

What are the funds from this event used for ?

Just in case you are wondering, the funds from this event go, as do all the funds from BGB events, towards supporting the National Teams from England, Scotland and Wales who compete in the World and European Events.

The next Big Championship

Your teams are off to Istanbul shortly, to represent their countries in the World Teams Olympiad - more details can be found on www.ecatsbridge.com and, of course on the WBF website at www.worldbridge.org. You can follow their progress as they compete in this fabulous event by going to the WBF site which will be carrying up to the minute results and the daily bulletins for you to download and enjoy.

Live Vu-Graph On Line

On www.ecatsbridge.com you will also find links to the sites putting up live vu-graph matches - I don't have all the information as I write this, but these are likely to be shown by three different organisations, each showing different matches, so you will always be able to find something interesting to watch!

The organisations are:

Bridge Base Online - www.bridgebase.com

E-Bridge - www.e-bridgemastr.com

and

Swan Games - www.swangames.com

It should be free to download their software and watch the matches, and it is great fun - so why not give it a go !



The British Autumn Simultaneous Pairs

*Wednesday
13 October 2004*



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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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

BGB does not have an official site at the present time, but news of the Gold Cup draws etc can be found on the EBU Site.

| | |
|--|--|
| www.ecatsbridge.com | Simultaneous Pairs Results |
| 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 Association of Ireland |
| www.nibu.co.uk/ | Northern Ireland Bridge Union |
| www.acbl.org | American Contract Bridge League |
| www.bridge.gr | World Bridge Federation |
| www.eurobridge.org | European Bridge League |
| www.wbfteaching.org | WBF Teaching |
| www.worldbridge.org | WBF Simultaneous Pairs |
| www.eblsims.org | EBL Simultaneous Pairs |

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.

ECatsBridge also runs an **email list**, sending information to players and administrators in the UK about the Simultaneous Pairs and other major events in the UK as well as in Europe and around the World. Emails are sent about every 4 - 6 weeks and anyone is welcome to join the list, either by going to www.ecatsbridge.com and following the link on the front page, or by emailing anna@ecats.co.uk and asking to be added to the UK list.

Board 29. Game All. Dealer North.

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

This time it looks better to play in a minor rather than in no-trumps – but is it? 10 tricks in clubs and 8 in no-trumps on a diamond lead. If North opens 2♦ West doubles in the balancing seat and East bids 3♣. If West opens 1♣ North will bid 1♦ and East supports clubs. If West opens 1♥ East bids INT and South has to find a lead. Only a diamond lead holds declarer to 8 tricks otherwise a poor score except some pairs may bid game. If North protects over INT he will lose 200, deservedly so.

Board 30. Love All. Dealer East.

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

If East opens 2♠ South doubles, West bids 3♠ and North 4♥. 4♠ is a good save. The defence need to stop the heart ruff to get 300. In 5♥ on a diamond lead N/S need a winning guess in hearts. However, East may lead a club and go in with the ♥A hoping to find partner with the ♠A and get a club ruff. Without a diamond lead North establishes a club for a diamond discard and 12 tricks. If East doesn't open it may be difficult to find the save in 4♠.

Board 31. N/S Vul. Dealer South.

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

North opens 1NT in third seat and South transfers to hearts. In the pass out seat West protects with 2♠. South passes with such a poor hand vulnerable. In 2♠ West does best to run the first spade and subsequently comes to 9 tricks, or 10 if he gets the clubs right by leading the jack.

Board 32. E/W Vul. Dealer West.

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

Everyone's 3NT after 1♦-1♥, 1NT-3NT. East leads the ♠J (though the ♥Q works best). It is not simple to make 9 tricks especially at pairs. If declarer plays a club to the queen a spade is returned. If declarer crosses to the ♥A (East playing an honour) to play the diamond finesse East wins and plays a second heart. Declarer loses 2 diamonds, a club and 2 hearts. Declarer does best to play a small diamond from hand at trick 2. East is powerless; if declarer wins a heart or a spade and plays the ♦A he will make 11 tricks.

