

EBED



Sim Pairs

Commentary by John Williams

Thursday
5th September 2019

Welcome to the **English Bridge Education & Development (EBED)** Simultaneous Pairs.

The proceeds raised by this event will be used by EBED, **the national charity for the promotion and development of bridge**, in support of its objectives to promote the national learning program “**Bridge for All**” and especially to improve and develop the infrastructure for bridge teaching in England by expanding our support for EBTA – the **English Bridge Teachers Association**

EBED supplies “Bridge for All” teaching materials, organises Minibridge/Duplicate Bridge teacher training and club director training courses, administers the Junior Award Scheme and supports county organisations and individual volunteers at the local level to run youth events.

You can read more EBED’s activities in the current issue of English Bridge and at www.ebedcio.org.uk. If you wish to know more about EBED or to arrange a donation/legacy in favour of the charity, please contact us via richard@ebedcio.org.uk

Do please encourage your friends to come to play in these events which are open to all and raise vital funds for our work.

We thank you so much for your support!

Donna Wright

Chief Executive

English Bridge Education & Development, Registered Charity No: 1153543

<p>♠AKJ75 ♥J1096 ♦42 ♣A10</p> <p>♠10 ♠982 ♥AK8752 ♥4 ♦AJ87 ♦KQ9653 ♣43 ♣K75</p> <p>♠Q643 ♥Q3 ♦10 ♣QJ9862</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td>8</td></tr><tr><td>12</td><td>7</td></tr></table> <table><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>3</td><td>-</td><td>-</td><td>3</td><td>-</td></tr><tr><td>S</td><td>3</td><td>-</td><td>-</td><td>3</td><td>-</td></tr><tr><td>E</td><td>-</td><td>5</td><td>3</td><td>-</td><td>1</td></tr><tr><td>W</td><td>-</td><td>5</td><td>3</td><td>-</td><td>1</td></tr></table>		HCP		13	8	12	7	Makeable contracts							♣	♦	♥	♠	NT	N	3	-	-	3	-	S	3	-	-	3	-	E	-	5	3	-	1	W	-	5	3	-	1	<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♠</td><td>Pass</td><td>2♠</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>What a dramatic start to the set! It all comes down to whether East is man or mouse. A pass over 1♠ cannot be criticised, 2♦ is short of the necessary playing strength but a weak jump overcall of 3♦ can't be criticised either, if that's what you fancy. It could be a disaster or – as here - a triumph... It wouldn't be much of a stretch for West to leap all the way to game and with king of clubs well placed, eleven tricks are trivial. As for NS, they just need to be careful to avoid giving the opposition any second chances. However, a sacrifice over 5♦ (but not 4♥!) would save some points. That apart, second prize for EW is 3♥ making for +140. Again, there's no skill required in the play, with just two trumps, a spade and a club to lose.</p> <p>+140 to EW will figure strongly on the traveller but +400 will be a rare triumph, as will +300. Well done to those brave souls who achieve either.</p>	West	North	East	South		1♠	Pass	2♠	3♥	All Pass						
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<div><div><div>♠ 1063</div><div>♥ A10763</div><div>♦ J</div><div>♣ AJ86</div></div><div><div>♠ J854</div><div>♥ KJ2</div><div>♦ AQ84</div><div>♣ 104</div></div><div><div>♠ AKQ72</div><div>♥ 9</div><div>♦ K92</div><div>♣ Q532</div></div><div><div>♠ 9</div><div>♥ Q854</div><div>♦ 107653</div><div>♣ K97</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>14</td></tr><tr><td>11</td><td>5</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>3</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>4</td><td>3</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>4</td><td>3</td><td></td></tr></table></div>	HCP		10	14	11	5	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	2	-	-		S	1	-	3	-	-		E	-	2	-	4	3		W	-	2	-	4	3		<div>Board 5 : Dealer North : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2♥</td><td>2♠</td><td>4♥</td></tr><tr><td>4♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>A classic case of a Lucas 2-bid in action. 