

EBED



Sim Pairs

Commentary by John Williams

Monday
7th September 2020

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

The proceeds raised by this event will go to EBED, the national charity for the promotion and development of duplicate bridge. Particularly, in the past few challenging months staff at EBED have worked hard to improve and develop the infrastructure for bridge teaching in England by launching the new e-learning portal EBS (English Bridge School), and to provide support for EBTA – the English Bridge Teachers Association – in order to enable its members to teach bridge online.

EBED also supplies “Bridge for All” teaching materials, organises 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 about EBED’s activities in the current issue of English Bridge and at www.ebedcio.org.uk. If you wish to arrange a donation in favour of the charity, please do so at www.ebedcio.org.uk/donate. 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 sincerely thank you thank you for your support.

Giorgio Provenza
Chief Executive
English Bridge Education & Development, Registered Charity No: 1153543

<p>♠ A953 ♥ K43 ♦ Q96 ♣ AKJ</p> <p>♠ K874 ♠ J2 ♥ J85 ♥ 96 ♦ KJ3 ♦ A10542 ♣ Q104 ♣ 9872</p> <p>♠ Q106 ♥ AQ1072 ♦ 87 ♣ 653</p> <table border="1"> <tr><th colspan="2">HCP</th></tr> <tr><td>17</td><td></td></tr> <tr><td>10</td><td>5</td></tr> <tr><td>8</td><td></td></tr> </table> <table border="1"> <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>2</td><td>1</td><td>4</td><td>4</td><td>2</td></tr> <tr><td>S</td><td>2</td><td>1</td><td>4</td><td>4</td><td>2</td></tr> <tr><td>E</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></tr> </table>	HCP		17		10	5	8		Makeable contracts							♣	♦	♥	♠	NT	N	2	1	4	4	2	S	2	1	4	4	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 1 : Dealer North : Love all</p> <table border="0"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♠</td><td>Pass</td><td>1NT</td></tr> <tr><td>Pass</td><td>2NT</td><td>Pass</td><td>3♥</td></tr> <tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr> </table> <p>It looks simple enough but there is ample scope for disaster here. South has three possible options after North’s opening 1♠ - 1NT, 2♥ or 2♠. 1NT has the right point-count but the wrong shape, 2♥ is simply too light for modern taste (where a two-level response tends to promise 10+ HCPs at the very least) and 2♠ risks losing the heart suit altogether (as it happens, North will bid surely rebid 2NT as a natural game-try with weak spades, allowing partner to recover with 3H – surely showing just this hand).</p> <p>The only disastrous outcome is 3NT, even played by South, as West might well fish out a diamond lead. 4♥ (or 4♠ come to that) relies on playing spades to advantage: that will normally happen painlessly but you never know: -50 will feature on the traveller, for sure, if only rarely. And a few will possibly miss game....</p>	West	North	East	South		1♠	Pass	1NT	Pass	2NT	Pass	3♥	Pass	4♥	All Pass	
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<p>♠ KQ2 ♥ Q8643 ♦ A854 ♣ 4</p> <p>♠ 1043 ♠ J ♥ K9 ♥ J ♦ 10976 ♦ KQJ32 ♣ Q1076 ♣ AKJ953</p> <p>♠ A98765 ♥ A10752 ♦ - ♣ 82</p> <table border="1"> <tr><th colspan="2">HCP</th></tr> <tr><td>11</td><td></td></tr> <tr><td>5</td><td>16</td></tr> <tr><td>8</td><td></td></tr> </table> <table border="1"> <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>-</td><td>-</td><td>5</td><td>5</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>5</td><td>5</td><td>1</td></tr> <tr><td>E</td><td>3</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		11		5	16	8		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	5	5	1	S	-	-	5	5	1	E	3	3	-	-	-	W	2	3	-	-	-	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td></td><td>1♦</td><td>3♣</td></tr> <tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr> </table> <p>Assuming South has a gadget available to show his weak (but potentially very good) two-suiter - here, for instance, 3♣ is Ghestem, promising both majors - North will surely bash 4♥, not caring even if partner’s effort is described as either weak or strong. This relies on partner making a slam try if strong. South will then agonise before passing – and in truth it’s a difficult decision (slam may well be making if North has the right cards, regardless of combined high-card strength). Here slam relies solely on bringing in the trump suit for no losers, clearly impossible as they lie (but not if East holds King and another and declarer advances the Queen). So slam is actually odds-against and 11 tricks will bring in a very good score. Note that EW have a good save at this vulnerability (even 6♣ or 6♦ doubled loses only 500!) And a number of Easts are likely to bid on with 5♣ over 4♥, so this is a live a possibility. There is thus scope for a variety of results on the traveller, ranging from +650 to +500 for NS with stopping points in between.</p>	West	North	East	South			1♦	3♣	Pass	4♥	All Pass					
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<p>♠ K75 ♥ J985 ♦ 7632 ♣ 98</p> <p>♠ AQ6 ♠ 3 ♥ 7432 ♥ Q6 ♦ J9 ♦ 10854 ♣ KQ52 ♣ AJ7643</p> <p>♠ J109842 ♥ AK10 ♦ AKQ ♣ 10</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>4</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>3</td> <td>5</td> <td>-</td> </tr> <tr> <td>12</td> <td>7</td> <td>S</td> <td>-</td> <td>2</td> <td>3</td> <td>5</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>17</td> <td></td> <td>W</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	4		N	-	2	3	5	-	12	7	S	-	2	3	5	-			E	3	-	-	-	-	17		W	3	-	-	-	-	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♠</td> </tr> </tbody> </table> <p>All Pass</p> <p>This will be the most likely auction, leading to red faces for NS – but what can they do? Maybe strong clubbers have a good chance (1♣-1♦-1♠-2♠-4♠). Acol lets the side down on this occasion (unless North fancies chancing his arm with 2♠). The only other scenario which gives NS a chance is when East decides to protect in clubs if 1♠ comes round: now South can double and raise 2♠ to 4♠.</p> <p>Annoyingly there are no less than 11 tricks available in spades, thanks to the lie of the suit and the winning heart finesse.</p> <p>Those who manage +450 will have a huge result and the rest will just have to put on their red faces.</p>	West	North	East	South				1♠								