Board 1. Love All. Dealer North.

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

For most pairs the auction will start 1♠-2♥, 2♠-3♦, 3NT-4♥. By introducing 3♦ rather than a direct 4♥ South has shown a good hand and North should reach the slam. Another route would be for South to force with 3♥ over 1♠. Slam is good needing the ♣A onside or the ♦finesse. If West leads the ♣J South will make the slam. On a neutral lead if East wins his ♣A then West is squeezed in the minors. Bidding and making a slam will be a good score.

Board 2. N/S Vul. Dealer East.

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

S reaches 3NT after bidding 1♥-1♠, 2♥-3♦, 3NT. If West leads the unbid suit the play goes ♣Q, K and A. South has not enough entries to clear and cash the hearts. South succeeds if he plays on ♠ instead of hearts. On a ♦ lead South plays dummy's Q and leads a ♥ to the queen - with 4-2 Jx or 9x are twice as likely as Kx with the added bonus of J9 bare. West wins the ♥ and plays the ♦K ducked. West plays a ♠ South wins the ace, takes the ♣ finesse and clear the hearts – 9 tricks.

Board 3. E/W Vul. Dealer South.

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

A deal that will be thrown in at many tables. Playing weak-twos South opens 2♦ which North raises pre-emptively to 3♦. West needs to lead a ♠ for East to get a ruff to hold the contract to 9 tricks. If West double 2♦ then East will play 3♥ which is likely to go 2 down for hardly any match points.

Board 4. Game All. Dealer West.

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

The bidding starts with North and is likely to go: 1♥-1♠-1NT. 7 tricks are available whether West leads a spade or a diamond. If North removes to 2♣ and receives 2♥ preference from South 8 tricks are available.

If East is tempted into an indiscretion 2♠ doubled costs at least 200.

Board 5. NIS Vul. Dealer North.

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

One way or another East plays 4♠ after North opens 1♦. Dummy wins the diamond lead and plays the ♣Q. East ruffs N's ace and crosses with a diamond ruff to play the ♣J discarding a heart as South wins. If South plays another club North makes his ♠K. Otherwise East may play the ♠A and make 12 tricks for a good score.

Board 6. E/W Vul. Dealer East.

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

W opens 1♣ in third seat, North bids 1♠ and East 3♣. North re-opens with a double, South bids 3♥ and West 4♣. South presses on to 4♥ which West doubles. South wins the club lead and plays a spade. West wins to cash ♦A and plays a club. South ruffs high and plays another spade. East must win and give West a diamond ruff to defeat the contract. Otherwise South establishes the spades for two discards. It is essential for West to cash his ♦A early in the defence.

Board 7. Game All. Dealer South.

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

Nothing to the play in 6♥ unless West fails to open 3♣ in which case East may lead a ♠ to give 13 tricks. If North is allowed to open 1♥ South bids game then, 4♠-5♣, 5♦ follows. South with the ♦K doubleton would raise to 6♦. As it is he signs off and North bids the small slam. W's 6-4 distribution is powerful and West should open 3♣. North doubles, South bids 4♥ and North takes a pot at the slam.

Board 8. Love All. Dealer West.

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

It is generally right to open a 6-card suit before a 5-carder especially with this suit quality. If North risks a 1♠ overcall South might as well pot 3NT. If North passes 1♦, East also passes and South doubles. West bids his spades and North doubles for penalties. East gives preference to 2♦ and South pots 3NT. There are 10 tricks one way or another in clubs or NT.

Board 25. E/W Vul. Dealer North.

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

When South opens 1♣ it matters little whether West overcalls the obvious 1♥ or not; North/South will reach 4♠.

Played by North it should be obvious for East West to cash their 4 red suit tricks. However, if South opens an off-centre 1NT and plays 4♠ he will make 11 tricks on a likely black suit lead.

Board 26. Game All. Dealer East.

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

E/W reach 4♠ after 1♦-pass-1♠-2♥, 4♥-pass-4♠.

