 5 4 2 ♦ Q 10 8 6 3 ♣ 7 2</p> <p>♠ 7 6 ♥ K 10 8 3 ♦ K 2 ♣ A Q 6 5 4</p>
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If East opens with a fashionable 2♥ - hearts and a minor West bids 2♠ and plays there. Otherwise South starts with 1♣ and West overcalls 1♠. Facing a passed partner South should avoid a reopening double which might easily attract an unwelcome response in diamonds. If West plays in spades the layout of the club suit should ensure nine tricks are taken.

Board 14. Love All. Dealer East.

<p>♠ 10 9 6 ♥ 7 ♦ Q 8 3 ♣ K Q 10 9 8 3</p> <p>♠ Q J 8 ♥ A J 10 8 6 3 ♦ 6 ♣ A J 2</p>	<p>♠ K 7 4 3 ♥ K 9 2 ♦ 7 4 2 ♣ 7 5 4</p> <p>♠ A 5 2 ♥ Q 5 4 ♦ A K J 10 9 5 ♣ 6</p>
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After 1♦ West overcalls 1♥. North would like to bid 2♣ but is short on values and may fall back on a raise to 2♦. When East bids 2♥ South has an easy 3♦ and West competes with 3♥. If South continues on to 4♦ West might cash the ♥A and switch to spades. If West plays in hearts a diamond lead and a club switch will force declarer to get the trumps right for nine tricks.

Board 15. N/S Vul. Dealer South.

♠ A 10 8 5 3 ♥ K 9 5 ♦ A K 6 5 ♣ 8	♠ Q 9 2 ♥ A 7 ♦ J 10 8 7 ♣ Q 6 4 3 ♠ J ♥ J 10 8 6 ♦ Q 9 2 ♣ A K J 9 5 ♠ K 7 6 4 ♥ Q 4 3 2 ♦ 4 3 ♣ 10 7 2
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After 1♠-2♣-2♦ East will probably jump to 3NT. After a heart lead to the ace and heart back declarer wins with dummy's nine. Short of entries to hand declarer might reject the odds play in clubs of running the eight (a 45.8% chance of four tricks) and will probably play a club to the jack. When that holds playing three more rounds of clubs gets declarer up to ten tricks.

Board 16. E/W Vul. Dealer West.

♠ K 10 7 6 5 ♥ 9 2 ♦ Q 7 2 ♣ K 10 4	♠ J 3 2 ♥ 10 8 4 ♦ A 10 5 4 ♣ 5 3 2 ♠ A 9 8 4 ♥ Q J 5 ♦ J 3 ♣ 9 8 7 6 ♠ Q ♥ A K 7 6 3 ♦ K 9 8 6 ♣ A Q J
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If the auction starts 1♥-(1♠)-2♥-(2♠) South jumps to game and it is hard to imagine any sequence where 4♥ will not be reached. If West leads a red suit declarer can get home, but after a spade to the ace and a spade declarer ruffs, cashes the top hearts and the top diamonds and takes a club finesse. When that loses declarer has to admit defeat.

Board 17. Love All. Dealer North.

♠ 10 7 4 2 ♥ Q 5 ♦ K Q 4 ♣ K J 7 5	♠ Q J 5 ♥ A 10 7 ♦ A J 10 3 ♣ A 10 4 ♠ 9 8 6 3 ♥ 9 4 ♦ 9 7 6 ♣ 8 6 3 2 ♠ A K ♥ K J 8 6 3 2 ♦ 8 5 2 ♣ Q 9
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If North opens 1♦ South responds 1♥ and then checks back over the INT rebid, North jumping to 3♥ to show a maximum with three card support (it's possible to play 3NT to show 3-3-4-3). If South now makes a slam try with 3♣ North's controls might be enough to propel the partnership to 6♥.

On this layout declarer is almost certain to collect 12 tricks - that also applies to 6NT.

Board 18. N/S Vul. Dealer East.