2♥ shows 6-10 HCPs, 5 hearts and 4+ in a minor. Note that virtually all the points are in the two suits and there is an outside singleton. Some pairs insist on 5-5 distribution when vulnerable (as here) but that’s purely a matter of style. The 4♥ raise is obviously pre-emptive. EW seem sure to contest with 4♠, despite West’s unpromising heart holding. As might be expected, either game contract could succeed or fail. In 4♥, declarer has firstly to play for split honours in trumps by running the queen or finessing the 10. Then he has to avoid a club loser by cashing the ace and following with the jack to pin the 10 (still a trick short against careful defence but one or even two down is fine unless doubled). In 4♠, declarer has merely to play a heart to the jack rather than the king (much simpler and with the odds). Exciting, though. NS have given themselves an outside chance of a huge result by bidding 4♥ and need only to avoid a 500 loss.</p>	West	North	East	South		2♥	2♠	4♥	4♠	All Pass						
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<p>♠Q5 ♥109863 ♦K742 ♣A6</p> <p>♠KJ84 ♠9763 ♥74 ♥AQ5 ♦J8 ♦105 ♣Q10732 ♣KJ95</p> <p>♠A102 ♥KJ2 ♦AQ963 ♣84</p>		<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1NT</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2♥</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>The auction would appear to be standard and the result equally so – an amazingly lucky eleven tricks in either red suit, thanks to trumps 2-2 and ace and queen of hearts being both onside. It’s a frustrating hand for the defenders because however they play, declarer can avoid either a club or spade loser.</p> <p>Those who don’t take full advantage of the layout will be disappointed with their +170.</p> <p>Those who stretch to game will be very few - and very happy!</p>		West	North	East	South			Pass	1NT	Pass	2♦	Pass	2♥	All Pass																																			
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<p>♠976532 ♥A4 ♦Q82 ♣92</p> <p>♠AK108 ♠J4 ♥98 ♥K32 ♦J93 ♦107654 ♣J643 ♣K105</p> <p>♠Q ♥QJ10765 ♦AK ♣AQ87</p>	<p>Board 12 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>3♥</td></tr><tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr></table> <p>This is difficult. South would like to game-force when his spade queen is improved by partner's initial response but he's probably a tad short for that: the game force rebid would be 3♣ presumably but the suit isn't great and there aren't quite enough quick tricks overall to justify the action. 3♥ is equally a shade of an underbid but, especially at pairs, it usually pays to be circumspect.</p> <p>North now needs to take up the slack but he can justify a jump to game because ace and another trump is a strong holding, there is a likely ruffing value in clubs and queen of diamonds might prove helpful (and how!). Altogether more pairs will reach game than fail to do so and will be rewarded with an overtrick, thanks to the winning club finesse. If you do miss game, though, don't fret.... You've been thoughtful and on another day, might have scored very well.</p>	West	North	East	South	Pass	Pass	Pass	1♥	Pass	1♠	Pass	3♥	Pass	4♥	All Pass																																																	
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<p>♠104 ♥97 ♦AJ64 ♣AKQJ8</p> <p>♠KQ9 ♠AJ8632 ♥AK1043 ♥Q2 ♦1053 ♦K92 ♣107 ♣43</p> <p>♠75 ♥J865 ♦Q87 ♣9652</p>	<p>Board 14 : Dealer East : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♥</td><td>1♠</td></tr><tr><td>3♥</td><td>3♠</td><td>Pass</td><td>4♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>Most would agree that East is worth an opening bid, despite his poor suit, and 3♥ by partner represents a perfect pre-emptive raise (2♠ would show a value raise to the three level). North is caught betwixt and between: with a stronger hand he could cue-bid 4♥, agreeing spades; as it is, he needs to choose between 3♠ and 4♠. There are two possible reasons for going to game: (1) you have at least a 10-card fit, which suggests a 10-trick contract (called "bidding to the level of the fit"); (2) another rule of thumb which might apply here is – if you think you're likely to bid again after your 3♠ and their 4♥, go the whole way straight away. South might overcall 2♣ in the first place but might equally be deterred by the problem of then having to bid spades twice to show five. NS's methods may allow South to employ a 2♥ Ghestem overcall (any strength), in which case North has the same guess to make. Bidding game here is likely to be a more universal action than on the previous board. If both sides get both boards right, well done all round!</p>	West	North	East	South			1♥	1♠	3♥	3♠	Pass	4♠	All Pass																																																			
