

SIMULTANEOUS PAIRS CALENDAR

2006

October	16th - 27th	BFA MiniBridge Sim Pairs
November	6th - 24th	EBU Schools & MiniBridge
Nov/Dec	27 Nov - 15 Dec	EBU Students Year
Nov/Dec	20 Nov - 8 Dec	EBU University Sim Pairs

2007

January	Monday 8th	British
January	Tuesday 9th	British
January	Wednesday 10th	British
March	12th - 30th	EBU Students All Years
April	Wednesday 11th	British
April	Thursday 12th	British
April	Friday 13th	British
May	Wednesday 9th	English
May	Thursday 10th	English
June	Friday 1st	World Wide
June	Saturday 2nd	World Wide
July	Monday 30th	British
July	Tuesday 31st	British
September	Monday 17th	English
September	Tuesday 18th	English
October	Wednesday 10th	British
October	Thursday 11th	British

Do join us for as many of these as you can - just email Anna Gudge - anna@ecats.co.uk or telephone her on 01787 881920 to enter. Full details are also on the website at www.ecatsbridge.com



THE 2006 BGB AUTUMN SIMULTANEOUS PAIRS



*Wednesday
11 October 2006*



Dear Bridge Player

Well I hope you enjoyed that set of hands ! It seems ages ago that I dealt them - but in case you were wondering, I dealt them myself, and they haven't been altered in any way - just ordinary deals, not selected ones. Our thanks go to Raymond Brock for the commentary ... he is usually pretty accurate in his estimate of what will happen, so I wonder if he has managed to get it right again this time!

Results from the Simultaneous Pairs will be scored live on www.ecatsbridge.com as normal - hopefully your club will be able to upload the results directly to the server either later this evening or tomorrow and then those of you with Internet access will be able to log on and see your local club result as well as the overall results, which are scored dynamically as soon as the results are uploaded.

Thank you for taking part in this event ... I hope you enjoyed yourself, win or lose, and that you will play in some more Simultaneous Pairs events in the future.

With best wishes

Anna

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Web Site for Results: www.ecatsbridge.com

The Websites ...

There are a lot of official and unofficial websites connected with bridge. Here are some of the official ones that you may find interesting and useful

www.ecatsbridge.com	Simultaneous Pairs Results
www,bridgegreatbritain.org	The official BGB site
www.ebu.co.uk	English Bridge Union
www.sbu.dircon.co.uk	Scottish Bridge Union
www.wbu.org.uk/	Welsh Bridge Union
www.cbai.ie/	Contract Bridge Assoc of Ireland
www.nibu.co.uk/	Northern Ireland Bridge Union
www.acbl.org	American Contract Bridge League
www.worldbridge.org	World Bridge Federation
www.eurobridge.org	European Bridge League
www.wbfteaching.org	WBF Teaching

If you are looking for the official site for a particular country, please go to the **Address section** on www.ecatsbridge.com, where there is a list of all official member countries of the World Bridge Federation with their websites listed and contact details.

card suit, West is well placed to raise. Now North doubles, South bids 3♦ and East 3♠ and West 4♠. If West rebids 2♣ North bids 2♦ and East 3♣. But now West bids 3♠ and East 4♠. EW needed a little push.

Board 29. Game All. Dealer North.

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

A hand that may be thrown in yet EW make 3♥ if they guess trumps. Perhaps North has the best hand at the table and the bidding may go 1♦-2♣, 3♣ which is an easy make for NS.

Board 30. Love All. Dealer East.

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

INT by East, doubled by South, and removed to 2♠ by West. NS will not get rich by doubling it. North has enough to force to game and South, seeing the value of his spade holding, bids 3NT rather than 4♥. Whichever black suit is led South should make 10 tricks by running the ♥10 at trick 2. 4♥ fails on a diamond lead as West gets a ruff.

Board 31. NIS Vul. Dealer South.

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

South may open at some tables more often West will open INT and East transfer to 2♠. If South hasn't opened he doubles 2♠ for take-out and North bids 3♥. 3♥ can be made if North finesses the ♥8, while 2♠ may fail if the defence manage to attack clubs early enough and declarer misguesses trumps.

Board 32. E/W Vul. Dealer West.