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<p>♠ J7 ♥ KJ97 ♦ KJ3 ♣ K1084</p> <p>♠ Q4 ♠ AK1086 ♥ A863 ♥ 4 ♦ 764 ♦ A982 ♣ QJ62 ♣ A73</p> <p>♠ 9532 ♥ Q1052 ♦ Q105 ♣ 95</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td>15</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>3</td> <td>4</td> <td>-</td> <td>4</td> </tr> <tr> <td>4</td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>1</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	-	-	-	9	15	S	-	-	-	-			E	3	4	-	4	4		W	3	4	1	4	<p>Board 4 : Dealer West : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1NT</td> <td>Dbl</td> <td>2♥</td> </tr> <tr> <td>Dbl</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Anyone opening the North hand must be wishing he had the courage to pass. Assuming East doubles this for penalties South (heart in mouth) can bid 2♥ to show the lower of two biddable 4-card suits and West seems sure to double this also. Will East run to 2♠? Who knows? And if he does (showing a better hand than he actually has) what then? 2♥ doubled might escape for no more than -200 but -500 seems much more likely. And if EW play in a spade partscore they are likely to be frustrated, the lie of the cards being absurdly favourable. If North does happen to pass initially EW will probably start 1♠-1NT-2♦-2♠ and to then reach game, East must make a thin 3♣ game try, leading to 3NT or 4♠. There is nothing much to the play in spades, declarer losing just two diamonds and a club. 3NT is an unlikely second prize, scoring +400. Unlikely because West can be reasonably sure he is facing a singleton heart, so will surely prefer the spade game (partner may even have six of them). All in all, +170 will probably attract only a modest match point score.</p>	West	North	East	South	Pass	1NT	Dbl	2♥	Dbl	All Pass										
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<p>♠ Q73 ♥ 86 ♦ Q8652 ♣ 976</p> <p>♠ 96 ♠ AKJ4 ♥ 10974 ♥ A ♦ AJ10 ♦ K974 ♣ AQ82 ♣ K1043</p> <p>♠ 10852 ♥ KQJ532 ♦ 3 ♣ J5</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>4</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td>18</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>7</td> <td>6</td> <td>2</td> <td>6</td> <td>7</td> </tr> <tr> <td></td> <td></td> <td>7</td> <td>6</td> <td>2</td> <td>6</td> <td>7</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	4		-	-	-	-	-	11	18	-	-	-	-	-	7		7	6	2	6	7			7	6	2	6	7	<p>Board 8 : Dealer West : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>Pass</td> <td>1♣</td> <td>2♥</td> </tr> <tr> <td>3♥</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♦</td> <td>Pass</td> <td>6♣</td> <td>All Pass</td> </tr> </tbody> </table> <p>Perhaps this auction is partly wishful thinking. Firstly, East has to opt for a 1♣ opening rather than 1♦; then West has to take a slight risk with his 3♥ raise, which potentially commits his side to the 4-level in clubs. All that's then needed is a cue-bid or two to land in the top spot, coupled with good/lucky play – notably in the diamond suit (though it's probably with the odds to place North with the guarded Queen of diamonds after South's weak jump in hearts).</p> <p>There is a grand slam available in either clubs or NTs (the latter extremely perilous in terms of the diamond guess).</p> <p>It seems likely that +920 will be a rarely shared top, with +490 (or even +460) beating +420 to second spot.</p>	West	North	East	South	Pass	Pass	1♣	2♥	3♥	Pass	3♠	Pass	4♦	Pass	6♣	All Pass
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<p>♠ A532 ♥ 102 ♦ QJ102 ♣ AQ5</p> <p>♠ Q10764 ♠ K8 ♥ J5 ♥ AKQ4 ♦ 73 ♦ K8654 ♣ J1073 ♣ K9</p> <p>♠ J9 ♥ 98763 ♦ A9 ♣ 8642</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>4</td> <td>18</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>5</td> <td></td> <td>1</td> <td>1</td> <td>-</td> <td>2</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>1</td> <td>-</td> <td>2</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	13		-	-	-	-	-	4	18	-	-	-	-	-	5		1	1	-	2	2			1	1	-	2	2	<p>Board 9 : Dealer North : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>Dbf</td> <td>Rdbl</td> </tr> <tr> <td>Pass</td> <td>2♣</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Dbf</td> <td>All Pass</td> </tr> </tbody> </table> <p>This seems likely to be a regular auction with NS using whatever means they have to arrive in a 5-card suit. It should be a golden rule that once 1NT has been doubled for penalties, all subsequent doubles by either defender are also for penalties (this doesn't mean that the double can't be pulled if defending is going to be the worst option – here West has a heart honour and a reasonably balanced hand, so should be content to defend, even at this vulnerability).</p> <p>East knows that almost any lead will cost a trick and this might just tip him in the right direction – a low trump! Bullseye when West wins and can return a damaging spade: the best declarer can do is win and run Queen of diamonds (not covered). This will lead to a fine score for EW, however the play continues. And there's no game on for them, so it's all profit. A poor advertisement for the weak NT...</p>	West	North	East	South		1NT	Dbf	Rdbl	Pass	2♣	Pass	2♥	Pass	Pass	Dbf	All Pass
