



The Irish Bridge Union Autumn Simultaneous Pairs

Tuesday 5th November 2019

Session Number : 5294

Commentary by Paul Delaney

I hope you -and your partner- enjoyed the hands this evening and will agree, a little at any rate, with our commentators. We are fortunate to have Paul Delaney and Brian Senior to nudge us in a better direction next time. Our thanks to them and of course, thanks to you for participating in our annual Pairs Competition.

Being affiliated to an NIBU and/or CBAI club confers on one automatic membership of the IBU. Over the years the Irish Bridge Union has fostered and developed Schools, Under 21s and Under 25s Bridge playing while all the time coaching players to participate at the highest level in European and World Championships.

Naturally the work of the IBU Confederation requires finance, your participation in this competition is a great help in this regard.

Likewise taking part in our other events aids revenue, these competitions include;

- ◆ Inter-Regionals
- ◆ Inter County Teams Championships – O'Connor and Burke Trophies
- ◆ I B U Seniors Congress
- ◆ All Ireland Pairs Championship – Moylan Trophy
- ◆ All Ireland Teams Championship – Egan Trophy
- ◆ All Ireland Club Pairs – Intermediate & Novice
- ◆ All Ireland Club Pairs – Master grade

Again, many thanks for your support,

Jim O'Sullivan
I B U President



Board 1. Dealer North. Vulnerability None

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

N/S will settle in 4♣ after a 2♦ overcall from West. With good defensive values, West should lead a trump against 4♣. Declarer wins in hand and plays a diamond. Another trump is returned won by A♠ in dummy. Now ruff a club and the fall of the K♣ and the bidding should steer declarer to ruff a second club making 12 tricks. Other lines will make 9 or 10 tricks.

Winning Tip: As declarer make a plan at trick 1 before touching a card.

Board 2. Dealer East. Vulnerability N/S

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

With N/S making 3♥ exactly and with both East and West holding long strong minors this will be a competitive deal. Some Easts will open a weak 2♦/3♦. If East and South pass, West should open 3♣ in third seat, applying pressure to N/S. Whatever pre-emptive opening is used by E/W, North will double and should pass the response of 3♥ by South for +140.

Winning Tip: Use pre-emptive bids freely at favourable vulnerability.

Board 3. Dealer South. Vulnerability E/W

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

Good bidding will be punished heavily when 6♠ fails due to the 4-nil trump split, a 9.5% chance. Some Norths will respond 2♦ to an opening 1♠ by South and jump to 4♠ - a delayed game raise. Others will use their favourite conventional spade raise. South will check for aces with 4NT and then 6♠.

Winning Tip: Use 4NT as 'Roman Key Card Blackwood' with 5 key cards (4 aces and King trumps)

Board 4. Dealer West. Vulnerability All

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

West opens 1♣ and East bids 1♦ and now the most descriptive by West is a jump to 3♦. East bids 3♣ highlighting the heart weakness and E/W will play in 5♦. South must lead A♥ or else E/W make all 13 tricks.

If North overcalls 1♥ East makes a negative double. After a heart cue bid by West E/W will again play in 5♦. With no heart overcall many E/W pairs will bid 3NT and go down on a heart lead.

Winning Tip: Make the bid which best describes your hand to partner.

Board 5. Dealer North. Vulnerability N/S

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

After a response of 1♠, North rebids 2♣ suspecting a misfit. N/S should settle in 3NT which has communication problems but should come to ten tricks. A light take out double by East could be punished severely, as E/W only manage three tricks in their best fit.

Winning Tip: With scattered values prefer 3NT to game in a weak 6 card major.

Board 6. Dealer East. Vulnerability E/W

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

On this competitive hand both sides can make nine tricks in their major suit fit. East with an eight loser hand is not good enough for a weak two or three opening. After 1♣ by South West overcalls 1NT and East can now compete to 3♠ knowing of a nine card spade fit and make +140 for E/W. After a 1♦ overcall by West, N/S will probably play in 3♥ making +140.

Winning Tip: Compete to the 3 level with 9 trumps.

Board 7. Dealer South. Vulnerability All

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

When West opens a weak NT vulnerable, North with a good lead should pass hoping for +200 on defence. After East transfers to spades, North will bid 3♦ ending the auction and score +110. Where E/W play in 2♥ or 2♠ this should be defeated by 1 trick.