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<div><div>♠ 108</div><div>♥ 742</div><div>♦ 76432</div><div>♣ Q102</div><div>♠ 96</div><div>♥ AJ105</div><div>♦ 105</div><div>♣ AK985</div><div>♠ AKQ73</div><div>♥ KQ9</div><div>♦ QJ8</div><div>♣ J4</div><div>♠ J542</div><div>♥ 863</div><div>♦ AK9</div><div>♣ 763</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>2</td><td>18</td></tr><tr><td>12</td><td>8</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>4</td><td>2</td><td>5</td><td>4</td><td>4</td><td></td></tr><tr><td>W</td><td>4</td><td>2</td><td>5</td><td>4</td><td>4</td><td></td></tr></table></div>	HCP		2	18	12	8	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	4	2	5	4	4		W	4	2	5	4	4		<div>Board 15 : Dealer South : NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♣</td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table></div> <div><p>If you don't already play 2♦ in this sequence as a one-round force, consider that it needs to be so, since partner might be forced to reply at the three level. It's what is often called a "waiting bid" and should be treated as such. 2♥ is the best bid now available to West since (a) it denies three spades and (b) it shows where secondary values lie (although East has denied biddable hearts himself). 3NT then shows a good hand (better than bidding it immediately over 2♣). Nothing more remains to be said.</p><p>There is nothing to the play as declarer has to fall back on top tricks when spades refuse to break 3-3. Note that this is not a hand where East should consider jumping to 2♠ initially, just because he has a lot of points. There are too many possible resting places and the subsequent auction will become confused.</p></div>	West	North	East	South				Pass	1♣	Pass	1♠	Pass	2♣	Pass	2♦	Pass	2♥	Pass	3NT	All Pass
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<div><div>♠ J9</div><div>♥ KJ10942</div><div>♦ Q75</div><div>♣ 53</div><div>♠ 1042</div><div>♥ 86</div><div>♦ AJ1094</div><div>♣ 1062</div><div>♠ K653</div><div>♥ AQ75</div><div>♦ 3</div><div>♣ AJ97</div><div>♠ AQ87</div><div>♥ 3</div><div>♦ K862</div><div>♣ KQ84</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>14</td></tr><tr><td>5</td><td>14</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		7	14	5	14	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	-	1		S	-	1	2	-	1		E	1	-	-	1	-		W	-	-	-	-	-		<div>Board 16 : Dealer West : EW vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>2♥</td><td>All Pass</td><td></td></tr></table></div> <div><p>North's 2♥ opening is impeccable. The vulnerability is right, the suit is respectable and his right-hand opponent has passed so East may be under pressure. As it happens, no one has anything worthwhile to add.</p><p>The play is straightforward: East will probably lead his singleton and get a cheap ruff to go with two more trumps and a club. Pity West doesn't hold the ace of clubs! So the diamonds have been cleared up and a winning spade finesse awaits to complete eight tricks.</p><p>The weak two bid is hardly needed since North will have his chance to bid anyway, so 2♥ will be a very common spot. EW will have to take their medicine and avoid overstretching when vulnerable.</p><p>This should be a quiet and uneventful board. Really?</p></div>	West	North	East	South	Pass	2♥	All Pass													
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<div><div>♠ J832</div><div>♥ 10</div><div>♦ 1032</div><div>♣ 109765</div><div>♠ 1096</div><div>♥ J9765</div><div>♦ J</div><div>♣ AKJ3</div><div>♠ KQ</div><div>♥ 832</div><div>♦ KQ854</div><div>♣ Q82</div><div>♠ A754</div><div>♥ AKQ4</div><div>♦ A976</div><div>♣ 4</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>1</td><td>12</td></tr><tr><td>10</td><td>17</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		1	12	10	17	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	-	3	-		S	-	1	-	3	-		E	-	-	1	-	-		W	-	-	1	-	-		<div>Board 17 : Dealer North : Love