

British Summer Virtual Sim Pairs



Thursday
23rd July 2020

Welcome to the 2020 British Summer Virtual Simultaneous Pairs.

Thank you for playing.

I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Julian Pottage.

If you are playing this SIM at a virtual club other than your normal one encourage the committee at your main club to consider running a SIM or two.

You can find the full details and results at www.ebu.co.uk/sims/. You can earn Blue points in these Sim Pairs (in England) and they are awarded to the top third of the field. Provisional master points are shown but the event is not finalised until all results are in and score corrections have been made. This usually takes about three weeks.

Ian Payn, Chairman EBU

<p>♠ Q10984 ♥ A5 ♦ QJ4 ♣ 875</p> <p>♠ AJ2 ♠ K ♥ Q76 ♥ 10943 ♦ K9 ♦ 87632 ♣ A10943 ♣ J62</p> <p>♠ 7653 ♥ KJ82 ♦ A105 ♣ KQ</p> <table border="1" data-bbox="70 1070 188 1254"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>9</td><td></td></tr> <tr><td>14</td><td>4</td></tr> <tr><td>13</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="229 1070 470 1254"> <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>3</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </tbody> </table>	HCP		9		14	4	13		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	3	-	S	-	-	-	3	-	E	2	-	1	-	-	W	2	-	1	-	-	<p>Board 1 : Dealer North : Love all</p> <table border="1" data-bbox="494 622 970 772"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td>Pass</td><td>Pass</td><td>1NT¹</td></tr> <tr><td>Pass²</td><td>2♥³</td><td>Pass</td><td>2♠</td></tr> </tbody> </table> <p>All Pass</p> <p>1) 12-14 2) With 14 HCP and a reasonable lead, an aggressive West might double. 3) Transfer to spades.</p> <p>With the ♠J onside but the ♦K offside, a spade contract should yield 9 tricks. West has no reason to play the ♠A on the first round of trumps and it would be very risky to lead or switch to the ♦K.</p> <p>1NT (doubled) can fail by a trick on the obvious club lead – but East needs to switch to a diamond when in with the ♠K rather than continue clubs – after a club return declarer has time to make three spade tricks, two hearts, a diamond and a club for seven in all.</p>	West	North	East	South		Pass	Pass	1NT ¹	Pass ²	2♥ ³	Pass	2♠				
HCP																																																													
9																																																													
14	4																																																												
13																																																													
Makeable contracts																																																													
	♣	♦	♥	♠	NT																																																								
N	-	-	-	3	-																																																								
S	-	-	-	3	-																																																								
E	2	-	1	-	-																																																								
W	2	-	1	-	-																																																								
West	North	East	South																																																										
	Pass	Pass	1NT ¹																																																										
Pass ²	2♥ ³	Pass	2♠																																																										
<p>♠ A2 ♥ Q864 ♦ AJ7 ♣ AKQ7</p> <p>♠ K6543 ♠ Q97 ♥ J10 ♥ A7 ♦ K10 ♦ 86532 ♣ J1085 ♣ 642</p> <p>♠ J108 ♥ K9532 ♦ Q94 ♣ 93</p> <table border="1" data-bbox="70 1742 188 1926"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>20</td><td></td></tr> <tr><td>8</td><td>6</td></tr> <tr><td>6</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="229 1742 470 1926"> <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>3</td><td>5</td><td>2</td><td>5</td></tr> <tr><td>S</td><td>3</td><td>3</td><td>5</td><td>2</td><td>2</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		20		8	6	6		Makeable contracts							♣	♦	♥	♠	NT	N	4	3	5	2	5	S	3	3	5	2	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="1" data-bbox="494 1294 970 1444"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td></td><td>Pass</td><td>Pass</td></tr> <tr><td>Pass</td><td>2NT¹</td><td>Pass</td><td>3♦²</td></tr> <tr><td>Pass</td><td>4♥³</td><td>All Pass</td><td></td></tr> </tbody> </table> <p>1) 20-22 2) Transfer to hearts. 3) Super acceptance, showing 4- card support and a control in every suit (a hand without a control in every suit would make a cue bid). Even with a minimum I think it was worth showing the 4-card support because often the extra trump is the key to a slam.</p> <p>East's natural lead is from the long weak diamond suit. This picks up West's holding in the suit, though declarer could eventually do that without assistance. Having rather more entries to the North hand, it will be natural to start trumps low to the king. If for some reason the first trump lead came from the South hand, declarer could take a losing finesse on the second round playing East for A-J-x or A-10-x.</p>	West	North	East	South			Pass	Pass	Pass	2NT ¹	Pass	3♦ ²	Pass	4♥ ³	All Pass	
HCP																																																													
20																																																													
8	6																																																												
6																																																													
Makeable contracts																																																													
	♣	♦	♥	♠	NT																																																								
N	4	3	5	2	5																																																								
S	3	3	5	2	2																																																								
E	-	-	-	-	-																																																								
W	-	-	-	-	-																																																								
West	North	East	South																																																										
		Pass	Pass																																																										
Pass	2NT ¹	Pass	3♦ ²																																																										
Pass	4♥ ³	All Pass																																																											

<p>♠ 1094 ♥ - ♦ 9753 ♣ KJ5432</p> <p>♠ 7652 ♠ KJ8 ♥ KQJ ♥ 97432 ♦ 842 ♦ A10 ♣ A107 ♣ Q86</p> <p>♠ AQ3 ♥ A10865 ♦ KQJ6 ♣ 9</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: left;">South</td> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: right;">1♥</td> </tr> </table> <p>All Pass¹</p> <p>1) An imaginative North might respond 1NT or even 1♠. Either action would work well because South would then bid diamonds.</p> <p>The defenders cannot defeat 1♥ even on the most effective lead of a spade because declarer can score a diamond trick before East can discard a diamond on the long spade. In real life West will often lead the ♥K.</p> <p>A diamond contract plays massively better. The most challenging lead is probably the ♥K. To make 11 tricks on that lead declarer needs to win at once and lead a club, guessing correctly if West ducks.</p> <p>As many will score 80 or perhaps 110 in hearts, just 130 in diamonds will be enough for a good score – and 150 will be huge.</p>	West	North	East	South				1♥
West	North	East	South						
			1♥						

HCP	Makeable contracts																														
4 10 10 16	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>3</td> <td>5</td> <td>1</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>3</td> <td>5</td> <td>1</td> <td>1</td> <td>1</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> </table>		♣	♦	♥	♠	NT	N	3	5	1	1	2	S	3	5	1	1	1	E	-	-	-	-	-	W	-	-	-	-	-
	♣	♦	♥	♠	NT																										
N	3	5	1	1	2																										
S	3	5	1	1	1																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										

<p>♠ AJ3 ♥ AK4 ♦ Q1054 ♣ J73</p> <p>♠ Q10865 ♠ K92 ♥ J987 ♥ Q6532 ♦ 92 ♦ KJ3 ♣ K6 ♣ 82</p> <p>♠ 74 ♥ 10 ♦ A876 ♣ AQ10954</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: left;">South</td> </tr> <tr> <td>Pass</td> <td style="text-align: center;">1♦</td> <td style="text-align: center;">Pass¹</td> <td style="text-align: right;">2♣²</td> </tr> <tr> <td>Pass</td> <td style="text-align: center;">3NT³</td> <td style="text-align: center;">All Pass⁴</td> <td></td> </tr> </table> <p>1) Being vulnerable and holding a very poor heart suit, East refrains from overcalling. 2) South might raise diamonds, though the playing strength is a bit good for a limit raise and the high-card strength a little light for a 3♥ splinter. 3) If a 2NT rebid would be forcing, a jump to 3NT shows a hand with little interest in other contracts. 4) South trusts North and knows that matchpoint scoring rarely rewards play in a minor-suit game.</p> <p>With the spade tenace protected, 3NT makes easily from the North seat. Indeed East may need to be a little bit careful on the run of the clubs to avoid conceding an overtrick in the endgame. Throwing all your hearts to keep two cards in each pointed suit is good enough if you then unblock in spades. It is simpler to keep a heart, a spade and two diamonds. Declarer needs to guess the diamonds well to make 5♣ or 5♦.</p>	West	North	East	South	Pass	1♦	Pass ¹	2♣ ²	Pass	3NT ³	All Pass ⁴	
West	North	East	South										
Pass	1♦	Pass ¹	2♣ ²										
Pass	3NT ³	All Pass ⁴											