HCP		Makeable contracts																																																									
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<p>♠ Q87 ♥ 1094 ♦ 652 ♣ KJ97</p> <p>♠ AJ65 ♠ 4 ♥ J53 ♥ K72 ♦ AQ8 ♦ K9743 ♣ A65 ♣ Q843</p> <p>♠ K10932 ♥ AQ86 ♦ J10 ♣ 102</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>16</td> <td>8</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>3</td> <td>4</td> <td>1</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>3</td> <td>4</td> <td>1</td> <td>-</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	6		-	-	-	1	-	16	8	-	-	-	1	-	10		3	4	1	-	1			3	4	1	-	2	<p>Board 10 : Dealer East : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>1NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>All roads seem to lead to the same spot because, if South fails to open (which seems normal holding both majors), West will open 1♠ instead and now East will be probably be declarer in 1NT (a 2♦ response is not how the world bids these days). In the auction above East has a possible game try available but this is against the odds – particularly at pairs. With diamonds coming in obediently, declarer has 7 top tricks in NTs from either hand. If East is declarer, he may profit from South deciding to try a heart.</p> <p>No-trumps will yield anywhere between 7 and 9 tricks and, for a good score, it needs to be 9 because those (few) who settle in diamonds will surely score 10 tricks for +130.</p> <p>A typical pairs scrap!...</p>	West	North	East	South			Pass	1♠	1NT	All Pass						
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<p>♠ 9743 ♥ K64 ♦ 104 ♣ AQ73</p> <p>♠ AJ ♠ Q1065 ♥ 109873 ♥ AQJ5 ♦ 2 ♦ 98753 ♣ KJ1092 ♣ -</p> <p>♠ K82 ♥ 2 ♦ AKQJ6 ♣ 8654</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>9</td> <td>9</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td></td> <td>1</td> <td>-</td> <td>5</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>-</td> <td>5</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	9		-	-	-	1	-	9	9	-	-	-	-	-	13		1	-	5	-	-			1	-	5	-	-	<p>Board 11 : Dealer South : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1♦</td> </tr> <tr> <td>2NT</td> <td>Dbf</td> <td>4♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>The question is, will West seize the opportunity to show his two-suiter? It's not ideal (much better in theory if his Ace was in hearts). However, the hand isn't an obvious 1♥ overcall either, so those who like to get into the bidding (and that's half the fun!) are quite likely to succumb to temptation. If they do, the result is spectacular: now the spade holding is magic and helps declarer to anywhere up to 11 tricks.</p> <p>I should add that North will usually double whatever system bid is adopted to show hearts and clubs, having an interest in defending either suit. But he then needs to pull his horns in when East jumps to game, since if he doubles again – for penalties, of course - disaster awaits.</p> <p>If West simply passes at his first turn any number of things may happen (impossible to predict) but they are less likely to amount to high drama.</p>	West	North	East	South				1♦	2NT	Dbf	4♥	All Pass				
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<p>♠ Q843 ♥ 108 ♦ AQ973 ♣ A6</p> <p>♠ 10752 ♠ A9 ♥ Q9542 ♥ A763 ♦ 5 ♦ J86 ♣ J53 ♣ Q872</p> <p>♠ KJ6 ♥ KJ ♦ K1042 ♣ K1094</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>2</td> <td>5</td> <td>-</td> <td>3</td> <td>2</td> </tr> <tr> <td>3</td> <td>11</td> <td>S</td> <td>2</td> <td>5</td> <td>-</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td>14</td> <td>E</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		12		N	2	5	-	3	2	3	11	S	2	5	-	3	2		14	E	-	-	1	-	-			W	-	-	1	-	-	<p>Board 12 : Dealer West : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>Pass</td> <td>5♦</td> </tr> <tr> <td colspan="4">All Pass</td> </tr> </tbody> </table> <p>Very delicate! No-trumps appears hopeless: even if North declares and guesses right on an opening heart lead there are only eight tricks before the defence grabs the next five. Playing in diamonds, the only winning defence is for East to underlead Ace of hearts: then it will take both courage and good intuition for declarer to survive by putting up the King. Left to his own devices, declarer can draw trumps and establish spades for a heart discard. The trouble is, North might settle for an opening bid of 1NT. That wouldn't be the stupidest bid ever but would score very few brownie points with partner on this occasion.</p> <p>The most likely scores are +600 or -100 to NS. Which will be favourite is impossible to say.</p>	West	North	East	South	Pass	1♦	Pass	2♣	Pass	2♦	Pass	5♦	All Pass											
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<p>♠ K984 ♥ A32 ♦ A9532 ♣ 4</p> <p>♠ 10763 ♠ AQJ ♥ J104 ♥ 965 ♦ - ♦ J1084 ♣ A109763 ♣ QJ5</p> <p>♠ 52 ♥ KQ87 ♦ KQ76 ♣ K82</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>-</td> <td>3</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>5</td> <td>11</td> <td>S</td> <td>-</td> <td>3</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>13</td> <td>E</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	-	3	1	-	-	5	11	S	-	3	2	-	-		13	E	3	-	-	1	-			W	3	-	-	1	-	<p>Board 13 : Dealer North : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>1♦</td> <td>Pass</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Dbf</td> <td>2♥</td> <td>3♣</td> <td>3♦</td> </tr> <tr> <td>Pass</td> <td>4♦</td> <td>Pass</td> <td>5♦</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Dbf</td> <td>All Pass</td> </tr> </tbody> </table> <p>The auction looks pre-ordained up to North's 2♥ bid (and probably East's 3♣). South's 3♦ bid is then technically forcing (he could have bid a non-forcing 3♦ earlier rather than utilising fourth-suit-forcing). This represents a point of no return as 3♦ is the last safe resting place for NS. The question is: should 4♦ then be a suggested sign-off? This is a situation which is not uncommon and merits discussion. Another question: is there any circumstance where North is entitled to pass 3♦? Perhaps not, though unless North's 4♦ is construed as forcing, his partner may well judge to pass, bearing in mind that his King of clubs appears to be poorly placed.</p> <p>It's clear that 3♦ will score very well indeed for NS, 4♦ will scrape a few match points and 5♦ – particularly if the defence loses patience and doubles – will be a disaster, albeit a slightly unlucky one.</p>	West	North	East	South		1♦	Pass	1♥	Pass	1♠	Pass	2♣	Dbf	2♥	3♣	3♦	Pass	4♦	Pass	5♦	Pass	Pass	Dbf	All Pass