all</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1NT</td><td>Dble</td></tr><tr><td>Redble</td><td>Pass</td><td>2♣</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>Pass</td><td>Dble</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table></div> <div><p>Goodness knows what's right on this death-trap of a board. North is technically obliged to pass at his second and third turns because South is unlimited and he could have any EW contract defeated in his own hand. Once 1NT has been doubled for penalties it's also normal to play all subsequent doubles for penalties too. South will surely chance that partner can add at least one extra trick. In practice, defeating 2♥ doubled is a perilous affair. North needs to lead a spade or a trump so that South can clear dummy's trumps whilst still holding ace of diamonds when spades are attacked, to set up a second winner in the suit. None of this may happen if North decides to bail out into 2♣. NS do best to play a spade part-score and if anyone manages that they'll score a bundle.... A good hand to sit out!</p></div>	West	North	East	South		Pass	1NT	Dble	Redble	Pass	2♣	Pass	2♥	Pass	Pass	Dble	All Pass			
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<div><div><div>♠ A1064</div><div>♥ QJ98652</div><div>♦ 10</div><div>♣ 9</div></div><div><div>♠ KQJ83</div><div>♥ AK</div><div>♦ K9</div><div>♣ AJ106</div></div><div><div>♠ 75</div><div>♥ 74</div><div>♦ QJ876</div><div>♣ Q873</div></div><div><div>♠ 92</div><div>♥ 103</div><div>♦ A5432</div><div>♣ K542</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>5</td></tr><tr><td>21</td><td>7</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>3</td><td>4</td><td>-</td><td>3</td><td>5</td><td></td></tr><tr><td>W</td><td>3</td><td>4</td><td>-</td><td>3</td><td>5</td><td></td></tr></table></div>	HCP		7	5	21	7	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	1	-	-		S	-	-	2	-	-		E	3	4	-	3	5		W	3	4	-	3	5		<div>Board 18 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>Whoever sits out board 17 may well sit out 18 as well – and breathe a sigh of relief. Otherwise, North will have to decide whether to risk 3♥ over 2NT – a fair enough shot when non-vulnerable against vulnerable but this is the other way round. Some brave souls won't be deterred, however, and will suffer a sure minus score (provided the defenders remember to avoid allowing a spade ruff in dummy). This will feel bad but only if they lose 500. Otherwise, just look what happens when West wins the opening heart lead and places king of spades on the table. North can take the first or second round of spades before clearing the hearts. Declarer then takes his spade queen if necessary before laying down king of diamonds. South can take his ace whenever he likes after declarer overtakes the 9 with the jack but declarer will always end in dummy whenever diamonds are exhausted, to pick up the entire club suit by leading the queen, unblocking the 10 when South ducks, and pinning the 9. Eleven tricks, no less! However, this is all double dummy and MAY not be found at every table! What do you think? (I know the answer to that!)</p>	West	North	East	South			Pass	Pass	2NT	Pass	3NT	All Pass				
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<div><div><div>♠ AJ7432</div><div>♥ A8</div><div>♦ J9764</div><div>♣ -</div></div><div><div>♠ Q5</div><div>♥ 643</div><div>♦ K532</div><div>♣ A954</div></div><div><div>♠ 10986</div><div>♥ KQ9</div><div>♦ AQ</div><div>♣ KQJ6</div></div><div><div>♠ K</div><div>♥ J10752</div><div>♦ 108</div><div>♣ 108732</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>17</td></tr><tr><td>9</td><td>4</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td><td>3</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>3</td><td></td></tr></table></div>	HCP		10	17	9	4	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	1	-		S	-	-	-	1	-		E	3	-	-	-	3		W	3	-	-	-	3		<div>Board 19 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>Pass</td><td>1♠</td><td>1NT</td><td>Pass</td></tr><tr><td>2♠</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>A 1NT overcall typically promises 15-17(18) HCPs and the usual game invitation when partner holds two suits is a range enquiry of 2♠. Here 3♣ then promises 16+ points, a club suit and possibly a higher-ranking second suit. Reaching 3NT is clear-cut. What is less clear-cut is how to approach the play. A spade lead is likely so there are only two further stops to worry about, and South has to switch. The only danger is enjoying your spade winner whilst North still holds ace of hearts. However, the bidding has marked North with that card so an immediate attack on hearts is best by leading the suit from dummy twice. In the absence of an original spade lead there is the small chance of a swindle by crossing to ace of clubs and leading a low spade off dummy. Would North decide to rush in with the ace and switch to hearts? Probably not, but stranger things have happened! All in all, however, this looks like a near-universal +600 to EW.