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

North should pass given his suit lengths are inconvenient and he will expect to be able to make a take-out bid on the next round. East opens INT and South is rather too good for 2♠ but unsuitable for a double so should make a jump overcall of 3♠. North's 2 aces are enough for him to raise to 4♠. The 3-3 spade break makes the play simple for 11 tricks. 5♦ also makes but for a poorer score.

Board 1. Love All. Dealer North.

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

3NT is cold for EW, with 9 top tricks. However, it may be difficult to bid against an Acolite who opens 1♥ as neither East nor West have a heart stopper. Perhaps 1♥-P-P-3♥, (asking for a stopper) -P-3♠-P-3NT is the answer.

Board 2. NIS Vul. Dealer East.

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

East opens 1♣ and, although a 2♥ response is tempting, West has to consider what he will bid on the next round. Over 1♥ East rebids 3♣ to show his strong source of tricks and West 3♥. East now shows his spade feature and it would be reasonable for West to take a shot at 6♣. If South doesn't cash his ♠A the hearts set up for 13 tricks. East can make 6NT on any lead, say a diamond. Declarer wins and cashes 7 clubs retaining ♥AK5 and ♦AKJ in dummy. North has to keep Qxx in both red suits. Then declarer exits with ace, king and another heart and North has to lead into the diamond tenace. Of course declarer might find a simpler, less successful line.

Board 3. E/W Vul. Dealer South.

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

West opens 1♦ and North bids 1♥ and East 1♠. South passes and West has a problem. If he chooses INT he is 1 down provided he ducks a spade early. If he chooses 2♠ expecting his partner to have 5, the heart and club ruffs soon have that contract one down also. If the defence take the club ruff before the heart ruff they get a trump promotion for the magic 200. If South bids over 1♠ NS register a minus score and very few matchpoints.

Board 4. Game All. Dealer West.

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

1♦ from West, INT from East. There is a case for West rebidding 2♣ since East without a major must have minor suit length. INT surely loses 5 hearts and 3 spades for -200. Any West who rebids a minor makes 9 tricks in either one. Will NS get into the bidding and if so will they reach 4♥, which is an easy make without a trump lead? On a trump lead declarer makes by winning cheaply and taking 3 club ruffs in the North hand.

Board 5. N/S Vul. Dealer North.

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

East should rebid 2♦ (though he might prefer 2NT had partner responded 1♠) after the 1♥ response. In the fullness of time no doubt West will bid 6NT. The contract seems to depend on the club suit being 3-3 or the jack dropping but there is an extra chance. Win the lead (the ♠A would concede the contract at trick 1) and play the ♠J. If South wins then on his return cash the red-suit tricks. Everyone has 6 cards: East 1 spade and 5 clubs, West 3 spades, 1 heart and 2 clubs and South? He needs 4 clubs to protect the clubs and 3 spades to protect the spades. He has to discard from one of the suits. If South ducks the ♠J declarer still prevails in the ending.

Board 6. E/W Vul. Dealer East.

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

Perhaps no one will open. Given he has spades North might open 1♣ in 4th seat and rebid 1♠. The danger is that South bids 3♠ leaving North needing to play carefully. On a diamond lead it's more convenient to play a heart to the jack than take the ruffing finesse.

A diamond can be thrown on the ace and a spade led from dummy. West wins and suppose he continues diamonds. Declarer ruffs in dummy and finesses the spade. He loses 2 clubs in the ending for 9 tricks.

Board 7. Game All. Dealer South.

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

Although, with the ♥Q dropping, NS make 4♣ if they guess the spades it is a lucky contract. South opens 1♠ and West bids 3♣ weak. North bids 3♠ and South has nothing to say facing a partner who has been forced to bid at the 3-level. On the bidding declarer is likely to play West for short spades and restrict himself to 9 tricks.

Board 8. Love All. Dealer West.

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

East opens 1♠ in third seat, South overcalls 2♥ which North raises to 3♥ and South goes on to game. The hands fit perfectly and playing the opening bidder for the ♣Q leads to 10 tricks. If West supports spades they may save in 4♠; this costs 500 when South leads his singleton diamond and gets a second ruff when North wins the ♣K.

Board 25. E/W Vul. Dealer North.