North leads the ♥A and must find a club switch to beat 4♠. South might play a suit preference ♥6 or North might reason that as he knows the diamonds are breaking club tricks may disappear, and play a club. The ♣J is the correct switch in case South holds K 9 8 3.

Board 27. Love All. Dealer South.

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

Whether West overcalls 1♥ or 2♥ East will raise to game somehow. Given the opening bid West will guess the spades for 11 tricks.

If West bids 1♥ and East cue-bids diamonds West has a choice of rebids; 2NT to show the diamond stop or a jump in hearts to show the good suit. 2NT will lead to the inferior 3NT which on a diamond lead has 10 tricks for a very poor score.

Board 28. NIS Vul. Dealer West.

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

Very difficult to stop in the top scoring 3NT where, unless North leads the ♠A, 13 tricks can be made with the favourable minor-suit position.

West wins the spade lead and plays the ♣Q. If North ducks this declarer can cash his hearts and take the diamond finesse, to make 13 tricks on the actual lie.

Board 21. N/S Vul. Dealer North.

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

3NT by West on a spade lead is normal. West wins the spade in dummy and cashes 5 clubs causing North some problems. If North throws a heart then 11 tricks are easily made and if not West guesses the heart position by leading a low heart and ducking N's honour. This loses if North has found an inspired play with honour to three.

Board 22. E/W Vul. Dealer East.

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

Despite E's maximum NT he loses 200 on the natural ♦J lead for a poor score. A low diamond lead blocks the suit and South will need to take care to defeat the contract. A spade lead allows East to escape for 100. If East opens 1♣ South has not an obvious bid and East raises the 1♥ response to 2♥. If South passes it makes 8 at least, while if South doubles North bids 3♦. East plays 3 rounds of hearts. Declarer ruffs in dummy and plays off his trumps squeezing West who is known to be 4-4-1-4 from the bidding. With 5 cards left either the ♣A is bare or West can be thrown in with the third spade.

Board 23. Game All. Dealer South.

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

Whether South opens INT or not E/W reach 4♥. 11 tricks are made when East leads the ♥Q to protect against South holding ♥KJx. If N/S save in 4♠ down 500 is the likely result. However, the ♥Q lead allows the defence to punch North and he loses trump control. North can recover by cashing the ♠A before playing clubs. East can ruff but now North can ruff in hand and draw all the trumps with dummy's K and Q. N/S do best when South opens 1♣ since 5♣ costs 500.

Board 24. Love All. Dealer West.

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

Action all round. If West opens 1♦ North bids spades and East raises to 3♦. South bids 3♥ and North bids game. 6 hearts, 2 clubs, a club ruff and the ♦A give 10 tricks. E/W do best to save in 5♦ for 300. If West sensibly opens INT North bids 2♠ and that might end the auction. However if East chooses to bid 3♣ South doubles for 2 down but will E/W run to 3♦?

Board 9. E/W Vul. Dealer North.

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

There's nothing to the bidding on this hand: North has a 1♠ opening which gets a 4♥ splinter response and North signs off in 4♠. East will do well to lead a club and collect 3 tricks. Will West get it right on a diamond lead? Either 10, 11 or 12 tricks for North/South depending on the opening lead and return.

Board 10. Game All. Dealer East.

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

Straightforward bidding sees a 1♦ opener by South, 1♠ overcall and 2♥ from North. South rebids 2NT and North raises to game.

On a club lead South has time to try for the heart split and make 10 tricks. If West leads a spade declarer wins. He should cash his diamonds first. If West throws a club he gives a trick; if he throws a heart declarer cashes two hearts and then plays four rounds of clubs throwing West in and forcing him to play a second spade.

Board 11. Love All. Dealer South.

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

1♥ from S, 1♠ from North and 3♥ from S. Should North pass or bid four? The only lead to beat 4♥ is a low spade. Declarer suffers a ruff or draws trumps and allows East to set up two diamond tricks before declarer has a discard. On any other lead declarer is in control - on a diamond lead to the ace and a spade switch South wins and ruffs a diamond before drawing trumps. If East plays a trump declarer wins in hand and plays the ♣K with the ♥J a dummy entry.