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<p>♠ QJ1065 ♥ 42 ♦ AQJ2 ♣ 107</p> <p>♠ AK97 ♠ 3 ♥ J3 ♥ 10976 ♦ 10763 ♦ 984 ♣ QJ6 ♣ AK985</p> <p>♠ 842 ♥ AKQ85 ♦ K5 ♣ 432</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> <td>-</td> </tr> <tr> <td>11</td> <td>7</td> <td>S</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> <td>-</td> </tr> <tr> <td></td> <td>12</td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		10		N	-	1	2	3	-	11	7	S	-	1	2	3	-		12	E	1	-	-	-	-			W	1	-	-	-	-	<p>Board 14 : Dealer East : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>2♠</td> </tr> <tr> <td colspan="4">All Pass</td> </tr> </tbody> </table> <p>There is only one talking point here, which is: should South rebid 2♥ or 2♠? There is no clear answer: a 2♥ rebid is usually played as promising 6 cards, given that so many alternatives are available in isolation – 1NT, 2♣, 2♦ or 2♠. However, in favour of 2♥ is the suit quality and against 2♠ is the poor 3-card support and lack of a singleton. 2♣, though not everyone's choice, is a temporising effort which works well here: the auction will now surely finish in 2♠, one way or another.</p> <p>Despite the bad trump break, 2♠ plays well and will result in 9 tricks. 2♥ is not so good, losing 2 spades, a trump and two clubs.</p> <p>A nothing board at teams but more critical at pairs.</p>	West	North	East	South			Pass	1♥	Pass	1♠	Pass	2♠	All Pass											
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<p>♠ AK932 ♥ 9543 ♦ A7 ♣ 84</p> <p>♠ 75 ♠ J108 ♥ Q1086 ♥ KJ ♦ QJ94 ♦ K8632 ♣ K97 ♣ 1062</p> <p>♠ Q64 ♥ A72 ♦ 105 ♣ AQJ53</p> <table border="1" data-bbox="73 562 193 745"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>11</td><td></td></tr> <tr><td>8</td><td>8</td></tr> <tr><td>13</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="233 562 475 745"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>3</td><td>-</td><td>2</td><td>4</td><td>2</td></tr> <tr><td>S</td><td>3</td><td>-</td><td>2</td><td>4</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> </tbody> </table>	HCP		11		8	8	13		Makeable contracts							♣	♦	♥	♠	NT	N	3	-	2	4	2	S	3	-	2	4	2	E	-	1	-	-	-	W	-	1	-	-	-	<p>Board 15 : Dealer South : NS vulnerable</p> <table border="1" data-bbox="496 152 970 331"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td></td><td></td><td>1NT</td></tr> <tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♦</td></tr> <tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♠</td></tr> <tr><td colspan="4">All Pass</td></tr> </tbody> </table> <p>Here is another bidding situation where the players need to have agreed methods. After Stayman fails to deliver a clear answer, how should a jump to 3♠ be played – as invitational or forcing? (as 2♣ would represent a dangerous underbid, 3♠ must be one or the other). The only alternative is an invitational 2NT, which doesn't look right. The alternative for North would be to transfer into spades and then bid hearts, but (a) this would usually be taken as a game force and (b) the heart suit is awful. As it happens, 3♠ will surely prompt partner to go to game (three good trumps, a good club suit and an outside Ace). This needs careful play but should always prevail. A heart lead allows the diamond loser to go away after drawing trumps and finessing in clubs; a diamond lead allows two heart losers to go away in similar fashion. 4♠ for +620 is sure to score well.</p>	West	North	East	South				1NT	Pass	2♣	Pass	2♦	Pass	3♠	Pass	4♠	All Pass											
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<p>♠ 942 ♥ K ♦ A853 ♣ A10863</p> <p>♠ Q3 ♠ AJ108 ♥ AQ65 ♥ J93 ♦ Q62 ♦ J4 ♣ Q972 ♣ KJ54</p> <p>♠ K765 ♥ 108742 ♦ K1097 ♣ -</p> <table border="1" data-bbox="73 1211 193 1395"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>11</td><td></td></tr> <tr><td>12</td><td>11</td></tr> <tr><td>6</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="233 1211 475 1395"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>-</td><td>1</td><td>-</td><td>2</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>1</td><td>-</td><td>2</td></tr> </tbody> </table>	HCP		11		12	11	6		Makeable contracts							♣	♦	♥	♠	NT	N	-	2	-	-	-	S	-	2	-	-	-	E	1	-	1	-	2	W	1	-	1	-	2	<p>Board 16 : Dealer West : EW vulnerable</p> <table border="1" data-bbox="496 801 970 902"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td>1NT</td><td>Pass</td><td>2♣</td><td>Pass</td></tr> <tr><td>2♥</td><td>Pass</td><td>2NT</td><td>All Pass</td></tr> </tbody> </table> <p>Surely no one will be bold enough to bid game so 2NT will be a near-universal final contract.</p> <p>8 tricks should also be a near-universal result. It's true, however, that 9 can be made after a kindly club lead, if declarer drops the bare King of hearts. So +150 will be a magic result for EW and +120 a much-shared lower-middle.</p> <p>It's difficult to foresee any other results.</p> <p>Famous last words!...</p>	West	North	East	South	1NT	Pass	2♣	Pass	2♥	Pass	2NT	All Pass																