♠ Q J 10 2 ♥ 4 ♦ 10 9 8 7 4 2 ♣ K 10	♠ K 8 7 3 ♥ A Q 10 9 6 2 ♦ J 5 ♣ Q ♠ 6 5 4 ♥ 8 7 5 3 ♦ Q ♣ J 7 6 4 3 ♠ A 9 ♥ K J ♦ A K 6 3 ♣ A 9 8 5 2
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If South opens 1♣ West might try a weak 2♦, North bidding 2♥. If South rebids 3NT North may look for a slam. Declarer should make 6♥ or 6NT, and with West holding four spades there are various squeezes that deliver all the tricks in both hearts and notrumps. 7♥ is the better grand slam as it can be made even if West holds the ♦Q, West eventually getting squeezed in the pointed suits.

Board 19. E/W Vul. Dealer South.

	♠ K 3	
	♥ K Q 9 7 3 2	
	♦ A Q 9 2	
	♣ 7	
♠ A Q 8		♠ 9 7 6 2
♥ A J		♥ 6 5
♦ K 10 6 5		♦ 8 4
♣ K 10 9 6		♣ A Q 5 3 2
	♠ J 10 5 4	
	♥ 10 8 4	
	♦ J 7 3	
	♣ J 8 4	

If West opens 1♣ North overcalls 1♥ and East raises to 2♣. If North now bids 2♦ East might bid 3♣ (or possibly 2♠) which could buy the contract. If West starts with 1♦ and North bids 1♥ East can double, when West might bid 2NT. That looks tricky on a top heart lead but if declarer plays for the clubs to be 3-1, playing the ten to the ace then low to the nine, the last club will squeeze North in three suits.

Board 20. Game All. Dealer West.

	♠ 4	
	♥ 9 5 3	
	♦ J 9 8 5 4 3	
	♣ K Q 3	
♠ J 10 7 5 2		♠ A Q 6 3
♥ Q 10		♥ J 8 7 6
♦ 7 6		♦ Q 10
♣ J 10 4 2		♣ A 9 7
	♠ K 9 8	
	♥ A K 4 2	
	♦ A K 2	
	♣ 8 6 5	

If the auction starts INT-Dble-2♠ many partnerships will play that North can bid 2NT forcing South to bid 3♣ when North's 3♦ shows a limited hand with a six-card suit. That might be enough for South to try 3NT and with the diamond suit behaving there are always nine tricks.

Board 21. N/S Vul. Dealer North.

	♠ K Q	
	♥ 9 5 2	
	♦ A 10 7	
	♣ Q 9 7 5 3	
♠ J 7 6 5 4 3		♠ 10 8
♥ 7		♥ A K J 8 6 3
♦ 9 8 6 5		♦ Q J 3
♣ K 2		♣ A 6
	♠ A 9 2	
	♥ Q 10 4	
	♦ K 4 2	
	♣ J 10 8 4	

If North opens 1♣ East overcalls 1♥ and South bids INT. Then East will be doing well to bid 2♥, a contact that can be made thanks to the location of the ♦10 and the 3-3 trump split.

If South bids 2NT a heart lead will see the defenders take seven tricks for the 'magic 200'.

Board 22. E/W Vul. Dealer East.

	♠ Q 8 6	
	♥ A K Q J 6 4 2	
	♦ Q 4	
	♣ 7	
♠ 9 7 4		♠ J 10 5 3 2
♥ 3		♥ 8
♦ A K 9 7 6		♦ J 10 3
♣ K J 8 3		♣ A 6 4 2
	♠ A K	
	♥ 10 9 7 5	
	♦ 8 5 2	
	♣ Q 10 9 5	

If West opens 1♦ North is sure to overcall after which NS should get to 4♥ (and North might go there in one bid). After 1♦-1♥-1♠ South's alternatives will include 2♦ and 2NT, the latter gaining in popularity as a way of showing good trump support. After 1♦-4♥ it would be quite a stretch for East to bid 4♠, but it might provoke South into bidding 5♥. There are ten tricks in hearts but at most eight in spades.

Board 23. Game All. Dealer South.

