

ECatsBridge Simultaneous Pairs for Children in Need Commentary – Monday 13th November 2017



So - another year, another Children in Need event.

It seems no time since the last one does it ! And I still can't believe our running total - it's up to £881,950.09 .. truly you are amazing. And to think when it all began, back in 2001 we thought we might raise about £3,000 or maybe at a stretch, £5,000 on that first event. How wrong we were and how lovely to be proved so wrong by our wonderful bridge community.

The commentary for this set of hands was done by Julian Pottage and we are very grateful to him - it will be interesting if the results agree with his analysis. In any case, I hope you enjoyed the hands and they weren't too horrid - I have almost forgotten how to play bridge so I am no judge (and I don't really have time to look at them anyway truth to tell).

Again ... thank you very much for supporting the event. Again. We really do appreciate it you know!

With very best wishes

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Board 1. Love All. Dealer North.

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

If in first seat, South would open 1♦. Seeing no prospect of game facing a passed hand, 3♦ is a better choice on third seat. As the cards lie, a 1♦ opening works fine with the opponents unable to enter the bidding conveniently. With no way to misguess the spades and the trumps behaving themselves, 3♦ makes easily. 3♥ goes two off if North gets to ruff the third round of diamonds.

Board 2. N/S Vul. Dealer East.

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

Style could play a big part here. South opens 1♥ and bids spades twice to show the 5-6 shape. If North responded INT to 1♥, South is not really going to be thinking of a slam. If North responded at the two level, it will be different. 6♠ is a fair contract, making for sure if both majors split 3-2 by ruffing a heart in dummy. 6♥ is a fair slam too; roughly needing one of two finesses and trumps 3-2 or both finesses.

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Board 3. E/W Vul. Dealer South.

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

With good controls and intermediate cards, West is likely to stretch to a 2♦ reverse rather than just rebid 2♣. Despite the misfit, East is then thinking of a slam. A fourth suit 2♥ sees West bid 3♣ next, showing the 4-6 shape. Although you can make 6♣ despite the 4-1 split, seeing only two hands declarer is likely to fail. 6♠ is easier to make; if you ruff a heart, you just lose to the ♠10; if not, you just lose a heart.

Board 4. Game All. Dealer West.

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

With the values all in two suits, West is going to reverse rather than rebid INT (or open INT playing a strong INT). At matchpoints, with a double heart stopper, East might be happy to play in 3NT, making 660. Some will look for a slam. 6♣ is a fair contract, needing trumps 3-2 and a bit more. Unfortunately, with spades 4-2 offside, diamonds 4-2 and no squeeze, a heart lead removes a vital entry to defeat 6♣.

Board 5. N/S Vul. Dealer North.

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

Despite the vulnerability, East might not overcall 2♣, after which South's 1♠ response silences West. With only 13 HCP, North rebids a simple 2♦ but might get excited later when South supports diamonds. Fortunately a 4NT enquiry means you can avoid a slam. A spade lead and return puts pressure on 5♦, though East may well lead the ♣K. 4♥ offers a higher score, making unless East starts off with a diamond.

Board 6. E/W Vul. Dealer East.

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

If East opens INT and South overcalls 2♥, West doubles for takeout. If South bids 2♦ Multi Landy, West waits for the suit to become known. If North raises hearts, it will hard for South to stop out of game. Stopping in a partial is easier if East opens 1♣ and South overcalls 1♥; then North makes a simple 2♥ raise (a weaker hand than 2♣ to show a good raise). Even 3♥ fails if West starts with a low spade or with a diamond.

Board 7. Game All. Dealer South.

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

South opens 1♥, North responds 1♠ (unless perhaps playing 5-card majors) and East overcalls 2♦. South has no good bid over this and may well pass. North reopens with 2♥ even if South was unable to pass smoothly. With the ♠K onside, you can make 4♥. Either you ruff the third diamond high and then finesse the ♥10 or you discard a club, in the latter case losing the first three tricks but none subsequently.

Board 8. Love All. Dealer West.

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

East-West have a lot of high cards but no real fit. The hole in the spade suit is a problem both in 6♠ and 6NT. You would hope for K-10 or Q-10 onside but, when South plays low on the ♠9, you try the ♠J, hoping for K-Q-x facing 10-x. You can make 6♣, although few pairs will play there. After 1♠-2♦-3♠, 4NT by East ought to be natural since a hand wishing to play in spades can make an advance cue bid, 4♣ (or 4♥), first.

Board 9. E/W Vul. Dealer North.

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

Everyone should reach the spade game. East's opening lead is crucial. A diamond enables the defenders to take the first two tricks. A trump switch, if found, then leaves declarer to guess which rounded suit finesse to take. It is logical to take the heart finesse since a winning club finesse helps little if the queen is with length.

The least successful initial lead is a club, allowing declarer to make all thirteen tricks.

Board 10. Game All. Dealer East.