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<p>♠ K ♥ QJ98 ♦ J109642 ♣ 104</p> <p>♠ A8 ♠ QJ954 ♥ A10 ♥ K754 ♦ AK3 ♦ 85 ♣ AKQJ75 ♣ 62</p> <p>♠ 107632 ♥ 632 ♦ Q7 ♣ 983</p> <table border="1" data-bbox="73 1850 193 2033"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>7</td><td></td></tr> <tr><td>25</td><td>6</td></tr> <tr><td>2</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="233 1850 475 2033"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</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></tr> <tr><td>E</td><td>7</td><td>2</td><td>5</td><td>6</td><td>7</td></tr> <tr><td>W</td><td>7</td><td>2</td><td>5</td><td>6</td><td>7</td></tr> </tbody> </table>	HCP		7		25	6	2		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	7	2	5	6	7	W	7	2	5	6	7	<p>Board 17 : Dealer North : Love all</p> <table border="1" data-bbox="496 1442 970 1688"> <thead> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> </thead> <tbody> <tr><td></td><td>Pass</td><td>Pass</td><td>Pass</td></tr> <tr><td>2♣</td><td>Pass</td><td>2♦</td><td>Pass</td></tr> <tr><td>3♣</td><td>Pass</td><td>3♠</td><td>Pass</td></tr> <tr><td>4♣</td><td>Pass</td><td>4♥</td><td>Pass</td></tr> <tr><td>4NT</td><td>Pass</td><td>5NT</td><td>Pass</td></tr> <tr><td>6NT</td><td colspan="3">All Pass</td></tr> </tbody> </table> <p>Sometimes science isn't the easy answer and you need to rely on improvisation and – yes – a little good luck. West shows a monster hand by forcing with 3♣ and then going on to 4♣, bypassing 3NT. East's 4♥ bid is necessary to imply some points and some shape (and it may also be taken as a cue bid with clubs agreed as a place to play). When West ploughs on with 4NT (clubs or general try?) his partner simply has to show the values to invite slam – with a smidgeon of hopefulness implied – and it should be clear that 5NT is a natural invitation and not a grand slam try. Yes, the grand slam is actually there but only courtesy of dropping the King of spades offside – and that's not going to happen. Anyone not in 6NT is going to score poorly – as is anyone in 7♣ or 7NT!</p>	West	North	East	South		Pass	Pass	Pass	2♣	Pass	2♦	Pass	3♣	Pass	3♠	Pass	4♣	Pass	4♥	Pass	4NT	Pass	5NT	Pass	6NT	All Pass		
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<p> ♠ Q765 ♥ A96 ♦ 3 ♣ K8732 ♠ KJ982 ♠ A104 ♥ 107 ♥ 853 ♦ K2 ♦ AJ875 ♣ AJ64 ♣ 95 ♠ 3 ♥ KQJ42 ♦ Q10964 ♣ Q10 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>9</td> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>10</td> <td>E</td> <td>1</td> <td>1</td> <td>-</td> <td>2</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>1</td> <td>-</td> <td>2</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	9		N	-	-	2	-	-	12	9	S	-	-	2	-	-		10	E	1	1	-	2	2			W	1	1	-	2	2	<p>Board 18 : Dealer East : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♥</td> </tr> <tr> <td>1♠</td> <td>2♥</td> <td>2♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>If South has a Lucas-style 2♥ bid available (5-4 or better with hearts and a minor and 6-10 HCPs) he will surely use it. If not, he's worth a 1♥ opening according to the so-called rule of 19 (adding HCPs to length in the two best suits).</p> <p>After either opening the auction is finely poised. West will overcall and East will raise regardless of North's action. If EW buy it in 2♠ they are safe for 8 tricks, even if they sustain a trump loser and a diamond ruff in addition to two hearts and anything else going. If NS buy it in 3♥ they should get out for 1 down most of the time, which is good provided they're not doubled.</p> <p>This will make for interesting reading on the traveller. Typical pairs scramble.</p>	West	North	East	South			Pass	1♥	1♠	2♥	2♠	All Pass				
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<p> ♠ Q ♥ 87 ♦ A1063 ♣ KJ7653 ♠ AK65 ♠ 987 ♥ AQJ103 ♥ 642 ♦ 95 ♦ KQJ72 ♣ 108 ♣ 42 ♠ J10432 ♥ K95 ♦ 84 ♣ AQ9 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>14</td> <td>6</td> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td>10</td> <td>E</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	10		N	3	-	-	-	1	14	6	S	3	-	-	-	1		10	E	-	2	2	-	-			W	-	2	2	-	-	<p>Board 19 : Dealer South : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>2♣</td> <td>2♥</td> <td>3♣</td> </tr> <tr> <td>3♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>North's intervention – easier when non-vul, perhaps – shows the importance of getting into the bidding. Without it EW will surely play comfortably in 2♥ (well, uncomfortably perhaps) but this will be made at least some of the time.</p> <p>3♣ by NS is unbeatable, however, outscoring anything NS can do by defending 2♥. Furthermore, if EW persist with 3♥ there is some sort of free shot for +200, which would be a magic score.</p> <p>It's difficult to predict the outcome with certainty but EW scores will range from +110 to -100 or, as I said, a woeful -200.</p>	West	North	East	South				Pass	1♥	2♣	2♥	3♣	3♥	All Pass		
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<p> ♠ KQ42 ♥ J10964 ♦ 54 ♣ 102 ♠ 86 ♠ A753 ♥ K873 ♥ 2 ♦ A98 ♦ J10762 ♣ AQJ7 ♣ K93 ♠ J109 ♥ AQ5 ♦ KQ3 ♣ 8654 </p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>14</td> <td>8</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>12</td> <td>E</td> <td>3</td> <td>4</td> <td>-</td> <td>1</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>-</td> <td>1</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	6		N	-	-	1	-	-	14	8	S	-	-	1	-	-		12	E	3	4	-	1	2			W	3	4	-	1	2	<p>Board 20 : Dealer West : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>1NT is sure to be the most popular contract if not, in theory, the best scoring one. That would be a partscore in diamonds, thanks to the favourable trump lie and the possible availability of a ruff in the short trump hand. That all adds up to one spade, one heart, four trumps and four clubs – a sure enough target for any resourceful declarer. The defence can do nothing to prevent this outcome, yielding a priceless +130 to EW.</p> <p>However, 1NT is an excellent spot also. Although NS can attack either spades or hearts to their advantage, they can't attack both at once. The result will be a steady +120 to EW.</p> <p>This all suggests that +120 or +130 will be the only results on the traveller, but real life is rarely so simple.</p>	West	North	East	South	1NT	All Pass										