HCP	Makeable contracts																														
15 6 9 10	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>5</td> <td>5</td> <td>-</td> <td>-</td> <td>3</td> </tr> <tr> <td>S</td> <td>5</td> <td>5</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> </table>		♣	♦	♥	♠	NT	N	5	5	-	-	3	S	5	5	-	-	2	E	-	-	2	1	-	W	-	-	2	1	-
	♣	♦	♥	♠	NT																										
N	5	5	-	-	3																										
S	5	5	-	-	2																										
E	-	-	2	1	-																										
W	-	-	2	1	-																										

<p>♠ QJ98 ♥ KQJ32 ♦ J4 ♣ K4</p> <p>♠ A1064 ♠ 72 ♥ 109654 ♥ 87 ♦ 10 ♦ 98763 ♣ 1063 ♣ AQ87</p> <p>♠ K53 ♥ A ♦ AKQ52 ♣ J952</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: left;">South</td> </tr> <tr> <td></td> <td style="text-align: center;">1♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: right;">2♦</td> </tr> <tr> <td>Pass</td> <td style="text-align: center;">2♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: right;">3♣¹</td> </tr> <tr> <td>Pass</td> <td style="text-align: center;">3NT</td> <td style="text-align: center;">All Pass</td> <td></td> </tr> </table> <p>1) Terence Reese said that you should not bid bad suits with good hands, so why the exception here? While South could simply close with 3NT, North might have as many as five clubs and yet rebid 2♥. Most actions from North over 3♣ will allow South to bid 3NT on the next round anyway.</p> <p>If West leads a club at trick one or switches to the suit when in with the ♠A, the defenders should take two clubs and a spade to keep declarer to one overtrick. Although superficially declarer has only ten tricks without finessing West for the ♠10 (or getting a free finesse at trick one), East will be in trouble finding discards.</p> <p>The bad breaks mean that, despite their 30 HCP, North-South cannot make game if they choose to have a trump suit.</p>	West	North	East	South		1♥	Pass	2♦	Pass	2♥	Pass	3♣ ¹	Pass	3NT	All Pass	
West	North	East	South														
	1♥	Pass	2♦														
Pass	2♥	Pass	3♣ ¹														
Pass	3NT	All Pass															

HCP	Makeable contracts																														
13 4 6 17	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>2</td> <td>3</td> <td>3</td> <td>3</td> <td>4</td> </tr> <tr> <td>S</td> <td>2</td> <td>3</td> <td>3</td> <td>3</td> <td>4</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> </table>		♣	♦	♥	♠	NT	N	2	3	3	3	4	S	2	3	3	3	4	E	-	-	-	-	-	W	-	-	-	-	-
	♣	♦	♥	♠	NT																										
N	2	3	3	3	4																										
S	2	3	3	3	4																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										

<p>♠ A964 ♥ A8 ♦ A2 ♣ KJ1084</p> <p>♠ 52 ♠ KQ873 ♥ 1073 ♥ 964 ♦ Q109863 ♦ J7 ♣ 92 ♣ Q63</p> <p>♠ J10 ♥ KQJ52 ♦ K54 ♣ A75</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>16</td><td></td><td>N</td><td>7</td><td>2</td><td>7</td><td>4</td><td>7</td></tr> <tr><td>2</td><td>8</td><td>S</td><td>7</td><td>2</td><td>7</td><td>4</td><td>7</td></tr> <tr><td></td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>14</td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	16		N	7	2	7	4	7	2	8	S	7	2	7	4	7			E	-	-	-	-	-	14		W	-	-	-	-	-	<p>Board 6 : Dealer East : EW vulnerable</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></td> <td>Pass</td> <td>1♥¹</td> </tr> <tr> <td>Pass</td> <td>2♣²</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>2♠</td> <td>Pass</td> <td>3♣³</td> </tr> <tr> <td>Pass</td> <td>3♦⁴</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td colspan="4">All Pass⁵</td> </tr> </table> <p>1) With the strong 5-card major, this seems more descriptive than a weak 1NT. 2) North has a strong enough hand for a responder's reverse to show both black suits and so bids the longer suit first. 3) Although South has a diamond stopper, showing that can come later. First priority is to indicate some club support. 4) North might bid 3NT but knows it could play better from the South seat (facing Q-x-x of diamonds for example).</p> <p>If you guess to play East for the ♣Q, you can make all 13 tricks, though since you can cater for ♣Q-9-x-x with West but not with East, many will misguess.</p>	West	North	East	South			Pass	1♥ ¹	Pass	2♣ ²	Pass	2♥	Pass	2♠	Pass	3♣ ³	Pass	3♦ ⁴	Pass	3NT	All Pass ⁵			
HCP		Makeable contracts																																																																						
		♣	♦	♥	♠	NT																																																																		
16		N	7	2	7	4	7																																																																	
2	8	S	7	2	7	4	7																																																																	
		E	-	-	-	-	-																																																																	
14		W	-	-	-	-	-																																																																	
West	North	East	South																																																																					
		Pass	1♥ ¹																																																																					
Pass	2♣ ²	Pass	2♥																																																																					
Pass	2♠	Pass	3♣ ³																																																																					
Pass	3♦ ⁴	Pass	3NT																																																																					
All Pass ⁵																																																																								

<p>♠ AKQ10 ♥ AKQ754 ♦ Q ♣ J4</p> <p>♠ 98642 ♠ 73 ♥ 8 ♥ 962 ♦ KJ73 ♦ 85 ♣ Q63 ♣ AK9875</p> <p>♠ J5 ♥ J103 ♦ A109642 ♣ 102</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>21</td><td></td><td>N</td><td>-</td><td>2</td><td>5</td><td>1</td><td>1</td></tr> <tr><td>6</td><td>7</td><td>S</td><td>-</td><td>2</td><td>5</td><td>1</td><td>1</td></tr> <tr><td></td><td></td><td>E</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>6</td><td></td><td>W</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	21		N	-	2	5	1	1	6	7	S	-	2	5	1	1			E	2	-	-	-	-	6		W	2	-	-	-	-	<p>Board 7 : Dealer South : All vulnerable</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></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>2♣¹</td> <td>Double²</td> <td>Pass³</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>Pass</td> <td>3♥⁴</td> </tr> <tr> <td>Pass</td> <td>3♠⁵</td> <td>Pass</td> <td>4♦⁵</td> </tr> <tr> <td>Pass</td> <td>4♥⁶</td> <td>All Pass</td> <td></td> </tr> </table> <p>1) Strong artificial – even though fractionally light in terms of high cards, many people will treat the North hand as a game force. 2) As the 2♣ opener will often end up as declarer, doubling for the lead has limited value, although the temptation is high. 3) Pass shows a hand that would have bid 2♦ without the double. 4) South agrees hearts. The hand is too good (with an ace) for a fast arrival 4♥. 5) Control-showing cue bids. 6) Since South has bypassed 4♣, thereby denying a club control, North signs off.</p> <p>This should be one of the flattest boards of the session: East cashes two clubs.</p>	West	North	East	South				Pass	Pass	2♣ ¹	Double ²	Pass ³	Pass	2♥	Pass	3♥ ⁴	Pass	3♠ ⁵	Pass	4♦ ⁵	Pass	4♥ ⁶	All Pass	
HCP		Makeable contracts																																																																						
		♣	♦	♥	♠	NT																																																																		
21		N	-	2	5	1	1																																																																	
6	7	S	-	2	5	1	1																																																																	
		E	2	-	-	-	-																																																																	
6		W	2	-	-	-	-																																																																	
West	North	East	South																																																																					
			Pass																																																																					
Pass	2♣ ¹	Double ²	Pass ³																																																																					
Pass	2♥	Pass	3♥ ⁴																																																																					
Pass	3♠ ⁵	Pass	4♦ ⁵																																																																					
Pass	4♥ ⁶	All Pass																																																																						