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

East-West have a thin spade game available. You can make 10 tricks by taking a ruffing diamond finesse. Just playing in spades, however, may be enough to get a decent matchpoint score. It is quite easy to reach 2♥ via 1♥-1♠-2♥. A heart contract plays less well. While South is unlikely to find the low club that allows the defenders to cash the first five tricks, a spade lead also works. 2♥ makes with an overtrick on a diamond lead.

Board 11. Love All. Dealer South.

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

East should get to open in fourth seat. 2NT (or whatever shows a balanced 20 in your methods) will be the popular choice. West then transfers into hearts and East super accepts despite being minimum with such great heart support. This is going to be one of the flattest boards if not the flattest board of the session, with scores other than 450 East-West a rarity. Nobody should be bidding a slam or stopping in partscore.

Board 12. N/S Vul. Dealer West.

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

If West opens 1♥, North surely stretches to a double with the two chunky suits and three tens. While a raise by East to 2♥ would buy the contract as the cards lie, some will jump to 3♥. To beat 3♥ the defenders need to knock out the ♠A fairly early on and not play the ♣A on a low card. If West opens a strong INT, nobody else will have anything to say, after which sensible defending should save any overtricks.

Board 13. Game All. Dealer North.

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

If South opens INT, West overcalls 2♥ whether this just shows hearts or (playing Multi Landy) hearts and a minor. East might invite game (if West has just shown hearts). West, with 11 HCP and only five hearts declines. To prevent any overtricks in 3♥, North needs to lead a diamond or cash the ♥A and switch to one. A club lead could allow as many as 11 tricks. It is much easier to find the diamond lead if East declares.

Board 14. Love All. Dealer East.

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

After East opens 1♦, South probably overcalls 1♥ with a view to doubling later. If North huffs and puffs before passing 1♥, East might pick up the vibes and let 1♥ go. If South is bold enough to go to dummy with the ♠K and finesse the ♥10, it is possible to make 11 tricks in 1♥. At most tables, North-South find their spade fit, often getting to game. In this case East needs to take the first two tricks or 12 tricks result.

Board 15. N/S Vul. Dealer South.

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

After West opens 1♦, North has a bit of thin double, vulnerable and facing a passed partner. If North passes over 1♦, East responds INT and West might or might not retreat to 2♦. If North doubles 1♦, South might be the one to play in INT. This contract should make by South or go one down by East. 2♦ by West can go two down if the defenders make all their tricks: three spades, a heart, a club and two diamonds.

Board 16. E/W Vul. Dealer West.

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

North-South should have a free run, INT-3NT being a common auction. With the hearts better and a major, it is normal for East to lead a heart not a club. Declarer does best to win in hand and run the clubs. Trying to protect both pointed suits and save some hearts, East struggles. Declarer can make 11 tricks by guessing the diamonds and then endplaying East. I suspect that 430 will be a commoner score in practice.

Board 17. Love All. Dealer North.

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

East-West have the auction to themselves this time: 1♠-2♣-2♠-3♠ is a possibility. A safe diamond lead holds this to 9 tricks. A heart lead would allow an overtrick because the defenders can make a heart or a diamond but not both. An initial club lead, if declarer reads it as a away from the ♣J and plays low from dummy, also allows 10 tricks. If East declares, preventing a defensive intra finesse in clubs, 3NT makes.

Board 18. N/S Vul. Dealer East.

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

With 12 HCP and not a single ten or nine, South might pass in second seat. Most will open, INT if played as weak. West doubles INT and North retreats, bidding 2♥ to show both majors in the methods I usually play. South converts to 2♣, West doubles for takeout and East bids 3♦. 2♠ (doubled) goes down if East scores two club ruffs. 3♦ makes easily, maybe with an overtrick if declarer gets the hearts right, as seems normal.

Board 19. E/W Vul. Dealer South.

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

The vulnerability is likely to deter East-West from overcalling. 1♦-1♥-2♦-2NT-3NT or similar thus ensues. After a normal low spade lead, the defenders score four spades, the ♦K and the ♣A to defeat 3NT by two tricks. Even if the diamond finesse worked, communication problems would spell defeat. Staying out of game does not help much as the cards lie either, with 3♦ down two on the singleton ♣A lead.

Board 20. Game All. Dealer West.

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

West opens a chunky vulnerable weak 2♥. South might reopen with 2NT or, if rating the hand too strong for that, with a double. Most routes lead to 3NT. If West leads something red, 3NT should make. After a heart lead, declarer sets up the spades, making three tricks in spades and two in each other suit. After a diamond lead, it is possible to endplay West. With spades 4-2, 4♠ should go down whatever the lead.

Board 21. N/S Vul. Dealer North.

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

After North opens 1♠ and East overcalls 2♦, South cue bids 3♦ or uses whatever the agreed method is for showing a sound spade raise. North tries to sign off in 3♠. Expecting the ♦A-Q to be as good as A-K, it will be tough for South to pass 3♠. With the ♣J in the East hand, the defenders do need to cash out when in with the ♣A to prevent the overtrick in 3♠. The par spot is 4♦ doubled going down a trick.