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

Who will reach the top scoring NT game? The hand is too good to raise to 4♣ after 2NT-3♥, 3♠ and not really suitable for a quantitative 4NT. Perhaps the answer is 5♠, which, with only 1 ace, North should pass. There are those who respond with 4 of a minor to show a six-card major in the related suit (clubs for hearts, diamonds for spades). North might try Blackwood but could he then sign off in NT when South might have the ♣A instead of ♥A.

Board 26. Game All. Dealer East.

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

If East opens 1♥ West bids 2♦ and East 3♦. West bids game. If West opens 1♦ North bids 1♥ and if East passes, waiting for the re-opening double, West bids 2♣ and East may bid 3NT, which makes on a heart lead. If North is allowed to open 1♥ EW play a diamond part score. 5♦ is a double dummy make. Win the diamond lead (best) with the king and ruff 3 hearts and 2 clubs. Draw trumps and run the ♠9. South wins and eventually has to give dummy the ♠10 as the 11th trick.

Board 27. Love All. Dealer South.

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

1♥-1♠, INT showing 15-17. West leads the ♣J to the queen. Declarer plays a diamond to the 9 and king and a club is returned. Declarer ducks and win the next club to play another diamond. East wins and cashes his club. He plays a heart. Declarer wins with the ace, cashes the ♠KQ and then plays a diamond. The ♥J is the entry to dummy. A spade switch leads to the same ending. Declarer could run the heart switch. If West wins then he has 3 hearts, 2 clubs and 2 spades. If West ducks the heart then declarer plays a diamond and makes 2 hearts, 2 clubs, 2 spades and 1 diamond.

Board 28. N/S Vul. Dealer West.

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

EW are unlikely to reach 4♣ unless North bids too much, though 11 tricks are easy to make. The bidding starts 1♣ from West, 1♥ overcall and 1♠ from East. If this shows a 5-

switch to a diamond. East plays 3 rounds and North plays a spade through (low is best), but East ducks and South is endplayed. Best is a spade back. East wins and plays a heart to the jack, which North wins to play the 4th diamond. North's heart pips are good enough to make 3 trumps in all, so East will go 2 down.

Board 21. N/S Vul. Dealer North.

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

South opens INT in 3rd seat and plays there. ♣Q lead to the king and a heart to the jack loses. Clubs are cashed as East throws a spade. A diamond to the ten gives the defence 8 tricks. They may do even better if East switches to a spade on winning the heart and West then reverts to the minors – 3 down.

Board 22. E/W Vul. Dealer East.

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

West opens 1♠ in 3rd seat and North overcalls 2♣. This makes 9 tricks with declarer playing the ♦Q to be with the long diamonds.

West may feel that he has to bid again since partner could have a reasonable hand with club values. He competes with 2♥. This would make but South bids 3♣; any further effort by EW results in a double by North

Board 23. Game All. Dealer South.

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

INT from South, 2♥ transfer from North and 2♠ from opener. North bids 3♦ which is best played as game forcing and South bids 4♠. If West starts with the ♦10 he gets a ruff and holds declarer to ten tricks. Even so this is better for NS than 3NT, which fails on a heart lead.

Board 24. Love All. Dealer West.

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

Whether West responds 2♠ or a more appropriate 3♠, EW finish in game. South takes a heart ruff but together with the major suit aces that's all they get. 10 tricks made.

BGB Simultaneous Pairs

Board 9. E/W Vul. Dealer North.

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

Opening 3♣ in 4th seat with 6 playing tricks is quite sensible as it makes it difficult for the opponents, both passed hands, to enter the auction. If North leads a spade West wins, finesses the diamond and discards a spade on the ace. He now takes successful club finesses, draws trumps and makes a heart trick in the end for ten tricks! If a heart is led South plays 4 rounds. Dummy has to overruff North so a club trick must be lost and 9 tricks are the limit. The cards are so favourable that EW can make 3NT. If NS are allowed to play in spades EW may need to double to get a good result.

Board 10. Game All. Dealer East.

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

INT-3NT sees NS in the top spot. If West leads a club to the king South should have little difficulty making 2 spades, 3 heart, 3

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diamonds and 3 clubs for 11 tricks. A diamond lead is more difficult but if declarer wins in dummy and plays a low club – better than the club finesse - he will unscramble his tricks. A spade is the winning lead, holding declarer to 10 tricks.