	♠ 9 5 4	
	♥ A K 7 3 2	
	♦ Q 10	
	♣ 8 5 2	
♠ A 2		♠ Q J 6
♥ J 10 9		♥ Q 8
♦ K 8 7 6 5 3		♦ A 9 2
♣ 9 6		♣ K Q 7 4 3
	♠ K 10 8 7 3	
	♥ 6 5 4	
	♦ J 4	
	♣ A J 10	

This is a tough deal to predict - West might open a weak 2♦, North might try a third in hand 1♥ or East might be able to open INT. As the cards lie EW can make 3NT, but will any pairs reach it? It will only be where both East and West take a rosy view of their limited assets - perhaps East responding 2NT to 2♦ and West bidding 3♥ in reply.

Board 24. Love All. Dealer West.

	♠ Q 4	
	♥ A K 8 3	
	♦ Q 10 8	
	♣ 9 8 6 4	
♠ K 10 8		♠ J 9 7 3
♥ J 6 4 2		♥ 5
♦ K J 9 7 6 3		♦ A 5 4 2
♣ —		♣ K 10 5 3
	♠ A 6 5 2	
	♥ Q 10 9 7	
	♦ —	
	♣ A Q J 7 2	

With a four card major and a void West might hesitate to open 2♦, but where that happens East can raise, leaving South to double. If East happens to have bid 5♦ North might elect to defend, but the penalty might not be enough compensation. However, making 5♥ is not trivial. Declarer ruffs the ♦A lead, comes to hand with a heart and takes a club finesse, subsequently playing West for the ♠K.

Board 25. E/W Vul. Dealer North.

	♠ Q 9 8 5 4	
	♥ 9	
	♦ Q 9 7 5	
	♣ J 10 4	
♠ J 7 6		♠ 10 3
♥ 8 5 3 2		♥ Q J 7
♦ A J 3		♦ 8 6
♣ Q 7 2		♣ A K 9 8 6 3
	♠ A K 2	
	♥ A K 10 6 4	
	♦ K 10 4 2	
	♣ 5	

After 1♣-(1♥)-2♣ South doubles and North bids 2♠. If South makes a try North is likely to bid game. After 1♣-(Dble)-1♥-(1♠) South might try 2♣ when North bids 2♦. Given that North has shown some values South might decide to jump to game rather than probe with 2♣. In spades declarer can make eleven tricks, but in order to do so must start diamonds from dummy, taking a first round finesse of the nine.

Board 26. Game All. Dealer East.

	♠ 9 6 5 3	
	♥ K J 6	
	♦ Q 8 7 3 2	
	♣ 5	
♠ A 8		♠ K 10 7 4
♥ Q 9 2		♥ 8 7 5
♦ A K 10 9		♦ J 5
♣ Q 10 3 2		♣ A J 6 4
	♠ Q J 2	
	♥ A 10 4 3	
	♦ 6 4	
	♣ K 9 8 7	

After 1♣-1♠-INT West might accept an invitation because of the intermediates and the same is true after 1♦-1♠-INT. A major difference is that the second sequence precludes a possible diamond lead, which hands declarer an easy eight tricks. If North can find a spade lead declarer wins and takes a losing club finesse after which South's heart switch puts the defenders on course for six tricks.

Board 27. Love All. Dealer South.

<p>♠ Q 10 7 ♥ 6 5 3 ♦ A K Q 8 4 ♣ 5 2</p> <p>♠ A 9 8 5 4 2 ♥ — ♦ J 10 7 3 ♣ 8 7 3</p>	<p>♠ K 6 3 ♥ K Q 9 8 7 2 ♦ — ♣ A 10 6 4</p>
<p>♠ J ♥ A J 10 4 ♦ 9 6 5 2 ♣ K Q J 9</p>	

If South opens 1♣ and West overcalls 2♠ East bids 4♠ over North's 3♦. If North doubles and leads a diamond declarer ruffs in dummy, plays the ♥K, ruffs South's ace, crosses to the king of spades, ruffs a heart, ruffs a diamond, pitches a diamond on the ♥Q and another one on a losing heart. Declarer then ducks the club return, wins the next club and throws a club on a heart. To beat 4♠ North must lead a club.

Board 28. N/S Vul. Dealer West.