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<p>♠ A104 ♥ 9853 ♦ 10854 ♣ K10</p> <p>♠ J763 ♠ KQ5 ♥ Q107 ♥ KJ ♦ 97 ♦ KJ32 ♣ J874 ♣ Q952</p> <p>♠ 982 ♥ A642 ♦ AQ6 ♣ A63</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>2</td> <td>1</td> <td>1</td> </tr> <tr> <td>4</td> <td>15</td> <td>S</td> <td>-</td> <td>2</td> <td>2</td> <td>1</td> <td>1</td> </tr> <tr> <td>14</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	2	2	1	1	4	15	S	-	2	2	1	1	14		E	1	-	-	-	-			W	1	-	-	-	-	<p>Board 22 : Dealer East : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1♣</td> <td>Dbf</td> </tr> <tr> <td>2♣</td> <td>2♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>Those playing a strong or intermediate NT will surely play in 1NT and go 1 down. The weak no-trumpers, on the other hand, will need to tackle the age-old problem of which minor suit to open. The age-old solution is to have an agreed choice and stick to it, which at least prevents agonising. 1♦, if selected, is the least successful option: it will lose the dreaded 200 against determined defence, more often than not. 1♣ is better in that it plays a trick better. However, against either opening South can be forgiven for dredging up a T.O double, opening up the possibility of his side playing in 2♥ for a handy +110. After a 1♣ opening West might risk a 2♣ raise, which is OK in theory (ie harmless enough in itself) but risky if East tries 3♣ in competition: that would achieve the dreaded -200 for sure.</p> <p>We've had a run of low-scoring hands but the pressure has mostly been relentless.</p>	West	North	East	South			1♣	Dbf	2♣	2♥	All Pass													
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<p>♠ Q105 ♥ 8762 ♦ KJ2 ♣ KQ10</p> <p>♠ A63 ♠ K942 ♥ 10543 ♥ AKQ ♦ 7654 ♦ AQ109 ♣ 65 ♣ J3</p> <p>♠ J87 ♥ J9 ♦ 83 ♣ A98742</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>4</td> <td>19</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>3</td> <td>3</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	1	-	-	-	-	4	19	S	1	-	-	-	-	6		E	-	3	3	3	1			W	-	3	3	3	1	<p>Board 23 : Dealer South : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1NT</td> <td>Dbf</td> <td>Rdbl</td> </tr> <tr> <td>Pass</td> <td>2♣</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>2♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>A lot of effort is likely to be expended here, to little effect. Some will have a 2NT opening in their armoury with the East cards, which will lead to a quick 1 down and the worst possible result for EW. After a more normal 1♠ opening North is likely to protect with 1NT as indicated and East, as it happens, does best to simply pass: if he cashes three hearts and switches to a spade he has a quick +200 after a diamond switch from partner; if he doubles, however, NS will surely escape into clubs at the 2 level and the best EW can now do is play 2S and score up +140 (assuming they don't prefer defending 2♣ doubled, which seems a little unlikely).</p> <p>The traveller may well end up as something of a dog's breakfast.</p>	West	North	East	South				Pass	Pass	Pass	1♠	Pass	Pass	1NT	Dbf	Rdbl	Pass	2♣	Pass	Pass	2♠	All Pass		
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<p>♠ J ♥ AK7632 ♦ 98763 ♣ 6</p> <p>♠ AQ98 ♠ K7654 ♥ 85 ♥ QJ109 ♦ KJ ♦ A102 ♣ AK1084 ♣ 7</p> <p>♠ 1032 ♥ 4 ♦ Q54 ♣ QJ9532</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>8</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>17</td> <td>10</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>5</td> <td></td> <td>E</td> <td>3</td> <td>1</td> <td>2</td> <td>5</td> <td>5</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>1</td> <td>2</td> <td>5</td> <td>5</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		8		N	-	-	-	-	-	17	10	S	-	-	-	-	-	5		E	3	1	2	5	5			W	3	1	2	5	5	<p>Board 24 : Dealer West : Love all</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>3♥</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♣</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>North has a chance to make a really destructive overcall after West opens. He has an obvious weak jump in hearts but his extreme shape suggests a possible and more extreme action, with his diamonds as a secret weapon.</p> <p>Well, not all bold measures are guaranteed to succeed! Here a penalty double would give EW the possibility of a major killing on the board. A black-suit lead followed by a switch to King of diamonds would yield no less than 800. So much for enterprise!</p> <p>Having said that, if EW fail to extract a big penalty they may yet end up on the wrong side of the result. They are clearly safe in up to 5♠ but it's not unknown for pairs to overreach when put under extreme pressure. No one ought to languish in 6♠ here – but you never know!...</p>	West	North	East	South	1♣	3♥	3♠	Pass	4♣	All Pass						
