

# ECatsBridge Simultaneous Pairs for Children in Need

## Commentary –Thursday 16<sup>th</sup> 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

*Anna & Mark*

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### Board 1. Love All. Dealer North.

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

After 1♥-1♠-INT (12-16)-2♣\*-2♥ say East leads a diamond for the jack, queen and ace. Now declarer must play on spades. East wins with the ace and plays a second diamond. Declarer wins and plays a spade and West wins and returns a diamond, East winning and switching to a club. Declarer ducks, wins the next club and must play a heart to the ace and ruff a club before playing a second heart - a Dentist's Coup.

### Board 2. N/S Vul. Dealer East.

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

After 1♥ if West overcalls 2♠ North might consider playing for penalties, but declarer should scramble six tricks. As it happens stretching to a response of 2NT and then supporting hearts if South introduces the clubs works better. 4♥ is a very comfortable spot and if West fails to find a diamond lead declarer will be able to take the spade finesse and dispose of a diamond to score twelve tricks.

**Board 3. E/W Vul. Dealer South.**

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

If West opens the bidding East is likely to drive to game but 3NT is always defeated by a heart lead. Where West passes North opens INT and East comes in according to system. After INT-(2♦\*) if South bids 2♥ and West 3♣ competing to 3♥ may lead to a poor result even if no-one doubles. West cashes the top spades and now a club switch should see the defenders come to seven tricks via a spade ruff.

**Board 4. Game All. Dealer West.**

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

If West opens 1♥ East is sure to think in terms of a possible grand slam. An immediate launch into RKCB will establish that West has two aces, the queen of hearts and the king of clubs, but if West's distribution is 2-5-3-3 there might be a diamond loser. Perhaps something along the lines of 1♥-2NT\*-3♥-4♦\*-4♠\*-5♦\* is better as now West can use the grand slam force of 5NT to make sure about the top trumps.

**Board 5. N/S Vul. Dealer North.**

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

After 1♥-(1♠) if West bids INT EW should not get too high. The same is true if West doubles, but there is more scope for error.

After 1♥-(2♥\*) West bids 2NT or doubles, with the latter again being the bid that might tempt East to go too high. Were the vulnerability to be different NS would be able to compete more vigorously. If North ever bids 4♠ EW do best to bid on rather than double - unless EW lead a club.

**Board 6. E/W Vul. Dealer East.**

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

After 1♦-1♥-1♠-2NT West is likely to raise to game. If South starts with the unbid suit and leads a low club declarer wins with dummy's queen and plays a heart to the nine. The technical way to play the diamonds is low to the queen, but here that leads to defeat. If declarer starts with the jack of diamonds South must cover to avoid conceding two overtricks.

**Board 7. Game All. Dealer South.**

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

If West opens 1♥ North can overcall INT ending the auction. If East leads a spade West wins and returns the suit. After a heart to the nine, declarer might try a diamond to the nine and ace. West returns a spade, East unblocking the eight and now declarer must (having pitched a heart) play three rounds of clubs. East wins and exits with a spade, but declarer throws a heart, wins the heart return and plays a diamond.

**Board 8. Love All. Dealer West.**

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

East is likely to play in spades (1♠-2♦-2♠) and if South leads a heart declarer wins and plays a club to the king followed by a spade to the jack. South wins and might be tempted to return a spade. Declarer wins, draws the outstanding trump, unblocks the hearts and plays a diamond. If South plays low putting up the king hits the jackpot. If South has doubled the opening bid declarer should not go wrong.

**Board 9. E/W Vul. Dealer North.**

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

If East opens 1♣ South will be stymied. If West responds 1♠ and North overcalls 2♥ South will not stop short of 6♥ - and might go higher. After a top diamond lead declarer wins with dummy's ace and takes two rounds of trumps. When they break it is easy to establish the clubs while ruffing two spades and take all the tricks. Were West to have three trumps declarer would have no winning line.