Winning Tip: In close decisions bid against a non vul 1NT and choose to defend against a vulnerable 1NT.

Board 8. Dealer West. Vulnerability None

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

West will play in 1NT with North on lead. A diamond lead will knock 1NT by 2 tricks for +100. A club lead will allow West to escape for -50.

When West's weak 1NT is passed round to South, some Souths may bid 2♠ which makes for +110.

Winning Tip: With choice of two leads prefer a lead from a suit with 1 honour rather than 2 honours.

Board 9. Dealer North. Vulnerability E/W

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

Opening bids on minimum hands with 5 major/6 minor distribution divide opinions even amongst the best players. On this hand, 3♠ is the limit for N/S. After South opens 1♠ and West makes a take-out double, E/W may compete to 3♥. N/S can defeat 3♥ by 2 tricks for +200 if they find their club ruff in time.

Winning Tip: Agree with partner the best opening bid with five card major and six card minor hands.

Board 10. Dealer East. Vulnerability All

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

Aggressive players will open 1♠ on the East hand using the rule of 20 and perish on this misfit deal. East should pass and later judge whether to show his black two-suiter. When West opens 1♥, East can respond 1♠ and rebid 2♠ after West rebids 2♦. E/W will score well for making any major suit part scores.

Winning Tip: Keep the bidding low on misfit hands.

Board 11. Dealer South. Vulnerability None

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

South will play in a quiet 2♥ making +140 or +110 after a tactical skirmish between declarer and the defence. A diamond lead knocks out a side entry to dummy's spades and if South now finesses trumps East can hold declarer to 8 tricks by holding up the Ace spades until the 3rd round. Best play for South is to play a club at Trick 2 and get a ruff in dummy making 9 tricks.

Winning Tip: As a defender give count to partner so they can hold up an Ace when required.

Board 12. Dealer West. Vulnerability N/S

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

Given the favourable vulnerability West may open a weak 2♥ now East should not raise to 3♥ with their 10.5 loser hand (Qxx = 2.5 losers). With 22 pts and a double stop South will jump to 3NT and now North is likely to bid 4♠. In 4♠ N/S can make 11 tricks if they guess clubs, 10 tricks otherwise.

Winning Tip: Do not raise a pre-empt with no ruffing values.

Board 13. Dealer North. Vulnerability All

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

When North opens a pre-empt in diamonds E/W will get to 4♥ by West. Now declarer should guess to play South for the Q♥ and make 11 tricks.

If North passes E/W will have a free run to 4♥ and will make 10 tricks if declarer plays to drop the Q♥.

Winning Tip: Play a hand that pre-empts for trump shortage.

Board 14. Dealer East. Vulnerability None

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

After East opens 1♦ and South makes a thin 1♥ overall North will drive to 4♥. West's ♦J lead will be headed by Queen and Ace. With the spades well placed East must switch to the Q♣ and later duck the K♥ to defeat 4♥. The defence will frequently lose its way on this hand and allow 4♥ to make.

Winning Tip: When worried about a side suit in dummy attack the entries.

Board 15. Dealer South. Vulnerability N/S

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

South opens 1♠ and West bids 2♥ after North passes East has just enough values for an Unassuming Cue Bid (UCB) of 2♠ allowing E/W to bid the aggressive 4h game making 10 tricks.

Winning Tip: Use the Unassuming Cue Bid after partner overcalls to show a good raise.

Board 16. Dealer West. Vulnerability E/W

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

After opening 1♥, West does not have enough values to rebid 3♣ over East response of 1♠, and instead should rebid 2♣. East will signoff in 2♠ for +140 or West may rebid 3♣ which will be passed making 9 or 10 tricks.

Winning Tip: Opener's simple rebid in a new suit is wide ranging and can be up to 17 points.

Board 17. Dealer North. Vulnerability None

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

Against INT by North, East will lead 7♥ to the 5, Q and King. Entries to the North hand are precious. At trick 2 the winning play is J♣ overtaken by K♣ to run the 9♦. The A♣ will be the entry for the diamonds. This play makes 10 tricks + 180 and a top score. Some Norths will play in 2♦ making +1 after E/W find a heart ruff.

Winning Tip: As declarer make a plan which manages your entries carefully.

Board 18. Dealer East. Vulnerability N/S

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

South opens 1♠ and West bids 2♥ is passed back to South. North could have a penalty pass so a reopening double is best. North bids 3♣ (pass of 2♥ would achieve a scary +100). If partner does not have a negative double or a penalty double they must be very weak. South bids 3♠ going one off.