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<p>♠ J973 ♥ Q9 ♦ QJ72 ♣ J98</p> <p>♠ AK86 ♠ 54 ♥ J8765 ♥ A1043 ♦ A10 ♦ K4 ♣ K7 ♣ A10642</p> <p>♠ Q102 ♥ K2 ♦ 98653 ♣ Q53</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td>11</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>E</td> <td>5</td> <td>2</td> <td>6</td> <td>4</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>5</td> <td>2</td> <td>6</td> <td>4</td> <td>4</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	-	-	-	-	15	11	S	-	-	-	-	-	7		E	5	2	6	4	4			W	5	2	6	4	4	<p>Board 25 : Dealer North : EW vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>1♣</td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Some will pass with the East cards (it's close) and lose any prospect of a slam. Once the hand is opened the miracle fit allows an easy 12 tricks in hearts, thanks to the kindly trump break and the presence of a full set of first and second round controls.</p> <p>Such hands occur from time to time and those who miss slam shouldn't grieve too heavily (though human nature suggests that they will!)</p> <p>Will any pairs bid the slam? For sure there could be a few, comprising mainly those who bid slams for the pure fun of it and those who are desperate for a big result.</p> <p>However, it seems that +680 in 4♥ will score only a little below average.</p>	West	North	East	South		Pass	1♣	Pass	1♥	Pass	2♥	Pass	4♥	All Pass		
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<p>♠ AQ10 ♥ J5 ♦ K7 ♣ K107632</p> <p>♠ J9654 ♠ K83 ♥ Q10 ♥ K974 ♦ J9653 ♦ 4 ♣ 8 ♣ AJ954</p> <p>♠ 72 ♥ A8632 ♦ AQ1082 ♣ Q</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>2</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>4</td> <td>11</td> <td>S</td> <td>2</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>12</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		13		N	2	2	2	-	2	4	11	S	2	2	2	-	2	12		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 26 : Dealer East : All vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1♣</td> <td>1♥</td> </tr> <tr> <td>Pass</td> <td>2♣</td> <td>Pass</td> <td>2♦</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>Again East has a chance to pass rather than open but the promising shape dictates otherwise. As it happens, passing makes it even more likely that NS will bash 3NT and go down. However, in the auction above, where North's 2♣ bid is a force asking for further information, 2♦ doesn't suggest any great extra values after a simple overcall, so there is some case for North downgrading his hand and inviting with 2NT only: there is then an equal case for South declining to bid game but on the other hand, he has opening bid values (just!) and may well decide to take the plunge.</p> <p>3NT is a horrid contract when the diamond suit furnishes no more than 3 tricks and declarer will be pleased to go only 1 down. At least that's better than 2 down in 4♥!</p>	West	North	East	South			1♣	1♥	Pass	2♣	Pass	2♦	Pass	3NT	All Pass	
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<p>♠ A1062 ♥ 5 ♦ K1063 ♣ A965</p> <p>♠ KQJ4 ♠ 73 ♥ K1072 ♥ Q9864 ♦ A2 ♦ 987 ♣ K84 ♣ J32</p> <p>♠ 985 ♥ AJ3 ♦ QJ54 ♣ Q107</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>2</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>16</td> <td>3</td> <td>S</td> <td>2</td> <td>3</td> <td>-</td> <td>2</td> <td>2</td> </tr> <tr> <td>10</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	11		N	2	3	-	1	-	16	3	S	2	3	-	2	2	10		E	-	-	2	-	-			W	-	-	2	-	-	<p>Board 27 : Dealer South : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Dbl</td> <td>2♥</td> <td>3♦</td> </tr> <tr> <td>3♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>With a balanced hand and 4-4 in the majors, always open 1♥: you won't lose the spade suit whenever partner has four but if you open 1♠ you can't then bid hearts without implying five spades. North has an obvious T.O double and East an equally obvious 2♥ (some might pre-empt more strongly with 3♥ but this would be more than somewhat undisciplined). South could double 2♥ responsively, presumably showing his decent values without four spades, but either of 2NT or 3♦ would be more clear-cut. West will surely compete with 3♥, ending the auction.</p> <p>3♦ figures to score well for NS, so declarer in 3♥ can afford one or two down, in theory. It just depends on the guess in trumps, which can be delayed until comparatively late. But with only one entry to dummy (via a third-round spade ruff) it will need to be a heart to the 10, relying on North being short for his T.O double).</p>	West	North	East	South				Pass	1♥	Dbl	2♥	3♦	3♥	All Pass		
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<p>♠ J832 ♥ A9 ♦ 96 ♣ Q8763</p> <p>♠ 10 ♠ KQ764 ♥ KQJ1083 ♥ 76 ♦ AJ87 ♦ Q43 ♣ A4 ♣ 952</p> <p>♠ A95 ♥ 542 ♦ K1052 ♣ KJ10</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td>7</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	7		N	1	-	-	-	-	15	7	S	1	-	-	-	-	11		E	-	2	2	-	1			W	-	2	2	-	1	<p>Board 28 : Dealer West : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♥</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>It's difficult to foresee any other auction, so it's purely a question of how many tricks declarer can make in a heart contract.</p> <p>A club is the best lead for the defence, ensuring a club trick whatever follows. Nine of diamonds is a possibility, which South must let run to the Jack to keep control of the suit. Declarer can knock out the Ace of spades but annoyingly has no quick entry to dummy to get a club away if North has failed to lead the suit.</p> <p>It's a very annoying hand for declarer, seeming to lead to eight tricks only against competent defence. Under-bidders will do very well to stay in 2♥. Otherwise, -50 will have to do. At least it will furnish a decent match point score. A few lucky souls will no doubt benefit from mis-defence to record +140 for a splendid top.</p>	West	North	East	South	1♥	Pass	1♠	Pass	3♥	All Pass						