</p>	West	North	East	South				Pass	Pass	1♠	1NT	Pass	2♠	Pass	3NT	All Pass
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<div><div><div>♠ K7543</div><div>♥ 8</div><div>♦ A72</div><div>♣ J754</div></div><div><div>♠ AQJ86</div><div>♥ Q9</div><div>♦ Q64</div><div>♣ A63</div></div><div><div>♠ 92</div><div>♥ K107654</div><div>♦ J109</div><div>♣ K2</div></div><div><div>♠ 10</div><div>♥ AJ32</div><div>♦ K853</div><div>♣ Q1098</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td>7</td></tr><tr><td>15</td><td>10</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>1</td><td>1</td><td></td></tr></table></div>	HCP		8	7	15	10	Makeable contracts								♣	♦	♥	♠	NT		N	2	1	-	-	-		S	2	1	-	-	-		E	-	-	2	1	1		W	-	-	2	1	1		<div>Board 20 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♠</td><td>Pass</td><td>1NT</td><td>All Pass</td></tr></table> <p>The auction will be common-place, leaving East wishing there had been a route to 2♥. The only possible one is for West to manufacture a 2♣ or 2♦ rebid, then trust partner to hold six hearts for his next bid. This is all a bit far-fetched so the usual battle for tricks in no-trumps will probably ensue. A chancy heart to the 9 gains nothing on this lay-out, but declarer will still play on hearts, losing two of them. The worst scenario to avoid is to also lose two clubs, two diamonds and a spade. The chances of taking four heart tricks are slim, so who knows?</p> <p>There will be many variations in the play and it's impossible to envisage all the possible outcomes. Suffice it to say that there will be a mix of scores to EW ranging from -50 to +120. The big favourite is +90.</p>	West	North	East	South	1♠	Pass	1NT	All Pass								
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<p>♠AK93 ♥- ♦Q1093 ♣AKJ52</p> <p>♠Q65 ♠J87 ♥KQ53 ♥A10842 ♦84 ♦AJ75 ♣Q876 ♣4</p> <p>♠1042 ♥J976 ♦K62 ♣1093</p>		<p>Board 21 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♣</td><td>1♥</td><td>Pass</td></tr><tr><td>2♣</td><td>Dble</td><td>Pass</td><td>Pass</td></tr><tr><td>2♥</td><td>Dble</td><td>Pass</td><td>3♣</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>West clearly has a heart raise but is betwixt and between. 3♥ might suggest better shape and fewer points and 2♥ is an underbid, so an unassuming cue-bid asking how good partner's overcall is, fits the bill. North's double could be taken as (a) a good hand, (b) good clubs or (c) take-out of hearts, or, as here, all three at once. East's next bid is unclear and may well depend on partnership agreement: in isolation, pass must be beyond reproach because he doesn't want to advance any particular opinion. West is right to give a simple heart raise and now North's doubling message is clear – a strong take-out. South has an obvious 3♣ bid and West is left with a nasty choice between pass and 3♥: he has a decent defensive hand, after all. As it happens, the winning choice is 3♥, assuming North would make 3♣, but no blame should be attached to a pass. I hope all this makes sense....</p>	West	North	East	South		1♣	1♥	Pass	2♣	Dble	Pass	Pass	2♥	Dble	Pass	3♣	3♥	All Pass																																														
West	North	East	South																																																															
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HCP																																																																		