**Board 10. Game All. Dealer East.**

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

If the auction starts 2♠-(3♥)-4♠-(5♥) will East or West bid on? It would be useful if West could bid 4♦ on the first round to agree spades. After a Multi 2♦ South bids 2♥, West doubles, North jumps to 4♥ and West bids 4♠. With eleven tricks available in spades and ten in hearts the decisions at the five (or even six) level will be crucial.

**Board 11. Love All. Dealer South.**

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

If West opens 1♠ East's INT ends the auction. On a club lead if North wins with the jack, cashes the ace and switches to a heart. The ten is covered by the king and declarer unblocks the spades and plays the jack of diamonds, scoring eight tricks. Even a wrong guess in hearts should not prevent eight tricks. If North switches to the king of diamonds at trick three, declarer must duck in dummy.

**Board 12. N/S Vul. Dealer West.**

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

Given a free run EW might bid 1♣-3♣ but then South might double, bidding 3♥ over North's 3♦. North might open 1♦ or South might bid 2♣ over East's 1♣, when it is hard to predict where the music will stop. As it happens you make 3NT on the EW cards by playing on spades, but if NS play in hearts the defenders will do very well - provided they play three rounds of trumps immediately (or after cashing a club).

**Board 13. Game All. Dealer North.**

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

If the auction starts INT-2♣\*-2♦-3♥\* (the Smolen convention, promising 5♠+4♥) North might cue bid 4♣ showing good support for spades and slam interest. If NS play in spades the friendly breaks in hearts and the black suits (combined with the location of the ♣A) allow declarer to score twelve tricks by playing to ruff two hearts.

**Board 14. Love All. Dealer East.**

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

If South opens 2♠ and West doubles North raises to 4♠, when the best EW can do is double. If West overcalls 2NT North can still bid 4♠. Left to their own devices EW might bid 1♥-3♥-4♥ after which the only 100% way to defeat the contract is for North to lead the ♣A followed by the nine. On a diamond lead declarer wins, cashes the ♥K and might then play a heart to the ace. A tough deal to call.

**Board 15. N/S Vul. Dealer South.**

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

If EW start 1♦-1♥-1NT West has a marginal hand for a raise to 2NT. Say South leads a club against a notrump contract. Declarer wins in dummy with the queen and plays a diamond to the king. When it holds declarer can test the clubs before playing hearts and scores eight tricks.

**Board 16. E/W Vul. Dealer West.**

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

If East opens 1♥ South overcalls - facing a passed partner 3♦ could be popular, East's 3♥ ending proceedings. If South leads a top diamond and switches to a club declarer wins, ruffs a diamond and plays a spade. If North plays low putting in the jack results in ten tricks. If South leads a trump declarer must put up dummy's ten and play a spade. If North plays an honour declarer can subsequently pin the ten for nine tricks.

**Board 17. Love All. Dealer North.**

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

After 1♥-2♣-2♦-2♠\*-2NT South will raise to 3NT. If East starts with a spade honour declarer can get up to eleven tricks by ducking the first two rounds of spades. If East starts with a top diamond declarer wins and returns a diamond, after which twelve tricks are in sight. If North happens to play in hearts the lead to avoid is a top diamond which again offers declarer a route to twelve tricks.

**Board 18. N/S Vul. Dealer East.**

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

The auction might easily go 1♠-(2♥)-2♠-(4♥)-4♠ (some will be able to bid clubs on the South hand promising clubs and a heart fit). Say North leads a club. Declarer wins in hand with the ace, plays two rounds of trumps ending in dummy followed by a diamond. On this layout it does not matter which diamond West plays - there will always be eleven tricks.