<p>♠ J8 ♥ J8 ♦ AJ43 ♣ KJ964</p> <p>♠ A6 ♠ 10743 ♥ K1052 ♥ A94 ♦ Q986 ♦ K52 ♣ AQ8 ♣ 1052</p> <p>♠ KQ952 ♥ Q763 ♦ 107 ♣ 73</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>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>15</td><td>7</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td></td><td></td><td>E</td><td>1</td><td>1</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>7</td><td></td><td>W</td><td>1</td><td>1</td><td>1</td><td>-</td><td>2</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	11		N	-	-	-	1	-	15	7	S	-	-	-	1	-			E	1	1	-	-	1	7		W	1	1	1	-	2	<p>Board 8 : Dealer West : 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>1♥</td> <td>Pass</td> <td>1♠¹</td> <td>Pass</td> </tr> <tr> <td>1NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </table> <p>1) East does have four spades and bids the suit in case West is 4-4 in the majors.</p> <p>Plenty of different sequences of play are possible in 1NT. If you guess everything right, you can make 8 tricks even on the ♠J lead. You win the second spade, lead up to the ♦K and then duck a heart completely to North, who can exit safely with the ♥J. You win in dummy, finesse the ♥10, cash the ♥K and lead the ♦Q (playing South for a doubleton ♦10 or ♦J). After the diamonds have gone, you can then endplay North by exiting with the ♣Q or the ♣8.</p> <p>In real life, I doubt you will find the above, though you will often get a club lead at trick one and not need an endplay. If you then play on diamonds and hold up the ♠A, you are on course to make a spade, three hearts and two diamonds and two clubs.</p>	West	North	East	South	1♥	Pass	1♠ ¹	Pass	1NT	All Pass		
HCP		Makeable contracts																																																										
		♣	♦	♥	♠	NT																																																						
11		N	-	-	-	1	-																																																					
15	7	S	-	-	-	1	-																																																					
		E	1	1	-	-	1																																																					
7		W	1	1	1	-	2																																																					
West	North	East	South																																																									
1♥	Pass	1♠ ¹	Pass																																																									
1NT	All Pass																																																											

<p>♠9643 ♥K953 ♦95 ♣J87</p> <p>♠KQ ♠AJ85 ♥A1086 ♥J4 ♦A108 ♦QJ42 ♣KQ54 ♣A96</p> <p>♠1072 ♥Q72 ♦K763 ♣1032</p> <table border="1" data-bbox="67 573 188 761"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>4</td><td></td></tr> <tr><td>18</td><td>13</td></tr> <tr><td>5</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="226 573 472 761"> <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>-</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>6</td><td>5</td><td>6</td><td>6</td></tr> <tr><td>W</td><td>6</td><td>6</td><td>5</td><td>6</td><td>6</td></tr> </tbody> </table>	HCP		4		18	13	5		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	6	6	5	6	6	W	6	6	5	6	6	<p>Board 9 : Dealer North : EW vulnerable</p> <table border="1" data-bbox="494 129 973 280"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td>Pass</td><td>1NT¹</td><td>Pass</td></tr> <tr><td>2♣²</td><td>Pass</td><td>2♠</td><td>Pass</td></tr> <tr><td>3NT³</td><td>All Pass</td><td></td><td></td></tr> </tbody> </table> <p>1) 12-14 2) Stayman, asking for 4-card majors. 3) 18 HCP is not quite enough to look for a slam facing 12-14 because the maximum the partnership can hold is 32 HCP. If the partnership methods make it possible to look for a 4-4 club fit, West would do that – with my regular partner West would start with 2♠ rather than 2♣, which is a range ask and is a bid used on game-invitational hands and slam-invitational hands.</p> <p>6NT is a marginal slam – you are going to make it if you are in it with the ♦K onside and clubs 3-3. There would also be some squeeze chances if neither minor was 3-3. In fact you might make 6NT even with the ♦K offside if South has ♥K-9-x or ♥Q-9-x because then you would be able to make three tricks in the heart suit.</p>	West	North	East	South		Pass	1NT ¹	Pass	2♣ ²	Pass	2♠	Pass	3NT ³	All Pass						
HCP																																																																	
4																																																																	
18	13																																																																
5																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	-	-	-	-	-																																																												
S	-	-	-	-	-																																																												
E	6	6	5	6	6																																																												
W	6	6	5	6	6																																																												
West	North	East	South																																																														
	Pass	1NT ¹	Pass																																																														
2♣ ²	Pass	2♠	Pass																																																														
3NT ³	All Pass																																																																
<p>♠K54 ♥K4 ♦QJ75 ♣J652</p> <p>♠10873 ♠A2 ♥A97 ♥QJ65 ♦10963 ♦AK ♣K7 ♣Q10843</p> <p>♠QJ96 ♥10832 ♦842 ♣A9</p> <table border="1" data-bbox="67 1245 188 1433"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>10</td><td></td></tr> <tr><td>7</td><td>16</td></tr> <tr><td>7</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="226 1245 472 1433"> <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>3</td><td>1</td><td>3</td><td>1</td><td>2</td></tr> <tr><td>W</td><td>3</td><td>1</td><td>3</td><td>-</td><td>2</td></tr> </tbody> </table>	HCP		10		7	16	7		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	1	3	1	2	W	3	1	3	-	2	<p>Board 10 : Dealer East : All vulnerable</p> <table border="1" data-bbox="494 801 973 918"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td></td><td>1♣</td><td>Pass</td></tr> <tr><td>1♠</td><td>Pass</td><td>1NT¹</td><td>All Pass</td></tr> </tbody> </table> <p>1) 15-17 in the modern style. With most of East's values in the doubletons, this is massively more descriptive than a 2♥ reverse.</p> <p>With spades having been bid, South is likely to lead a heart against 1NT (that is if East opened 1♣ rather than 1♥ – some players would open 1♥ on the East hand). North needs to win and switch to one of the pointed suits. This stops the second overtrick. Declarer makes a spade, three hearts, two diamonds and two clubs while the defenders make a heart, two clubs and two tricks in one of the pointed suits. If the defenders are too passive, declarer can make a long club as well for nine tricks.</p> <p>A heart contract plays a trick better. In broad terms, if the defenders keep playing trumps then declarer can set up a long club – and if they do not do so then West can get to ruff a club.</p>	West	North	East	South			1♣	Pass	1♠	Pass	1NT ¹	All Pass								
HCP																																																																	
10																																																																	
7	16																																																																
7																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	-	-	-	-	-																																																												
S	-	-	-	-	-																																																												
E	3	1	3	1	2																																																												
W	3	1	3	-	2																																																												
West	North	East	South																																																														
		1♣	Pass																																																														
1♠	Pass	1NT ¹	All Pass																																																														
<p>♠6 ♥K1097 ♦K98762 ♣A6</p> <p>♠10543 ♠AK82 ♥853 ♥AJ ♦A53 ♦QJ ♣Q94 ♣K10752</p> <p>♠QJ97 ♥Q642 ♦104 ♣J83</p> <table border="1" data-bbox="67 1917 188 2107"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>10</td><td></td></tr> <tr><td>6</td><td>18</td></tr> <tr><td>6</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="226 1917 472 2107"> <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>2</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>-</td><td>-</td><td>2</td><td>2</td></tr> <tr><td>W</td><td>3</td><td>-</td><td>-</td><td>2</td><td>2</td></tr> </tbody> </table>	HCP		10		6	18	6		Makeable contracts							♣	♦	♥	♠	NT	N	-	2	1	-	-	S	-	2	1	-	-	E	3	-	-	2	2	W	3	-	-	2	2	<p>Board 11 : Dealer South : Love all</p> <table border="1" data-bbox="494 1473 973 1668"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td></td><td></td><td>Pass</td></tr> <tr><td>Pass</td><td>1♦¹</td><td>Double²</td><td>1♥</td></tr> <tr><td>1♠</td><td>2♥</td><td>2♠3</td><td>Pass</td></tr> <tr><td>Pass</td><td>3♥⁴</td><td>All Pass⁵</td><td></td></tr> </tbody> </table> <p>1) North has only 10 HCP but the shape is good. If the diamonds were a bit better, 3♦ would be a reasonable alternative facing a passed partner.</p> <p>At a quick glance declarer has only four sure losers in a heart contract – one in each suit. In practice, a forcing game, repeated club leads (a spade lead at trick one followed by a club switch is also good enough), kill the long diamond suit and could give the defenders six tricks.</p> <p>In a spade contract declarer has two tricks in trumps and at least one in each side suit to lose. If declarer correctly guesses who has the ♣J – maybe not so hard if North has bid both red suits, it is possible to make nine tricks in a club contract.</p>	West	North	East	South				Pass	Pass	1♦ ¹	Double ²	1♥	1♠	2♥	2♠3	Pass	Pass	3♥ ⁴	All Pass ⁵	
HCP																																																																	
10																																																																	
6	18																																																																
6																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	-	2	1	-	-																																																												
S	-	2	1	-	-																																																												
E	3	-	-	2	2																																																												
W	3	-	-	2	2																																																												
West	North	East	South																																																														
			Pass																																																														
Pass	1♦ ¹	Double ²	1♥																																																														
1♠	2♥	2♠3	Pass																																																														
Pass	3♥ ⁴	All Pass ⁵																																																															