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<p>♠ K10974 ♥ J3 ♦ Q87 ♣ 973</p> <p>♠ 653 ♠ 82 ♥ Q54 ♥ AK1082 ♦ 9632 ♦ A54 ♣ Q104 ♣ KJ8</p> <p>♠ AQJ ♥ 976 ♦ KJ10 ♣ A652</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>6</td> <td></td> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>4</td> <td>15</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>15</td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	6		N	1	-	-	2	-	4	15	S	1	-	-	2	-	15		E	-	1	2	-	-			W	-	1	2	-	-	<p>Board 29 : Dealer North : All vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>1♥</td> <td>Dbl</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>South has the values and shape for a 1NT overcall but in the absence of any heart stop at all, that would be foolish. The only alternative is to double for T.O: the danger here is that partner will assume a four-card spade holding and jump to 2♣ with an unsuitable hand but, as it happens, North is a tad short of the necessary for so bold an action so is likely to bid no more than 1♠. This allows East to consider a re-opening double (whereas 2♠ would surely silence him). However, it's far from clear that even 1♠ will tempt a double out of East and it's all pretty meaningless anyway, since the only likely outcomes involve a spade partscore from North. The same is true if West decides to compete with 2♥ (awkward after a pause from partner). The play in spades will be about as un-exciting as the auction. Declarer has five trump tricks, two diamonds and a club – no more and no less.</p> <p>Flat board? Yes, unless EW play 3♥ undoubled for 1 down.</p>	West	North	East	South		Pass	1♥	Dbl	Pass	1♠	All Pass					
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<p>♠ A1032 ♥ J972 ♦ 64 ♣ KQ8</p> <p>♠ KQ ♠ 9875 ♥ 103 ♥ KQ85 ♦ AJ93 ♦ 82 ♣ AJ732 ♣ 1094</p> <p>♠ J64 ♥ A64 ♦ KQ1075 ♣ 65</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td>15</td> <td>5</td> <td>S</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td>10</td> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		10		N	-	1	1	1	-	15	5	S	-	1	1	1	-		10	E	2	-	-	-	-			W	2	-	-	-	-	<p>Board 30 : Dealer East : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1♣</td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>1NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>A few will pass 1♣ with the East cards but what fun is that? 1♥ risks going overboard on some layouts, it's true, but passing will let NS into the action for sure, which is likely to be to their advantage.</p> <p>As it happens on this particular layout, no one can make anything much. EW's only positive result if declaring is from clubs (so much for me!) but that's unlikely to happen. NS can survive at the one level here and there, but no higher.</p> <p>All in all, the traveller will possibly reveal more minus scores than plus ones in either direction. 1NT going down will be fairly popular (if that's the word!) but could be several down. Very few declarers will end up with a smile on their face.</p>	West	North	East	South			Pass	Pass	1♣	Pass	1♥	Pass	1NT	All Pass		
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<p>♠ AJ87 ♥ AK863 ♦ A2 ♣ 54</p> <p>♠ 65 ♠ Q1094 ♥ 94 ♥ 72 ♦ Q94 ♦ J863 ♣ A108762 ♣ KQ9</p> <p>♠ K32 ♥ QJ105 ♦ K1075 ♣ J3</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>16</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>4</td> <td>3</td> <td>1</td> </tr> <tr> <td>6</td> <td>8</td> <td>S</td> <td>-</td> <td>2</td> <td>4</td> <td>3</td> <td>1</td> </tr> <tr> <td></td> <td>10</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		16		N	-	2	4	3	1	6	8	S	-	2	4	3	1		10	E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 31 : Dealer South : NS vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>2NT shows a high card raise to at least 3♥, of course, except that South is already a passed hand, which limits ambitions straight away. North has no excuse to bid other than 4♥, ending the most obvious auction of the day and leading to the flattest result possible.</p> <p>Declarer will lose two clubs and a spade – unless he's lucky enough to get an initial spade lead. That's the only possibility of avoiding the flat board result.</p> <p>Oh well, many of us will have avoided having to play the board at all.... For those obliged to play it, it will prove a bonus to anyone sitting on a good score and hoping not to spoil it.</p>	West	North	East	South				Pass	Pass	1♥	Pass	2NT	Pass	4♥	All Pass	
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<p>♠ AJ106 ♥ A10752 ♦ 873 ♣ K</p> <p>♠ 753 ♠ Q2 ♥ J6 ♥ KQ9 ♦ A6 ♦ K1095 ♣ AJ10854 ♣ 9762</p> <p>♠ K984 ♥ 843 ♦ QJ42 ♣ Q3</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> <th></th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td>10</td> <td>10</td> <td>S</td> <td>-</td> <td>1</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td>8</td> <td>E</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		12		N	-	1	1	1	-	10	10	S	-	1	1	1	-		8	E	3	-	-	-	1			W	3	-	-	-	1	<p>Board 32 : Dealer West : EW vulnerable</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <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>Pass</td> </tr> <tr> <td>3♣</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>West has no need to risk a vulnerable pre-empt (or an opening bid) as the cards lie, because he can always bid 3C later here, if he fancies, secure in the knowledge that partner will have some values.</p> <p>And 3♣ proves to be triumph. 2♠ by NS has no less than five top losers and it takes only a diamond ruff to secure a sixth. If declarer then mis-guesses trumps – wow! However, it's odds against all that coming together so +100 to EW is a likely outcome. Still, 3♣ is as solid a contract as they come (no chance of undertricks or overtricks) and that's worth 10 points more. Nice work if you can get it.</p>	West	North	East	South	Pass	1♥	Pass	1♠	Pass	2♠	Pass	Pass	3♣	All Pass		
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