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<p>♠ J954 ♥ A2 ♦ AJ62 ♣ 653</p> <p>♠ Q1082 ♠ 63 ♥ K986 ♥ 1075 ♦ 873 ♦ KQ109 ♣ A2 ♣ Q1097</p> <p>♠ AK7 ♥ QJ43 ♦ 54 ♣ KJ84</p>	<p>Board 30 : Dealer East : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1NT</td></tr></table> <p>All Pass</p> <p>This is the common-sense auction, particularly at pairs. North may be tempted to visualise partner with a maximum 1NT and four spades, in which case a thin game may be on, but this is pie in the sky really and will surely get what it deserves here.</p> <p>A spade lead will work badly for the defence and is likely to result in an overtrick in 1NT. After a cagey diamond lead, on the other hand, declarer will be mightily pleased to bring in +90.</p> <p>A spade part-score works best for NS perhaps, but this seems unreachable except for strong no-trumpers, who might just start 1♣-1♠-2♠.</p> <p>There should be a variety of small plus scores for NS – enough to make interesting reading.</p>	West	North	East	South			Pass	1NT																																																								
West	North	East	South																																																														
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<table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>7</td></tr><tr><td>9</td><td>14</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>1</td><td>1</td><td>2</td><td>1</td><td></td></tr><tr><td>S</td><td>3</td><td>2</td><td>1</td><td>3</td><td>1</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		10	7	9	14	Makeable contracts								♣	♦	♥	♠	NT		N	2	1	1	2	1		S	3	2	1	3	1		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 31 : Dealer South : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>Pass</td><td>1♦</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2♠</td></tr></table> <p>All Pass</p> <p>This doesn't look like a vulnerable weak two-bid from South but responding in spades and then rebidding them paints a clear picture of a weak 6-carder and North will be very happy with this. 2♠ plays like a dream.</p> <p>Trump leads leave declarer facing the possibility of three club losers but even this is negotiable here with ace and king of clubs both onside.</p> <p>It's difficult to see beyond +140 for NS on this deal. But as always, you never know....</p>	West	North	East	South				Pass	Pass	1♦	Pass	1♠	Pass	2♦	Pass	2♠
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<p>♠ QJ ♥ K642 ♦ AK973 ♣ 95</p> <p>♠ A2 ♠ K84 ♥ J873 ♥ Q109 ♦ Q104 ♦ J62 ♣ J1076 ♣ AK42</p> <p>♠ 1097653 ♥ A5 ♦ 85 ♣ Q83</p>	<p>Board 32 : Dealer West : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♦</td><td>1♠</td><td>2♥</td><td>2♠</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>After West's opening bid, North might decide to write off his king of diamonds and make life awkward for the opposition with a weak 2♠. This is successful in that East has enough for a T.O. double but the playing strength and poor-ish heart suit rule out a 3♥ bid. Over a 1♠ overcall East might risk a 2♥ response or make a conservative T.O. double (his suit is poor, as we already said).</p> <p>After a double West can save the day by bidding hearts himself. Note that this doesn't promise reversing values, once partner has indicated that he holds at least four hearts: it's just the equivalent of raising 1♥ to 3♥ in competition. Will East now go on to game? On the one hand he's certainly stronger than he might be. On the other hand, he will know that partner is bidding under duress. It's touch and go so there will be some +170s on the sheet to go with the triumphant +620s. What NS must do is avoid the trap of saving in spades. This will produce a well-deserved -500 or -800 for EW, depending on the level!</p>	West	North	East	South	1♦	1♠	2♥	2♠	4♥	All Pass																																																						
West	North	East	South																																																														
1♦	1♠	2♥	2♠																																																														
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<p>♠ AK10985 ♥ 53 ♦ K ♣ 9876</p> <p>♠ 4 ♠ QJ6 ♥ K1074 ♥ J9862 ♦ AQJ962 ♦ 73 ♣ Q5 ♣ AK3</p> <p>♠ 732 ♥ AQ ♦ 10854 ♣ J1042</p>	<table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>11</td></tr><tr><td>12</td><td>7</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>4</td><td>4</td><td>-</td><td>4</td><td></td></tr><tr><td>W</td><td>-</td><td>4</td><td>4</td><td>-</td><td>4</td><td></td></tr></table>	HCP		10	11	12	7	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	1	-		S	-	-	-	1	-		E	-	4	4	-	4		W	-	4	4	-	4																	
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