<p>♠ AK5 ♥ AJ1043 ♦ A7 ♣ 1092</p> <p>♠ Q3 ♥ Q975 ♦ J ♣ KQJ653</p> <p>♠ 109862 ♥ 8 ♦ 108532 ♣ 74</p> <p>♠ J74 ♥ K62 ♦ KQ964 ♣ A8</p> <table border="1" data-bbox="65 573 188 761"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>16</td><td></td></tr> <tr><td>11</td><td>0</td></tr> <tr><td>13</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="228 573 470 761"> <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>2</td><td>5</td><td>7</td><td>4</td><td>7</td></tr> <tr><td>S</td><td>2</td><td>5</td><td>7</td><td>4</td><td>7</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		16		11	0	13		Makeable contracts							♣	♦	♥	♠	NT	N	2	5	7	4	7	S	2	5	7	4	7	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 12 : Dealer West : NS vulnerable</p> <table border="1" data-bbox="491 129 973 241"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td>1♣</td><td>1♥</td><td>Pass</td><td>2♣¹</td></tr> <tr><td>Pass</td><td>4♥²</td><td>All Pass</td><td></td></tr> </tbody> </table> <p>1) South bids the opposing suit to show a sound raise in hearts 'unassuming cue bid'.</p> <p>2) North has a good hand for a 1-level overcall and is happy to play in game even if South is minimum.</p> <p>After West has opened the bidding and hence (with only 11 HCP missing) become heavy favourite to hold the ♥Q, 6♥ is a decent contract. Five hearts, two spades, three diamonds and a club give you eleven tricks. A twelfth could come in a variety of ways, although you might go down if you try to ruff a club in dummy because then you cannot pick up the trumps.</p> <p>As the cards lie, you can make all thirteen tricks by finessing twice against the ♥Q, dropping the ♠Q and finessing the ♦9 on the second round. I suspect few tables will witness all of that!</p>	West	North	East	South	1♣	1♥	Pass	2♣ ¹	Pass	4♥ ²	All Pass									
HCP																																																																	
16																																																																	
11	0																																																																
13																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	2	5	7	4	7																																																												
S	2	5	7	4	7																																																												
E	-	-	-	-	-																																																												
W	-	-	-	-	-																																																												
West	North	East	South																																																														
1♣	1♥	Pass	2♣ ¹																																																														
Pass	4♥ ²	All Pass																																																															
<p>♠ AJ87 ♥ 843 ♦ 1062 ♣ AJ10</p> <p>♠ KQ10932 ♥ 5 ♦ A984 ♣ Q2</p> <p>♠ 54 ♥ AJ972 ♦ Q73 ♣ 843</p> <p>♠ 6 ♥ KQ106 ♦ KJ5 ♣ K9765</p> <table border="1" data-bbox="65 1245 188 1433"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>10</td><td></td></tr> <tr><td>11</td><td>7</td></tr> <tr><td>12</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="228 1245 470 1433"> <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>1</td><td>2</td><td>1</td><td>4</td></tr> <tr><td>S</td><td>4</td><td>1</td><td>2</td><td>1</td><td>4</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		11	7	12		Makeable contracts							♣	♦	♥	♠	NT	N	4	1	2	1	4	S	4	1	2	1	4	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 13 : Dealer North : All vulnerable</p> <table border="1" data-bbox="491 801 973 913"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td>Pass</td><td>Pass</td><td>1♣</td></tr> <tr><td>1♠</td><td>2NT¹</td><td>All Pass</td><td></td></tr> </tbody> </table> <p>1) With the couple of tens and well positioned spade holding, North is worth upgrading the hand to 2NT – being a passed hand helps too.</p> <p>When East leads a spade against a no-trump contract, North does best (if planning to get the clubs right) to win at once. It is then possible to keep playing hearts to dummy and finesse in clubs to make a spade, three hearts, five clubs and eventually a diamond.</p> <p>If you misguess the clubs, you could go down even in 1NT because then the defenders have time to get the spades going, making four spades, two aces and the ♣Q.</p> <p>2♠ can fail by two tricks if the defenders get things right, although if they start with three rounds of clubs then declarer might find an endplay to escape for one down. They do better to switch to hearts or, from the South seat, to trumps.</p>	West	North	East	South		Pass	Pass	1♣	1♠	2NT ¹	All Pass									
HCP																																																																	
10																																																																	
11	7																																																																
12																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	4	1	2	1	4																																																												
S	4	1	2	1	4																																																												
E	-	-	-	-	-																																																												
W	-	-	-	-	-																																																												
West	North	East	South																																																														
	Pass	Pass	1♣																																																														
1♠	2NT ¹	All Pass																																																															
<p>♠ AQ1043 ♥ QJ5 ♦ AJ9 ♣ J8</p> <p>♠ K85 ♥ 107 ♦ Q8743 ♣ K92</p> <p>♠ 76 ♥ 96432 ♦ 106 ♣ 10764</p> <p>♠ J92 ♥ AK8 ♦ K52 ♣ AQ53</p> <table border="1" data-bbox="65 1917 188 2105"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>15</td><td></td></tr> <tr><td>8</td><td>0</td></tr> <tr><td>17</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="228 1917 470 2105"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>6</td><td>5</td><td>5</td><td>6</td><td>6</td></tr> <tr><td>S</td><td>6</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		15		8	0	17		Makeable contracts							♣	♦	♥	♠	NT	N	6	5	5	6	6	S	6	5	5	6	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 14 : Dealer East : Love all</p> <table border="1" data-bbox="491 1473 973 1662"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td></td><td>Pass</td><td>1♣</td></tr> <tr><td>Pass</td><td>1♠</td><td>Pass</td><td>1NT¹</td></tr> <tr><td>Pass</td><td>4NT²</td><td>Pass</td><td>6NT³</td></tr> <tr><td>All Pass</td><td></td><td></td><td></td></tr> </tbody> </table> <p>1) 15-17 (you do not still play this as 15-16 I hope – that old range means you have to jump to 3NT to show 19, which uses up a lot of room).</p> <p>2) Adding on a point for the decent 5-card suit, North has enough to invite 6NT.</p> <p>3) Being maximum, South happily accepts the invitation.</p> <p>With the ♠K onside (and the suit not 5-0), making 6NT is easy. The next finesse you take should be in clubs rather than in diamonds because even if West has the ♣K you have 12 sure tricks whereas if you take a losing diamond finesse you will need East to hold the ♣K. Another slight advantage to playing on clubs after spades is that if East holds the ♣K but fails to cover the ♣J you can make all 13 tricks even if the ♦Q is offside. The way the cards lie, almost all lines lead to 12 tricks.</p>	West	North	East	South			Pass	1♣	Pass	1♠	Pass	1NT ¹	Pass	4NT ²	Pass	6NT ³	All Pass			
HCP																																																																	
15																																																																	
8	0																																																																
17																																																																	
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	6	5	5	6	6																																																												
S	6	5	5	6	6																																																												
E	-	-	-	-	-																																																												
W	-	-	-	-	-																																																												
West	North	East	South																																																														
		Pass	1♣																																																														
Pass	1♠	Pass	1NT ¹																																																														
Pass	4NT ²	Pass	6NT ³																																																														
All Pass																																																																	

<p>♠ AKJ10842 ♥ 3 ♦ J94 ♣ J7</p> <p>♠ 9763 ♠ Q ♥ K109642 ♥ Q5 ♦ - ♦ AK10752 ♣ K92 ♣ AQ86</p> <p>♠ 5 ♥ AJ87 ♦ Q863 ♣ 10543</p>	<p>Board 15 : Dealer South : NS vulnerable</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></td> <td></td> <td>Pass</td> </tr> <tr> <td>2♥¹</td> <td>2♠</td> <td>4♥²</td> <td>All Pass</td> </tr> </table> <p>1) Weak – as the spades are poor, these probably do not deter West from opening 2♥. 2) A doubleton support is fine for a 6-card suit. With North-South vulnerable, East is quite happy to hear someone bid 4♠.</p> <p>If North has bid spades only once and not as a jump, declarer could quite easily go down in 4♥, ruffing the second round of spades low and suffering an overruff. The way home is to ruff high, which South does best not to overruff. You then play a heart to the nine, cross to dummy with a club, cash the diamonds discarding two spades and ruff a diamond. You use dummy's remaining club entry to take a further ruff and must score one trick from your three remaining tricks in the endgame. Of course, if hearts were 3-2, North could score a club ruff and the line described would not work so well.</p> <p>4♠ doubled should go down at least 500, 800 if East gets to score the singleton ♠Q.</p>	West	North	East	South				Pass	2♥ ¹	2♠	4♥ ²	All Pass
West	North	East	South										
			Pass										
2♥ ¹	2♠	4♥ ²	All Pass										