Winning Tip: Go quietly with strong hands when partner shows no signs of life.

Board 19. Dealer South. Vulnerability E/W

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

South plays in 2NT and West will lead the 6♣. South can count six tricks with both black suits having potential extra tricks. One successful line is win Q♦, cross to K♥, play 9♠ off dummy East plays K♠, East plays 8♦ ducked the key defensive play. Now when East wins the second spade the defence takes 5 tricks with declarer taking the rest for N/S +120.

Winning Tip: With no entries outside your long suit duck to keep lines of communication open.

Board 20. Dealer West. Vulnerability All

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

West will open 1♠ and East will respond INT if playing 4 card majors or raise to 2♠ if playing 5 card majors. South bids 2NT for the minors. Now West with a good 6-4 hand may bid 3♥ as a help suit game try. East will bid 3♠ rejecting the game try and E/W make 9 tricks in 3♠ for +140.

Winning Tip: Use help suit game try's to invite major suit games.

Board 21. Dealer North. Vulnerability N/S

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

5♣ by East is quickly defeated on Ace hearts lead when North plays 2♥ as suit preference for a diamond switch. East can make 3NT with careful play. South leads the 6♥ East wins the 10♥ plays keeps club entries fluid with 10♣ to K♣ and a club back to the Ace. Now after the 7♠ taken by the Ace. South plays the 5♥ (!) and East must duck this (!) for a nicely played 3NT.

Winning Tip: On Ace lead against suit contract with a singleton in dummy show suit preference.

Board 22. Dealer East. Vulnerability E/W

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

East opens 1♦, South bids 2♣ and West makes a negative double and East will jump to 4♠. Some South's will bid the 5♣ sacrifice which can be beaten by 3 tricks with thoughtful defence. East wins the diamond lead and switches to J♠ (surround play) to kill the Q♠ and pick up two quick spade tricks. A 3rd round of diamonds then allows the 9♣ to ruff in for 3 off. Any defensive slipup by E/W and South will escape with 5♣X-2 -300 and a top score.

Winning Tip: Cash your side winners before you try for a trump promotion.

Board 23. Dealer South. Vulnerability All

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

3NT by South will need a helpful defence or inspired play to make. West will lead the 4♦ South wins K♦. After small heart to 10 East wins and plays Q♦ which declarer must duck. South wins the heart switch with the Ace, crosses to hand with K♣ and plays a spade towards Queen playing West for Ax or Kx in spades. A lot of hard work to make 3NT. Anyone for 2NT?

Winning Tip: In pairs don't bid close 3NT games with no 5 card suit.

Board 24. Dealer West. Vulnerability None

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

With a combined 32 pts and 4-4 heart fit most E/W pairs will bid 6♥. After a club lead declarer will cash the Ace hearts and eye South's heart honour suspiciously. The textbook play now is a heart to the 10 losing on this occasion and making 12 tricks. If West raises hearts with a spade splinter East should collect extra match points by bidding 6NT.

Winning Tip: In pairs with extra power bid 6NT instead of your suit slam.

Board 25. Dealer North. Vulnerability E/W

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

EW will play in 3♠ hoping for 10 tricks. After South's 1♥ opening North will lead 3♥ with K♥ dropping the Q♥. Playing 4th best leads the lead could be from 10xx or 10xxx. Many Souths will try to cash a second heart. Declarer ruffs draws 2 rounds of trumps, eliminates hearts/clubs and exits with J♦ to endplay North for 10 tricks. Those playing 3rd/5th leads realise partner has 4 hearts and may find the killing diamond switch.

Winning Tip: With spare trumps in each hand eliminate side suits to create ruff/discard chances.

Board 26. Dealer East. Vulnerability All

♠ A K 5 2 ♥ 8 7 ♦ A 6 5 3 2 ♣ 10 6 ♠ Q 7 4 ♥ 9 6 5 2 ♦ 10 8 7 ♣ K 8 7	♠ 10 8 ♥ K 3 ♦ K Q J 9 4 ♣ A J 4 3 ♠ J 9 6 3 ♥ A Q J 10 4 ♦ — ♣ Q 9 5 2
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The Mike Lawrence rule for the South hand is 'do not make a take out double with a 5 card major unless you can double and then bid your major'. On this hand the take out doublers will find it easier to get to spades where 10 tricks are made. After West bids 1♦ South overcalls 1♥ and West passes North will bid INT making 8 tricks for +120.