Board 22. E/W Vul. Dealer East.

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

East-West might struggle to find their diamond fit if their bidding starts 1♥-1♠-2♣. I guess West rebids 2NT and plays there. Eight tricks roll in by way of five diamonds and three aces. If you play that a jump rebid of 3♦ is natural and non-forcing, West has the perfect hand for it. A diamond contract yields two more tricks via spade ruffs in the East hand – North cannot lead a trump without losing the ♦K.

Board 23. Game All. Dealer South.

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

Even if playing a weak 2♦, the strong 4-card spade suit will deter South. After West opens 1♣, North might overcall 1♥, after which East bids diamonds and West spades. Given the matchpoint scoring, East-West are more likely to alight in 3NT than reach the decent club slam. With clubs as trumps, you can ruff two spades and concede one (or ruff three but later lose to the ♣J). 9 tricks are the limit in no-trumps.

Board 24. Love All. Dealer West.

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

In third seat, a 3♦ opening is fine for East. The suit is good and you are not overly worried missing spades facing a passed hand. With a heart suit unsuitable for a takeout double, South has a tough call over 3♦. If passed out, 3♦ can go two off if North overtakes the ♣K with the ♣A, switches to the ♣Q and later scores an overruff on the fourth spade. 4♣ makes North-South, with an overtrick on a non-diamond lead.

Board 25. E/W Vul. Dealer North.

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

After South opens 1♠ in third seat, North has a raise to 2.5♠. It is just possible that North raises to 2♠ and the auction ends there. If North does something else or South makes a game try, you get to game. 4♠ could two down on a diamond lead and return if declarer takes the spade finesse, trying to make 10 tricks, and runs into a diamond ruff. East's initial pass would warn that the ♠K is offside if both red aces appear early.

Board 26. Game All. Dealer East.

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

South might open a weak INT, in which case North transfers into hearts. The defenders ought to manage to stop the overtrick, scoring two trumps, a spade, and either two diamonds or one diamond and a ruff. An initial spade lead, the unbid major, ought to beat INT, although an inspired declarer might make it if the defenders slip. 2♣ should fail too; again it is a close call and some will make it. 2♠ makes East-West.

Board 27. Love All. Dealer South.

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

After South opens 1♣, North responds 1♦ and East overcalls 1♠, South (if playing a weak INT opening) has choice. INT shows the strength and spade stopper; double shows a good hand; 2♥ shows a good hand with hearts. In any case, most routes lead to 3NT. To be sure of stopping the overtrick in 3NT East either wins the first spade and switches to a diamond or ducks the first spade to maintain communications.

Board 28. N/S Vul. Dealer West.

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

West has an attractive suit but not quite enough for a 1♠ opening. After North opens INT, West will surely enter the bidding, knowing that East is unlikely to find a spade lead against INT. A normal club lead paves the way for beating 2♠. West wins the second club and does best to try a diamond. The defenders end up making two trumps, two hearts, a diamond and a club. INT makes by North-South or 2♦ by East-West.

Board 29. Game All. Dealer North.

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

If North opens 1♠, South raises to 2♠ and West stretches to bid 3♥. East will do well to work out that West might be straining to enter the auction and that the ♠Q might be worthless. Even 3♥ fails if North cashes the ♣A-K in whatever order suggests a doubleton in the partnership methods; the defenders can then take the ♠A, the ♠K and a club ruff. If North opens INT, it is easier for East-West to stop low.

Board 30. Love All. Dealer East.

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

After East opens 1♦, West's response of 1♠ silences North. East then rebids 2♣, after which a cautious West gives jump preference to 3♦. With 15 HCP, East makes a further move, a fourth suit 3♥ most likely, over which West bids 3NT. If West forces with 2♥ over 2♣, East-West might get to 6♦. Since the ♠2 goes on the ♥A, success in 6♦ depends on the clubs, the layout giving plenty of winning options.

Board 31. N/S Vul. Dealer South.

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

If West has a natural 4♣ opening available, East is likely to blast 6NT (perhaps after checking for key cards en route). Playing in no-trumps scores more and protects the spade holding. In fact, a 3♣ opening might well suffice to get East into slam mode. South probably leads a spade, thus saving the overtrick. On any other lead, declarer surely goes for a squeeze rather than taking the diamond finesse and thus makes all 13 tricks.

Board 32. E/W Vul. Dealer West.

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

West opens 1NT and South reopens with a double. East retreats, perhaps to 2♣ showing clubs and a higher suit. South then doubles 2♣ for takeout. With an eye on the vulnerability, North leaves in 2♣ doubled. The defenders have six quick tricks in top cards and a diamond ruff and should come to one more for 500. 4♠ is on for North-South, possibly with an overtrick if declarer drops the doubleton ♥Q.