HCP	Makeable contracts				
10	♣	♦	♥	♠	NT
6 17	N	-	-	2	2
7	S	-	-	2	2
	E	2	1	4	-
	W	2	1	4	-

<p>♠ 962 ♥ AQJ9 ♦ K954 ♣ 102</p> <p>♠ J3 ♠ Q105 ♥ K62 ♥ 3 ♦ A63 ♦ J872 ♣ AQJ53 ♣ K9764</p> <p>♠ AK874 ♥ 108754 ♦ Q10 ♣ 8</p>	<p>Board 16 : Dealer West : EW vulnerable</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>1♣</td> <td>Pass</td> <td>2♣¹</td> <td>2♠²</td> </tr> <tr> <td>3♣</td> <td>Double³</td> <td>Pass</td> <td>4♥⁴</td> </tr> </table> <p>All Pass</p> <p>1) If you play inverted raises, you jump to 3♣, an arrangement that works well on this sort of deal. 2) Even if 3♣ would be a Michaels cue bid, South's spades are so much better than the hearts. 3) Whether you play this double as generally competitive or as specifically a game try in spades, the North hand fits the bill. 4) South shows the second suit and does so with a jump because of the 5-5 shape.</p> <p>Perhaps the North-South bidding given is a little optimistic because game needs the heart finesse (likely to be right given West's opening bid) and the hands to fit in the minors – a king facing a singleton would be no good. 4♠ is better than 4♥ because you might need spades 3-2 to make 4♠ whereas you could overcome spades 4-1 in 4♥.</p>	West	North	East	South	1♣	Pass	2♣ ¹	2♠ ²	3♣	Double ³	Pass	4♥ ⁴
West	North	East	South										
1♣	Pass	2♣ ¹	2♠ ²										
3♣	Double ³	Pass	4♥ ⁴										

HCP	Makeable contracts				
10	♣	♦	♥	♠	NT
15 6	N	-	1	4	4
9	S	-	1	4	4
	E	3	-	-	-
	W	3	-	-	-

<p>♠ A53 ♥ 865 ♦ 10985 ♣ 854</p> <p>♠ QJ1072 ♠ 964 ♥ 93 ♥ A742 ♦ 764 ♦ AKQJ ♣ 932 ♣ J7</p> <p>♠ K8 ♥ KQJ10 ♦ 32 ♣ AKQ106</p>	<p>Board 17 : 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>Pass</td> <td>1♥</td> <td>Double¹</td> </tr> <tr> <td>Pass</td> <td>2♦²</td> <td>Pass</td> <td>2NT</td> </tr> </table> <p>All Pass</p> <p>1) With 18 HCP, a couple of tens and a juicy 5-card suit, South is too strong for a 1NT overcall and starts instead with a double. 2) North has only one suit to show. While it is true that South will often have four spades, a 1♠ bid is more likely to catch an unwanted raise.</p> <p>After knocking out the ♥A, declarer would have plenty of tricks in a no-trump contract – but of course East has five fast tricks to cash. Since two more tricks are available playing in clubs, that is optimal thing to do for North-South. A spade contract East-West yields eight tricks because, if the defenders prevent a club ruff, declarer will make three spades, a heart and four diamonds.</p>	West	North	East	South		Pass	1♥	Double ¹	Pass	2♦ ²	Pass	2NT
West	North	East	South										
	Pass	1♥	Double ¹										
Pass	2♦ ²	Pass	2NT										

HCP	Makeable contracts				
4	♣	♦	♥	♠	NT
3 15	N	4	1	2	-
18	S	4	1	2	-
	E	-	-	2	-
	W	-	-	2	-

<p>♠ QJ ♥ KQ7542 ♦ K962 ♣ 6</p> <p>♠ 975 ♠ A63 ♥ - ♥ J10863 ♦ A54 ♦ 83 ♣ AKQ10753 ♣ J42</p> <p>♠ K10842 ♥ A9 ♦ QJ107 ♣ 98</p>	<p>Board 18 : Dealer East : NS vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <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> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1♣¹</td> <td>1♥</td> <td>Pass²</td> <td>1♠</td> </tr> <tr> <td>3♣³</td> <td>Pass</td> <td>3NT⁴</td> <td>All Pass</td> </tr> </tbody> </table> <p>1) In third seat you might play a Gambling 3NT (solid minor) as showing something outside – but if you have a bit outside how does partner know where those values are? 2) East is too weak for a free bid of 1NT. 3) With 8 tricks, West is well worth the jump. 4) Having a stopper in both opposing suits and having previously promised nothing, it is not unreasonable to pot 3NT.</p> <p>With the opponents having bid the majors, East may be a little surprised (and worried) if South fishes out the ♦Q as the opening lead against 3NT. When dummy appears all is well: seven solid clubs and the two pointed suit aces to cash. Although there is no game bonus, a club contract yields a trick more via a diamond ruff.</p>	West	North	East	South			Pass	Pass	1♣ ¹	1♥	Pass ²	1♠	3♣ ³	Pass	3NT ⁴	All Pass
West	North	East	South														
		Pass	Pass														
1♣ ¹	1♥	Pass ²	1♠														
3♣ ³	Pass	3NT ⁴	All Pass														

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">11</td><td></td></tr> <tr><td style="text-align: center;">13</td><td style="text-align: center;">6</td></tr> <tr><td style="text-align: center;">10</td><td></td></tr> </table>	HCP		11		13	6	10		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>2</td><td>2</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>2</td><td>1</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>-</td><td>-</td><td>-</td><td>3</td></tr> <tr><td>W</td><td>4</td><td>-</td><td>-</td><td>-</td><td>3</td></tr> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	-	2	2	1	-	S	-	2	2	1	-	E	4	-	-	-	3	W	4	-	-	-	3
HCP																																													
11																																													
13	6																																												
10																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	2	2	1	-																																								
S	-	2	2	1	-																																								
E	4	-	-	-	3																																								
W	4	-	-	-	3																																								

<p>♠ AK102 ♥ KJ1072 ♦ 732 ♣ K</p> <p>♠ 75 ♠ J643 ♥ Q6 ♥ 9853 ♦ K105 ♦ 96 ♣ 876542 ♣ QJ3</p> <p>♠ Q98 ♥ A4 ♦ AQJ84 ♣ A109</p>	<p>Board 19 : Dealer South : EW vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <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> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♦</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>2NT¹</td> </tr> <tr> <td>Pass</td> <td>3♠²</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>Pass</td> <td>6NT³</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>1) 18-19 – South upgrades the hand with the useful five-card diamond suit and good club intermediates. 2) North checks to see whether South can support one of the majors. 3) With two tens and a good five-card suit, North values the hand as worth at least one point more than its raw 14. While normally you would also adjust downwards for the bare king, here South is very likely to hold the ♣A.</p> <p>6NT is a good slam – there are twelve certain tricks if the diamonds play for no loser. If they produce only four tricks, there are finesse, drop and squeeze possibilities in the majors. Even in the worst case scenario of a 4-1 diamond split and the king in the West hand (so only two tricks in the diamond suit), the heart suit might run.</p>	West	North	East	South				1♦	Pass	1♥	Pass	2NT ¹	Pass	3♠ ²	Pass	3NT	Pass	6NT ³	All Pass	
West	North	East	South																		
			1♦																		
Pass	1♥	Pass	2NT ¹																		
Pass	3♠ ²	Pass	3NT																		
Pass	6NT ³	All Pass																			

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">14</td><td></td></tr> <tr><td style="text-align: center;">5</td><td style="text-align: center;">4</td></tr> <tr><td style="text-align: center;">17</td><td></td></tr> </table>	HCP		14		5	4	17		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>2</td><td>6</td><td>6</td><td>6</td><td>6</td></tr> <tr><td>S</td><td>2</td><td>6</td><td>6</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> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	2	6	6	6	6	S	2	6	6	6	6	E	-	-	-	-	-	W	-	-	-	-	-
HCP																																													
14																																													
5	4																																												
17																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	2	6	6	6	6																																								
S	2	6	6	6	6																																								
E	-	-	-	-	-																																								
W	-	-	-	-	-																																								