Winning Tip: Prefer a 5 card major overcall to a take out double.

Board 27. Dealer South. Vulnerability None

♠ 7 6 2 ♥ J 7 ♦ A Q 3 2 ♣ Q J 9 3 ♠ A J 3 ♥ A K 8 3 ♦ K J 10 ♣ 8 5 2	♠ K Q 10 8 ♥ 10 6 4 ♦ 7 6 4 ♣ 10 6 4 ♠ 9 5 4 ♥ Q 9 5 2 ♦ 9 8 5 ♣ A K 7
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In INT by West on Q♣ lead South will win the K♣ and pause. After you see dummy a good defender will estimate partners point count. From the bidding South will know partner has 9 to 11 pts. South

has to guess whether 9♦ or 2♥ is the best switch for extra tricks. On this hand 2♥ leads to INT-1 and 9♦ allows INT to make.

Winning Tip: As a defender estimate partners point range when you see dummy.

Board 28. Dealer West. Vulnerability N/S

♠ Q 7 5 4 ♥ J 10 ♦ 10 4 ♣ A K J 10 5 ♠ K 9 ♥ A K Q 7 6 3 ♦ A K 7 5 ♣ 6	♠ A 8 6 3 ♥ 9 8 5 ♦ J 8 3 2 ♣ 8 4 ♠ J 10 2 ♥ 4 2 ♦ Q 9 6 ♣ Q 9 7 3 2
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Should West open 1♥ or a strong two-bid? Eric Kokish proposed the honour test to help this decision. Give partner a balanced 3 or 4 count. Will you miss game if partner passes your opening one bid with one well placed honour card? If the answer is yes then open 2♣. On this hand, if East has the A♣ or Q♦ and tolerance for hearts there is play for 10 tricks, so open 2♣. In 4♥ E/W make +450 for an average result.

Winning Tip: Use the Kokish honour test to decide between opening at one level or 2♣.

Board 29. Dealer North. Vulnerability All

♠ A K 8 7 3 ♥ 10 5 ♦ K J 8 4 ♣ A Q ♠ Q 9 2 ♥ K Q 9 6 ♦ Q ♣ 8 7 4 3 2	♠ J 6 5 4 ♥ 8 ♦ 10 7 6 3 2 ♣ J 6 5 ♠ 10 ♥ A J 7 4 3 2 ♦ A 9 5 ♣ K 10 9
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N/S will need to be careful on this hand where game is the limit. The bad lie in hearts will pose difficulties for 3NT/4♥ contracts. With 4♥ making 10 tricks declarers in 3NT must get at least 10 tricks to get a good score. South can make 10 tricks in 3NT by taking 4 diamond tricks or an endplay against East.

Winning Tip: As declarer assess alternative contracts as you select your line of play.

Board 30. Dealer East. Vulnerability None

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

The South hand is not suitable for a pre-emptive bid with poor spades and two outside defensive tricks. A pass by South will enable North to open 1♥ now N/S will play a heart partscore and make 10 tricks with ease. When South opens a weak 2♣/3♣ North will pass this and 9 tricks will be the limit in spades.

Winning Tip: You need a good suit and not much outside strength to pre-empt.

Board 31. Dealer South. Vulnerability N/S

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

Many Souths will open 3♦ and West bids 3♥. With extra values East should bid 4♦ just in case there is a slam. West signs off in 4♥. With both clubs wrong and the 3-1 heart break preventing endplays 4♥ makes for +620. 3NT by East making 10 tricks will be the top score on this Board.

Winning Tip: Cue bid on the way to game with extra values if slam is possible.

Board 32. Dealer West. Vulnerability E/W

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

The wildest hand of the set with points divided evenly between both sides. Both sides make slams 6♥ N/S and 6♠ E/W and probably doubled. Expect big scores for both sides. 7♥X-1 by N/S is the par contract.

When both sides have a fit in two suits with lots of trumps you should make great efforts to play the hand your way.

Winning Tip: Bid one more with double fit hands



Paul Delaney is a Life Master and winner of the Irish Pairs Championship (Davidson) for the last 2 years with Martin Brady .

Now retired Paul is an active bridge coach

<https://www.bridgewebs.com/coachteach/home.html>