**Board 19. E/W Vul. Dealer South.**

<p>♠ — ♥ K 4 ♦ K 10 9 6 5 4 ♣ K 9 7 3 2</p> <p>♠ A 8 4 2 ♥ A 8 3 ♦ Q 3 ♣ A J 10 4</p>	<p>♠ K J 10 6 5 ♥ J 9 7 5 ♦ A J 7 ♣ 5</p> <p>♠ Q 9 7 3 ♥ Q 10 6 2 ♦ 8 2 ♣ Q 8 6</p>
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In 4♠ unless North (having shown the minors) leads the ♥K there are difficult chances of eleven tricks. Here is one line: win the diamond lead in hand, play a diamond to the jack, run the jack of spades, play a club to the ace, ruff a club, spade to the nine and ace, ruff a club, heart to the ace, ruff a club, ace of diamonds, ruffed and overruffed followed by a heart exit. If North unblocks the ♥K a spade endplays South.

**Board 20. Game All. Dealer West.**

<p>♠ 4 ♥ 6 4 ♦ A K J 8 3 2 ♣ K 9 7 6</p> <p>♠ A K 10 6 2 ♥ 5 ♦ 10 9 5 4 ♣ A Q 8</p>	<p>♠ J 8 ♥ Q J 10 9 2 ♦ Q 6 ♣ J 10 4 3</p> <p>♠ Q 9 7 5 3 ♥ A K 8 7 3 ♦ 7 ♣ 5 2</p>
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After 1♠-(2♦) if East doubles the best West can do is bid 2♠, when a double by South should produce a good score, especially if North leads a trump, which might see the defenders restrict declarer to six tricks. It is better for East to pass, leaving North to tackle 2♦. If East leads the ♠J for the queen and king and West plays a second spade declarer ruffs, after which playing trumps from the top gives a chance of nine tricks.

**Board 21. N/S Vul. Dealer North.**

<p>♠ Q J ♥ J 4 ♦ K J 10 7 4 2 ♣ A 6 2</p> <p>♠ A 8 6 2 ♥ A 10 3 2 ♦ Q 8 6 ♣ K 4</p>	<p>♠ 10 7 3 ♥ K Q 9 8 7 6 ♦ 5 ♣ Q 7 3</p> <p>♠ K 9 5 4 ♥ 5 ♦ A 9 3 ♣ J 10 9 8 5</p>
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If North opens 1♦ East overcalls in hearts and South doubles. If West cue bids in diamonds and subsequently bids 4♥ South is likely to start with the ♦A. It is then essential to switch to a spade. A second diamond allows declarer to ruff, draw trumps and play a club to the king and ace. After winning the spade return declarer eliminates the minors and exits with a spade to endplay North.

**Board 22. E/W Vul. Dealer East.**

<p>♠ 7 ♥ A 10 9 8 2 ♦ A Q 9 6 ♣ 9 7 4</p> <p>♠ K 6 4 2 ♥ J 6 3 ♦ J 7 3 ♣ K 10 3</p>	<p>♠ A Q J 9 5 ♥ Q 4 ♦ 10 ♣ A Q 8 5 2</p> <p>♠ 10 8 3 ♥ K 7 5 ♦ K 8 5 4 2 ♣ J 6</p>
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Given a free run EW might bid 1♠-2♠-3♣-4♠. If North doubles 2♠ East can still bid 3♣ but now South comes in with 3♦. If West now jumps to 4♠ there is a possibility that North will find the paying save.

**Board 23. Game All. Dealer South.**

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

If South opens 1NT and North starts with 2♣ East bids 2♠. If North then continues with 3♠ South bids 4♣ when North is likely to go on to game. The top spot for NS is 4♥ - not easy to reach, but not impossible - after 1♣-1♥-(1♠) if South bids 2♥ (or makes a support double) North may be happy to play in hearts.

**Board 24. Love All. Dealer West.**

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

If South opens 1♣ West overcalls 1♠, North doubles and East raises to 2♠/3♠. If South doubles at this point, as on the previous deal it is possible that the optimum 4♥ on the 4-3 fit will be reached. Were West to open 1♠, East responds 2♠ and when South doubles if North bids a value showing 3♥, South might just raise to game.

**Board 25. E/W Vul. Dealer North.**

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

After 1♥-(Dbl) if East responds 2♣ West bids 2NT East goes on to game.

If East responds 1NT West jumps to 3NT.