<p>♠ 5 ♥ 1064 ♦ AJ9765 ♣ 943</p> <p>♠ A86 ♠ KQ974 ♥ KQJ5 ♥ 97 ♦ K4 ♦ Q32 ♣ QJ102 ♣ A75</p> <p>♠ J1032 ♥ A832 ♦ 108 ♣ K86</p>	<p>Board 20 : Dealer West : All vulnerable</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <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> </thead> <tbody> <tr> <td>1♥</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>1NT¹</td> <td>Pass</td> <td>2♣²</td> <td>Pass</td> </tr> <tr> <td>2♠</td> <td>Pass</td> <td>4♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>1) 15-17 2) Checkback, asking for further information (if you do not play this, you could bid 3♠ to offer a choice of games).</p> <p>Unfortunately the example auction does not lead to the most successful contract. West's two chunky rounded suits and the 4-1 spade split combine to mean that you can make 3NT but not 4♠. On another day you might lose three or four diamond tricks and the ♥A and ♣K and go down in 3NT when 4♠ has just a trick in each side suit to lose.</p> <p>As the cards lie, there is in fact no certainty that 4♠ will fail. On any defence apart from a diamond lead (won by North even if dummy plays low) and club switch, declarer might manage to avoid a club loser.</p>	West	North	East	South	1♥	Pass	1♠	Pass	1NT ¹	Pass	2♣ ²	Pass	2♠	Pass	4♠	All Pass
West	North	East	South														
1♥	Pass	1♠	Pass														
1NT ¹	Pass	2♣ ²	Pass														
2♠	Pass	4♠	All Pass														

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">5</td><td></td></tr> <tr><td style="text-align: center;">16</td><td style="text-align: center;">11</td></tr> <tr><td style="text-align: center;">8</td><td></td></tr> </table>	HCP		5		16	11	8		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>-</td><td>3</td><td>3</td><td>4</td></tr> <tr><td>W</td><td>3</td><td>-</td><td>3</td><td>3</td><td>4</td></tr> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	-	1	-	-	-	S	-	1	-	-	-	E	3	-	3	3	4	W	3	-	3	3	4
HCP																																													
5																																													
16	11																																												
8																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	1	-	-	-																																								
S	-	1	-	-	-																																								
E	3	-	3	3	4																																								
W	3	-	3	3	4																																								

<p>♠ AK92 ♥ 10432 ♦ A10732 ♣ -</p> <p>♠ 1087643 ♠ Q5 ♥ AJ ♥ 9876 ♦ 4 ♦ Q9 ♣ KQ74 ♣ J9852</p> <p>♠ J ♥ KQ5 ♦ KJ865 ♣ A1063</p>	<p>Board 21 : Dealer North : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td>1♦</td> <td>Pass</td> <td>3♠¹</td> </tr> <tr> <td>Pass</td> <td>4♣²</td> <td>Pass</td> <td>4♦</td> </tr> <tr> <td>Pass</td> <td>5♦³</td> <td>All Pass</td> <td></td> </tr> </table> <p>1) Splinter: strong diamond raise with a singleton or void in spades. 2) With the devalued ♠K, North might sign off in 5♦. Then again the shape is good and two spade ruffs will be available. This is a control-showing cue bid. 3) Sensing that South, who had the chance to cue bid 4♥, lacks the ♥A and having already shown some slam interest on the previous round, North signs off.</p> <p>6♦ is not too bad a slam – we have all been in worse! To make twelve tricks essentially you need East to hold the ♥A or the ♥J to be doubleton – though you also need to avoid a ruff if the hearts are 5-1 and a losing guess of which trump honour to play first if trumps are 3-0.</p> <p>With the club position protected South can make 10 tricks in 3NT, the next best spot.</p>	West	North	East	South		1♦	Pass	3♠ ¹	Pass	4♣ ²	Pass	4♦	Pass	5♦ ³	All Pass	
West	North	East	South														
	1♦	Pass	3♠ ¹														
Pass	4♣ ²	Pass	4♦														
Pass	5♦ ³	All Pass															

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
11	N 1	6	4	1	3
10 5	S 1	6	4	1	4
14	E -	-	-	-	-
	W -	-	-	-	-

<p>♠ Q9 ♥ K53 ♦ Q ♣ KQ109863</p> <p>♠ 753 ♠ J64 ♥ Q109 ♥ AJ874 ♦ A762 ♦ K1094 ♣ A42 ♣ 5</p> <p>♠ AK1082 ♥ 62 ♦ J853 ♣ J7</p>	<p>Board 22 : Dealer East : EW vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>3♣¹</td> <td>All Pass²</td> <td></td> </tr> </table> <p>1) In fourth seat with only 12 HCP and a doubleton spade, a 1♣ opening would be very risky. For me, either you pass or you open 3♣. The bid cannot be a weak pre-empt because in fourth seat you would pass the deal out with a weak hand. 2) Although East-West have an idea of North's hand type, the vulnerability is against them and neither has the right shape to act, West being far too flat and East lacking a fourth spade.</p> <p>Any lead other than a heart should be good enough to stop the overtrick in 3♣. Declarer can make six club tricks and three spades – the defenders will have two chances to stop a heart ruff in the South hand.</p> <p>East-West should do well if they can buy the contract with 3♥ easy to make and 3♦ also on if you avoid having to ruff a club with the ♦9 or ♦10 (so do not cash the ♦A early).</p>	West	North	East	South			Pass	Pass	Pass	3♣ ¹	All Pass ²	
West	North	East	South										
		Pass	Pass										
Pass	3♣ ¹	All Pass ²											

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
12	N 3	-	-	-	-
10 9	S 3	-	-	-	-
9	E -	3	3	1	2
	W -	3	3	1	2

<p>♠ AK10864 ♥ KQ ♦ K87 ♣ A3</p> <p>♠ J97 ♠ 52 ♥ J102 ♥ A9765 ♦ Q6432 ♦ J9 ♣ 74 ♣ K986</p> <p>♠ Q3 ♥ 843 ♦ A105 ♣ QJ1052</p>	<p>Board 23 : Dealer South : All vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;">West</td> <td style="width: 25%;">North</td> <td style="width: 25%;">East</td> <td style="width: 25%;">South</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♠¹</td> <td>Pass</td> <td>2♣²</td> </tr> <tr> <td>Pass</td> <td>3♠³</td> <td>Pass</td> <td>4♠⁴</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>1) Opening at the one level seems normal. If you open 2NT, you will never get to show that you have six spades. 2) The decent 5-card suit makes the hand too good for a 1NT response. 3) After the 2-level response, the jump rebid is forcing. 4) Knowing of six spades opposite and lacking a heart stopper anyway, South bids the spade game.</p> <p>Normally the defenders will take a heart and a club against 4♠. If East leads a club at trick one, you can make 12 tricks via a double guard squeeze – you knock out the ♥A and on the run of the spades you discard dummy's ♦10, enabling a finesse if East discards a diamond.</p>	West	North	East	South				Pass	Pass	1♠ ¹	Pass	2♣ ²	Pass	3♠ ³	Pass	4♠ ⁴	All Pass			
West	North	East	South																		
			Pass																		
Pass	1♠ ¹	Pass	2♣ ²																		
Pass	3♠ ³	Pass	4♠ ⁴																		
All Pass																					

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
19	N 5	3	2	5	4
4 8	S 5	3	2	5	4
9	E -	-	-	-	-
	W -	-	-	-	-