Board 12. NIS Vul. Dealer West.

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

E/W bid 1♦-1♥, 1♠-INT. A double by North leads to a substantial penalty. If North opens INT and West bids 2♦ to show spades and another he ends in 2♠ doubled. He can escape for 1 down by winning the club lead with the ace and running the queen. If South covers he ruffs. ♦A and a ruff follow then the ♣J throwing a heart. Another winning club and North has to ruff leaving him with the bare ♠A. Declarer guesses the spade for 7 tricks. However, 2 down is more likely. If North is left in INT he makes 8 tricks.

Board 13. Game All. Dealer North.

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

East opens 1♣ and South bids 1♥, West 1♠ and North 2♥. 2NT by East may allow West to buy the contract in 3♣. N/S need either to double and beat it or bid on to 4♥ to get many of the matchpoints. If North doesn't lead a club or switch to one after the ♥A E/W make 3♠. N/S make 4♥. Win the spade, cross to ♥A and take a club finesse cash the ♣A, ruff a club and play a diamond. East wins and plays a spade. South ruffs, draws the heart, and ruffs the last club and plays a diamond. This needs good card reading but West may simplify matters by leading a diamond or a club at trick 1.

Board 14. Love All. Dealer East.

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

1♥ - 3♥, 4♥ is the normal auction. South cashes his diamonds and E/W make 10 tricks. A brave North may bid 3♠ over 3♥ but that doesn't affect things. However, if N/S can find their diamond fit they have a good save in 5♦.

Board 15. N/S Vul. Dealer South.

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

Many pairs will play in 1♠ but if North responds 1NT South rebids 2♥ which North should pass. On a ♣ lead in 1♠ South ruffs and plays a diamond to the king and one back to the ten. After another club South makes 7 tricks. If West leads his heart, ill-advised with his trump holding, South has 9 or 10 tricks available. In 2♥ South can establish 2 diamond tricks and cross-ruff for 10 tricks when he pins the ten of hearts.

Board 16. E/W Vul. Dealer West.

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

1NT - 4♠ is the best auction. East doesn't want to run the risk of allowing South to enter the auction by doubling 2♥. Also the minor suits are better led round to rather than through. Only a diamond lead lets the contract make although on a spade lead and immediate club play South may discard badly on the run of several black suit winners.

Board 17. Love All. Dealer North.

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

North opens 1♠ and should reach 4♠.

On the other hand, West will surely bid 5♣ which is a good save losing just 300. Any North/South pair bidding on will find themselves losing as 5♠ isn't making.

Board 18. N/S Vul. Dealer East.

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

With 26 points between them East/West will surely reach game. Will this be 3NT making 9 tricks after the opponents cash 4 heart tricks (if they don't there are 12 tricks)?

Or will it be 5♦ making 11 or 12 tricks depending on the lead? The bidding will pinpoint the heart weakness. A flat Board with both 3NT and 5♦ scoring 400 is predicted.

Board 19. E/W Vul. Dealer South.

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

If playing Acol Twos West opens 2♥ and North overcalls 2♠. East bids 2NT and West bids game. In 3NT East makes 10 tricks unless South finds the diamond lead. An excellent score. In 4♥ West has a discard on the spades for the same 10 tricks. North does well in spades; if he ruffs the second heart and plays the ♠K he may make 9 tricks for East is endplayed. If, instead North plays a club to the jack and later overtakes the ♣Q to play diamonds he makes at least 7 tricks, still a worthwhile save.

Board 20. Game All. Dealer West.

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

12 tricks in clubs are readily available. There are several routes to the top spot. For example:

| | | | |
|------|-------|------|-------|
| West | North | East | South |
| Pass | Pass | 1♣ | 1♥ |
| Dble | 2♥ | 3♦ | Pass |
| 5♣ | Pass | 6♣ | Pass |

If North raises to 3♥ pre-emptively E/W will have more difficulty because West will not be able to jump to 5♣ - on the other hand E's heart void becomes predictable.