Board 11. Love All. Dealer South.

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

A straightforward hand 1♥-1♠, 3♥-4♥ with 3 losers. Aggressive Wests who overcall 2♣ despite the poor suit and 'soft' values will benefit this time by finding the club sacrifice.

Board 12. N/S Vul. Dealer West.

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

1♣ by East, 1♠ by West and 3♠ by East which West raises to game. On most leads careful timing results in 12 tricks. Say North leads a diamond and South wins and switches to a heart. Declarer wins in hand, ruffs a diamond, ♣A, club ruff, diamond ruff, spade to the ace, spade to the king, club ruff, draw the last trump, cross to dummy with ♥A and discard 2 hearts on dummy's clubs.

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Board 13. Game All. Dealer North.

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

North may make 11 tricks on a spade lead in 3NT. Theoretically declarer should broach clubs by leading the 2 from hand, making 3 tricks when the layout is as above. If he starts with a club to the king and East has the 4 clubs he cannot make 3 tricks. The diamond suit appears to be a guess but if the 7 and 2 are played it is with the odds to think the 7 might be singleton. Thus, when declarer plays the ♦K East should drop the 8. However, if East has shown with a singleton club it would be an extreme view to think that he had 2 singletons.

Board 14. Love All. Dealer East.

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

1♠-3♠, 4♠ is the simple sequence. Declarer cannot ruff 2 clubs in dummy before drawing trumps because he will lose a heart. Of course several leads simplify declarer's task. On a diamond he ruffs the 3rd round and plays the ♠K, which South wins and has to return a spade. Trumps are drawn and a heart to the jack follows. When the queen falls under the ace declarer runs the nine. This time North hasn't false carded with ♥Q103.

Board 15. NIS Vul. Dealer South.

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

A competitive hand where both sides will find it difficult to make their contract. If East opens 1NT in 4th seat West transfers to spades and it would not be wise for South to bid 3♣ at this point as he goes 200 down. If South opens 1♣ will West bid? If he doesn't, South plays 2♣, and if he does East will play too many no-trumps with 7 tricks all that is available on best defence.

Board 16. E/W Vul. Dealer West.

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

The bidding goes 1NT-3NT with slam makeable. On a spade lead the king wins and declarer crosses to a heart to play a club. North wins the second club and continues spades ducked by West. It is now safe to give up another club. On a diamond lead declarer is held to 9 tricks unless he gets the clubs right. Getting them right is leading the jack to pin the 10 and 12 tricks, but low to the king is the more normal play.

Board 17. Love All. Dealer North.

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

Difficult to stay out of the good 6♥ after 1♥-2NT (Jacoby). It is beaten with a diamond lead and club ruff. Otherwise declarer has a diamond pitch on the spades and tries for 2 diamond tricks. When this fails to materialise he simply needs to guess the clubs. This is hardly difficult when West has shown 2 spades, 2 hearts and 2 diamonds and hence all 7 clubs!.

Board 18. NIS Vul. Dealer East.

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

7NT is just with the odds. 1♦-1♥, 2♦-2♠ is the normal start. A responder's reverse should be treated as game forcing. 2NT is the most descriptive bid for East, and West now shows his excellent support for partner's 6-card suit, 3♦. East shows his spade feature ♠A and West cue-bids the ♣A. In context of a 2♦ rebid East has a good hand and is worth a raise to 5♣. West might pot the grand and it is hard to see diamonds being better than no-trumps.

Board 19. E/W Vul. Dealer South.

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

South opens 1NT and passes his partner's invitation, though it would not be wrong for North to pass 1NT at pairs with his 4333 11-count. A heart is led which dummy wins in due course to lead a diamond to the jack. When the 9 falls declarer goes to the ♣K to run the ♦Q and make 8 tricks. If West bids 2♣ to show the majors North doubles and East redoubles to say bid your longer major. West obliges with 2♥. If North doubles this and leads a trump he is assured of 500 even with a subsequent misdefence.

Board 20. Game All. Dealer West.

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

1♥ in 3rd seat and a 2♣ overcall. North bids 2NT but South signs off in 3♣. South ruffs 1 spade in dummy and later establishes 1 diamond trick to make 3♣. East may double 3♣ hoping to find a long suit opposite. The best defence to 3♥ is to lead the ♣A and