<p>♠ 104 ♥ 9 ♦ AJ10874 ♣ A963</p> <p>♠ AK632 ♠ QJ97 ♥ A87 ♥ J10654 ♦ 3 ♦ K5 ♣ J872 ♣ K4</p> <p>♠ 85 ♥ KQ32 ♦ Q962 ♣ Q105</p>	<p>Board 24 : Dealer West : Love all</p> <table border="1" 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>1♠</td> <td>2♦</td> <td>3♦¹</td> <td>Pass</td> </tr> <tr> <td>3♥²</td> <td>Pass</td> <td>4♠³</td> <td>All Pass</td> </tr> </table> <p>1) The cue bid here shows at least the values for a limit raise without the overcall. An immediate jump raise should be a bit weaker than this. If you play fit-showing jumps, 3♥ showing four spades and five hearts, you do not want to be doing that on a jack-high suit.</p> <p>2) With only 12 HCP, West might try to sign off in 3♥. The singleton diamond just about makes the hand worth a game try.</p> <p>3) East has only 10 HCP but likes the minor-suit kings sitting behind North.</p> <p>Unless North finds the spectacular lead of a low club at trick one, 4♠ ought to make. On a heart lead, declarer finds out that South has both honours, making it likely that North has the missing aces. Indeed North cannot risk underleading the ♣A after the hearts are set up because that would give an easy overtrick if declarer does not have a guess (holding the ♣Q or neither the ♣Q nor the ♣J) or guesses correctly.</p>	West	North	East	South	1♠	2♦	3♦ ¹	Pass	3♥ ²	Pass	4♠ ³	All Pass																														
West	North	East	South																																								
1♠	2♦	3♦ ¹	Pass																																								
3♥ ²	Pass	4♠ ³	All Pass																																								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">HCP</th> </tr> <tr> <td style="text-align: center;">9</td> <td style="text-align: center;">10</td> </tr> <tr> <td style="text-align: center;">12</td> <td style="text-align: center;">9</td> </tr> </table>	HCP		9	10	12	9	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> <tr> <td>N</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>4</td> <td>4</td> <td>1</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>4</td> <td>4</td> <td>1</td> </tr> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	-	2	-	-	-	S	-	2	-	-	-	E	1	-	4	4	1	W	1	-	4	4	1
HCP																																											
9	10																																										
12	9																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	2	-	-	-																																						
S	-	2	-	-	-																																						
E	1	-	4	4	1																																						
W	1	-	4	4	1																																						

<p>♠ J52 ♥ Q952 ♦ AKJ ♣ Q97</p> <p>♠ 63 ♠ AK94 ♥ J864 ♥ AK ♦ Q53 ♦ 942 ♣ AJ65 ♣ 10832</p> <p>♠ Q1087 ♥ 1073 ♦ 10876 ♣ K4</p>	<p>Board 25 : Dealer North : EW vulnerable</p> <table border="1" 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>1NT¹</td> <td>All Pass</td> <td></td> </tr> </table> <p>1) 12-14</p> <p>With a four-card suit headed the ace-king, it is normal to cash the ace (or the king if you play the ace as a card requesting an unblock). One look at dummy tells East to switch to a club, West finessing if dummy plays low. The defenders easily make three clubs and the two ace-king combinations to defeat 1NT. Although East can hold up the second high spade honour until the third round, eventually the defenders will have to make a helpful lead and declarer can make the rest.</p> <p>Since North-South are not vulnerable, East-West could fare better if they can get into the auction and make a low-level contract themselves. 1NT should make, though if for some reason declarer thinks North is the one with three clubs and tackles the suit by leading the ten, South can cover, enabling North to score both the ♣Q and the ♣9.</p>	West	North	East	South		1NT ¹	All Pass																																			
West	North	East	South																																								
	1NT ¹	All Pass																																									
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">HCP</th> </tr> <tr> <td style="text-align: center;">13</td> <td style="text-align: center;">14</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">5</td> </tr> </table>	HCP		13	14	8	5	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> <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>2</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> </tr> <tr> <td>W</td> <td>3</td> <td>1</td> <td>2</td> <td>-</td> <td>1</td> </tr> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	-	1	-	1	W	3	1	2	-	1
HCP																																											
13	14																																										
8	5																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	-	-	-	-																																						
S	-	-	-	-	-																																						
E	2	-	1	-	1																																						
W	3	1	2	-	1																																						

<p>♠ 76 ♥ AKQ75 ♦ 64 ♣ 6432</p> <p>♠ KJ93 ♠ 108 ♥ 1032 ♥ 864 ♦ Q2 ♦ AJ10853 ♣ AKJ5 ♣ Q10</p> <p>♠ AQ542 ♥ J9 ♦ K97 ♣ 987</p>	<p>Board 26 : Dealer East : All vulnerable</p> <table border="1" 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></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1NT¹</td> <td>All Pass²</td> <td></td> <td></td> </tr> </table> <p>1) 12-14</p> <p>2) The vulnerability keeps North-South out of the bidding – all vulnerable is the worst time to compete on a part-score deal because if you go down you do so at 100 points a trick, meaning that just one down is more expensive than conceding 90. Even if East has a way to escape into diamonds, the hand is too good and too flat to deploy it.</p> <p>North will probably start by cashing five rounds of hearts against 1NT. If declarer keeps two spades in dummy and bares the ♦Q in hand, North will then have to switch to a diamond to beat it. This may not be so easy if South has signalled for spades.</p> <p>If East-West play in diamonds, the defenders will need to make their heart winners early or one of East's hearts could go on the third round of clubs.</p>	West	North	East	South			Pass	Pass	1NT ¹	All Pass ²																																
West	North	East	South																																								
		Pass	Pass																																								
1NT ¹	All Pass ²																																										
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">HCP</th> </tr> <tr> <td style="text-align: center;">9</td> <td style="text-align: center;">7</td> </tr> <tr> <td style="text-align: center;">14</td> <td style="text-align: center;">10</td> </tr> </table>	HCP		9	7	14	10	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table>	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	-	-	S	-	-	1	-	-	E	1	2	-	-	-	W	1	2	-	-	-
HCP																																											
9	7																																										
14	10																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	-	1	-	-																																						
S	-	-	1	-	-																																						
E	1	2	-	-	-																																						
W	1	2	-	-	-																																						

<p>♠AQJ93 ♥62 ♦KJ2 ♣842</p> <p>♠K64 ♥- ♦A86543 ♣Q1053</p> <p>♠1085 ♥AKQJ103 ♦107 ♣A7</p> <p>♠72 ♥98754 ♦Q9 ♣KJ96</p>	<p>Board 27 : Dealer South : Love all</p> <table border="0" style="width: 100%;"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td>Pass¹</td> <td>1♠</td> <td>2♥</td> <td>All Pass²</td> </tr> </table> <p>1) West has too few HCP for a 1-level opening and the values are too scattered for 3♦.</p> <p>2) West follows the maxim of staying low on a misfit. If you are not going to pass, 2NT is the next best choice.</p> <p>2♥ makes easily. Indeed the defenders may need to play diamonds early to stop declarer from discarding a diamond on the ♣Q for 9 tricks. Mind you, if North wins the first spade and switches to a club at trick two, declarer needs to hop up with the ♣A and draw trumps to take advantage. Perhaps the clue is that with the ♣K North would continue spades rather than lead from the ♣K.</p> <p>3NT is makeable unless North finds the diabolical lead of a diamond. A normal spade lead gives declarer nine tricks to run. A club lead allows declarer to go up with dummy's ♣A, run the hearts and make the ♣Q at the end.</p>	West	North	East	South	Pass ¹	1♠	2♥	All Pass ²
West	North	East	South						
Pass ¹	1♠	2♥	All Pass ²						

HCP	Makeable contracts																														
11 9 14 6	<table border="1" style="width: 100%; text-align: center;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	-	-	1	-	S	-	-	-	1	-	E	-	2	2	-	2	W	-	2	2	-	2
	♣	♦	♥	♠	NT																										
N	-	-	-	1	-																										
S	-	-	-	1	-																										
E	-	2	2	-	2																										
W	-	2	2	-	2																										

<p>♠Q943 ♥A109 ♦32 ♣AK98</p> <p>♠J ♥654 ♦J94 ♣Q107654</p> <p>♠K86 ♥K873 ♦AQ1076 ♣3</p> <p>♠A10752 ♥QJ2 ♦K85 ♣J2</p>	<p>Board 28 : Dealer West : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td>Pass</td> <td>1NT¹</td> <td>Pass²</td> <td>2♥³</td> </tr> <tr> <td>Pass</td> <td>3♦⁴</td> <td>Double⁵</td> <td>4♠</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </table> <p>1) 12-14</p> <p>2) If East has a natural 2-overcall available, that would be a good choice. Playing Multi-Landy there is no suitable bid to make.</p> <p>3) Transfer to spades.</p> <p>4) North super accepts, bidding the losing doubleton.</p> <p>5) East doubles for a diamond lead</p> <p>With the ♦A onside but the ♥K offside, declarer has two losers in the red suits in a spade contract. The trump suit offers a guess whether you are trying to avoid two losers (which in real life is what you are thinking about unless you have overbid to 5♠) or whether you are trying to avoid a loser at all. As you are likely to place East with greater length in diamonds than West, you will normally start with ace; this avoids any loser if East has the singleton king and avoids two losers if West has K-J-x</p>	West	North	East	South	Pass	1NT ¹	Pass ²	2♥ ³	Pass	3♦ ⁴	Double ⁵	4♠	All Pass			
West	North	East	South														
Pass	1NT ¹	Pass ²	2♥ ³														
Pass	3♦ ⁴	Double ⁵	4♠														
All Pass																	