If North leads a heart declarer wins with the king, unblocks the clubs and plays the king of diamonds. South ducks and wins the next diamond, but declarer is already sure of ten tricks. The way to hold declarer to nine tricks is for North to lead a spade.

**Board 26. Game All. Dealer East.**

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

After 1♣-1♠-1NT-2♣\*-2NT North signs off in 3NT. If West leads a passive spade (all the rage these days) declarer wins in dummy and must consider the possibility of playing a heart to the king at some point. The best time is probably immediately, as even if the ace is wrong the defenders may not realise they can cash more tricks in the suit. The declarers who play a heart will be rewarded with twelve tricks.

**Board 27. Love All. Dealer South.**

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

If South opens INT that will be the final contract. If South passes and West opens INT that is also likely to be the case. If South is at the helm and West leads a heart declarer wins, plays on spades and comes to at least five tricks. If West is declarer and North leads a spade eight tricks can be made by playing on hearts and clubs - the diamond suit is frozen from the defenders point of view.

**Board 28. N/S Vul. Dealer West.**

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

After 1♠-2♣-2♦-2♥\*-3♣ South knows North is 5-1-4-3, but may settle for 4♠. A diamond lead is bad, but either black suit also surrenders an eleventh trick. After a heart lead declarer wins in dummy, plays a spade to the ace and runs the queen of diamonds. West wins and must return a heart, declarer ruffing, coming to hand with a diamond and putting up the ♠K when West shows out, ensuring ten tricks.

**Board 29. Game All. Dealer North.**

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

East should finish in 3NT. If South finds a spade lead (North may have opened 2♠) declarer wins and has a lot to do. A low heart sees South win and play a second spade. Declarer cashes a club and continues with a low one, South winning and exiting with a club. In dummy, declarer takes the heart finesse and after cashing winners in hearts and clubs exits with a low diamond to endplay South for a remarkable +630!

**Board 30. Love All. Dealer East.**

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

After 1♦-1♠-(2♥) if East rebids 3♦ West might try 3NT. South can complicate matters by raising to 3♥ - that might deter West from bidding notrumps. Suppose West continues with 3♠ and East bids 4♥. If West then tries 5♣ East might jump to 6♦. With spades 3-3 there are twelve tricks in diamonds and spades. If North tries to find South with an entry against 3NT to lead a heart through, declarer takes all the tricks.

**Board 31. N/S Vul. Dealer South.**

♠ A J 10 9 ♥ K 9 8 ♦ 6 ♣ Q 9 8 3 2	♠ 8 ♥ 6 ♦ K Q J 10 7 5 4 ♣ K J 10 6 ♠ K Q 6 5 3 2 ♥ A Q J 2 ♦ 3 ♣ A 4
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♠ 7 4 ♥ 10 7 5 4 3 ♦ A 9 8 2 ♣ 7 5	
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What should North open after two passes? There will be those who try 5♦ despite the vulnerability when East is sure to do something - bidding 5♠ or doubling. Both will work as long as West does not raise to 6♠ or pass the double. If North opens 4♦ East has similar options but West is unlikely to push the partnership overboard.

**Board 32. E/W Vul. Dealer West.**

♠ 8 4 2 ♥ 3 2 ♦ 6 5 ♣ Q J 10 9 7 6	♠ K 10 7 ♥ K Q 8 7 ♦ 7 3 ♣ A 4 3 2 ♠ Q J 9 6 ♥ A 6 5 4 ♦ Q J ♣ K 8 5
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♠ A 5 3 ♥ J 10 9 ♦ A K 10 9 8 4 2 ♣ —	
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After INT East might bid (say 2♣ for the majors). A popular way to meet that is to treat a double of 2♣ as Stayman with other bids being transfers. After INT-(2♣\*)-2NT\*-3♣\*-3NT East would be doing well to find the club lead that holds declarer to eleven tricks (declarer ducks, wins the second club and runs the diamonds squeezing East). Those who want to finish on a high can bid 6♦!