<p>♠ Q 7 6 3 ♥ 10 7 3 ♦ K 6 4 ♣ A 9 5</p> <p>♠ 10 2 ♥ A J 6 ♦ 7 5 3 2 ♣ 10 7 6 3</p>	<p>♠ J 4 ♥ 9 8 5 4 ♦ A J 10 9 ♣ K 8 2</p>
<p>♠ A K 9 8 5 ♥ K Q 2 ♦ Q 8 ♣ Q J 4</p>	

When South opens 1♠ North raises to 2♠. If South continues with 2NT North can happily raise to 3NT. If West leads a club and declarer plays low from dummy East wins and will be doing very well to find a switch to the jack of diamonds that is required to defeat the contract. At double dummy declarer can make by rising with the ♣A and cashing five spades. A diamond lead beats 3NT, while 4♠ has no real chance.

Board 29. Game All. Dealer North.

<p>♠ K 4 ♥ 10 7 3 ♦ A J 5 3 2 ♣ A 9 6</p> <p>♠ 8 3 ♥ K Q J 5 2 ♦ Q 8 ♣ Q J 8 2</p>	<p>♠ A 10 5 ♥ 9 8 4 ♦ K 10 9 7 4 ♣ 7 3</p>
<p>♠ Q J 9 7 6 2 ♥ A 6 ♦ 6 ♣ K 10 5 4</p>	

If North opens 1NT South transfers to spades and then bids 4♠. If West has doubled 2♥ declarer wins the heart lead in dummy and plays on spades. East wins and the defenders play two more rounds of hearts, declarer ruffing in dummy and drawing trumps. The best line in clubs for three tricks is low to the nine (74.9%) and declarer does that after playing a diamond to the ace and ruffing a diamond.

Board 30. Love All. Dealer East.

<p>♠ A J 10 8 7 ♥ A 6 5 ♦ Q 10 4 2 ♣ 6</p> <p>♠ K 4 2 ♥ K Q J 7 ♦ A J 5 ♣ K Q 9</p>	<p>♠ Q 9 6 5 3 ♥ 4 2 ♦ K 8 7 6 ♣ A 3</p>
<p>♠ — ♥ 10 9 8 3 ♦ 9 3 ♣ J 10 8 7 5 4 2</p>	

After 1♥-(1♠)-INT-3NT say South leads a club. Declarer wins, plays a heart to the king and ace, wins the heart return and plays a spade, taking North's ten with the queen and returning a spade for the king and ace. Declarer wins the heart exit and plays a spade, North winning and exiting with a spade. Declarer wins, pitching a diamond and cashes two clubs, squeezing North. One of several routes to 10 tricks.

Board 31. N/S Vul. Dealer South.

♠ A ♥ A 8 4 3 ♦ A 7 6 5 4 ♣ 9 5 3	♠ Q 9 7 6 5 4 ♥ J 9 ♦ — ♣ Q J 10 7 4
♠ J ♥ K Q 10 7 2 ♦ K Q J 10 ♣ A 6 2	♠ K 10 8 3 2 ♥ 6 5 ♦ 9 8 3 2 ♣ K 8

After 1♥-1♠-2♦-2♥ West might make a try with 3♣. As it happens the layout is such that you can make 4♥ and 3NT thanks to the combination of South's doubleton club and North's singleton ace of spades, but East will be doing well to bid 3NT as opposed to retreating to 3♥.

Board 32. E/W Vul. Dealer West.

♠ 10 9 6 4 ♥ 7 3 2 ♦ 4 ♣ A Q J 10 8	♠ 3 ♥ A K Q ♦ A J 10 9 6 3 ♣ 9 7 5
♠ K J 5 2 ♥ 8 6 5 ♦ K Q 7 2 ♣ K 6	♠ A Q 8 7 ♥ J 10 9 4 ♦ 8 5 ♣ 4 3 2

After 1♦-1♠-2♦ South might try 3NT, relying on the old principle that with an opening bid facing an opening bid your side should get to game. If West tables anything but a spade it is all over, but an inspired lead gives East a chance to win with the ace and end the event on a high note by switching to a club.