HCP	Makeable contracts																														
13 4 12 11	<table border="1" style="width: 100%; text-align: center;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>2</td> <td>-</td> <td>1</td> <td>5</td> <td>4</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>1</td> <td>5</td> <td>4</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table>		♣	♦	♥	♠	NT	N	2	-	1	5	4	S	2	-	1	5	4	E	-	1	-	-	-	W	-	1	-	-	-
	♣	♦	♥	♠	NT																										
N	2	-	1	5	4																										
S	2	-	1	5	4																										
E	-	1	-	-	-																										
W	-	1	-	-	-																										

<p>♠76 ♥983 ♦AJ852 ♣1087</p> <p>♠10854 ♥A ♦Q9743 ♣A63</p> <p>♠AKJ932 ♥K106 ♦6 ♣KJ5</p> <p>♠Q ♥QJ7542 ♦K10 ♣Q942</p>	<p>Board 29 : Dealer North : All vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>1♠</td> <td>2♥</td> </tr> <tr> <td>4♥¹</td> <td>Pass</td> <td>4NT²</td> <td>Pass</td> </tr> <tr> <td>5♥³</td> <td>Pass</td> <td>6♠⁴</td> <td>All Pass</td> </tr> </table> <p>1) West stretches slightly to show the singleton heart and spade raise. It would be nice to have better trumps and not have the ace as a singleton.</p> <p>2) While the ♥K looks wasted, East has a full opening bid outside and a six-card spade suit; the latter could well be worth an extra trick or two.</p> <p>3) Replying to Roman Key Card Blackwood West shows two key cards (here aces) and denies the ♠Q.</p> <p>4) Knowing of the 10-card or better spade fit, the missing ♠Q does not worry East.</p> <p>The play for 12 tricks in a spade contract is straightforward. You can draw two rounds of trumps, cash the rounded suit tops, discarding one of dummy's clubs in the process, and then ruff one heart and one club in dummy. If North had all the missing trumps, you would have to do the ruffing before drawing trumps.</p>	West	North	East	South		Pass	1♠	2♥	4♥ ¹	Pass	4NT ²	Pass	5♥ ³	Pass	6♠ ⁴	All Pass
West	North	East	South														
	Pass	1♠	2♥														
4♥ ¹	Pass	4NT ²	Pass														
5♥ ³	Pass	6♠ ⁴	All Pass														

HCP	Makeable contracts																														
5 10 15 10	<table border="1" style="width: 100%; text-align: center;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>2</td> <td>2</td> <td>-</td> <td>6</td> <td>4</td> </tr> <tr> <td>W</td> <td>2</td> <td>2</td> <td>-</td> <td>6</td> <td>4</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	-	1	-	-	S	-	-	1	-	-	E	2	2	-	6	4	W	2	2	-	6	4
	♣	♦	♥	♠	NT																										
N	-	-	1	-	-																										
S	-	-	1	-	-																										
E	2	2	-	6	4																										
W	2	2	-	6	4																										

<p>♠ 109 ♥ AKQ3 ♦ J10643 ♣ 93</p> <p>♠ AK8642 ♠ Q53 ♥ 8 ♥ 1072 ♦ A9 ♦ K5 ♣ KJ76 ♣ AQ1085</p> <p>♠ J7 ♥ J9654 ♦ Q872 ♣ 42</p>	<p>Board 30 : Dealer East : Love all</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">1NT¹</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">2♥²</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">2♠</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">4♥³</td> <td style="text-align: center;">Double</td> <td style="text-align: center;">Pass⁴</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">4♠</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">4NT⁵</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">5♣⁵</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">6♠</td> <td style="text-align: center;">All Pass</td> </tr> </table> <p>1) 12-14 – East upgrades with the two tens and attractive 5-card suit. 2) Transfer to spades. 3) West might introduce the clubs instead. Playing auto-splinters this jump shows a shortage in hearts (you would bid 3♥, forcing, to show hearts naturally). 4) With a fitting trump honour, a possible ruffing value, a source of tricks in the club suit and nothing wasted in hearts, East now has a huge hand in context. 5) Playing the original replies to Roman Key Card Blackwood, West shows 0 or 3 key cards (the ♠K counts as a key card). Obviously it is 3 not 0 from the previous bidding.</p> <p>The defenders need to cash a heart trick one to stop the overtrick in 6♠.</p>	West	North	East	South			1NT ¹	Pass	2♥ ²	Pass	2♠	Pass	4♥ ³	Double	Pass ⁴	Pass	4♠	Pass	4NT ⁵	Pass	5♣ ⁵	Pass	6♠	All Pass
West	North	East	South																						
		1NT ¹	Pass																						
2♥ ²	Pass	2♠	Pass																						
4♥ ³	Double	Pass ⁴	Pass																						
4♠	Pass	4NT ⁵	Pass																						
5♣ ⁵	Pass	6♠	All Pass																						

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
10	-	-	1	-	-
15 11	-	-	1	-	-
4	6	-	-	6	2
	W	6	-	-	6

<p>♠ K63 ♥ 98653 ♦ 96 ♣ AQ3</p> <p>♠ 984 ♠ QJ102 ♥ AKJ72 ♥ - ♦ K10852 ♦ QJ7 ♣ - ♣ KJ10864</p> <p>♠ A75 ♥ Q104 ♦ A43 ♣ 9752</p>	<p>Board 31 : Dealer South : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">1♥</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1♠¹</td> <td style="text-align: center;">Pass</td> </tr> <tr> <td style="text-align: right;">2♦</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">2NT</td> <td style="text-align: center;">All Pass</td> </tr> </table> <p>1) Planning to continue with 2NT if West rebids in either red suit, East shows the major rather than the minor.</p> <p>If the play starts with the ♣7 to the ♣A, North needs to read the lead as second highest rather than fourth highest and switch. Returning the ♣Q would set up East's suit and allow an overtrick in 2NT. An overtrick may also result if the defenders find themselves forced in the endgame to lead into West's heart tenace or East's club tenace.</p> <p>Even on what seems to be the most helpful lead of a heart (unlikely anyway), the defenders should manage to stop the overtrick if West plays in 3♦. Declarer does not have enough trumps to ruff two hearts in dummy and deal with club forces – and South could discard a spade to set up a ruff anyway.</p>	West	North	East	South				Pass	1♥	Pass	1♠ ¹	Pass	2♦	Pass	2NT	All Pass
West	North	East	South														
			Pass														
1♥	Pass	1♠ ¹	Pass														
2♦	Pass	2NT	All Pass														

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
9	-	-	-	-	-
11 10	-	-	-	-	-
10	1	3	1	2	2
	W	1	3	1	2

<p>♠ KJ10 ♥ K9643 ♦ KJ75 ♣ A</p> <p>♠ A9843 ♠ Q752 ♥ AJ7 ♥ 102 ♦ Q843 ♦ 96 ♣ 8 ♣ Q10942</p> <p>♠ 6 ♥ Q85 ♦ A102 ♣ KJ7653</p>	<p>Board 32 : Dealer West : EW vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="text-align: right;">West</td> <td style="text-align: center;">North</td> <td style="text-align: center;">East</td> <td style="text-align: center;">South</td> </tr> <tr> <td style="text-align: right;">1♠</td> <td style="text-align: center;">1NT¹</td> <td style="text-align: center;">2♠</td> <td style="text-align: center;">3NT²</td> </tr> <tr> <td colspan="4" style="text-align: center;">All Pass</td> </tr> </table> <p>1) With a poor heart stopper and what looks like a double spade stopper, North decides to overcall in no-trumps rather than hearts. 2) Facing a 1NT opener South might use the Lebensohl convention to deny a spade stopper – but North has promised a stopper on this auction so there is no need.</p> <p>Although North and South have taken reasonable looking decisions, they end up in the wrong contract. With the ♠Q in the East hand, 3NT fails by two tricks. A heart contract plays much better, with 10 tricks available. You can ruff a spade in dummy and, by taking a winning view in diamonds, lose just two trumps and the ♠A. You are likely to find out about the club break before you need to tackle the diamonds and so have good reason to play West for the ♦Q.</p>	West	North	East	South	1♠	1NT ¹	2♠	3NT ²	All Pass			
West	North	East	South										
1♠	1NT ¹	2♠	3NT ²										
All Pass													

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
15	3	3	4	-	1
11 4	3	3	4	-	1
10	-	-	-	1	-
	W	-	-	-	1