

# EBED



# Sim Pairs

Commentary by Graham Osborne

**Wednesday**  
**9<sup>th</sup> 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](http://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](http://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>♠ QJ10 ♥ AKJ6 ♦ AJ876 ♣ Q</p> <p>♠ A7                      ♠ K943 ♥ Q943                    ♥ 875 ♦ 92                         ♦ K1054 ♣ K9872                  ♣ A6</p> <p>♠ 8652 ♥ 102 ♦ Q3 ♣ J10543</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>18</td> <td></td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> <td></td> </tr> <tr> <td>9</td> <td>10</td> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> </tr> <tr> <td>3</td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		18		-	1	-	1	-		9	10	S	-	1	-	1	-			E	-	-	1	-	1	3		W	1	-	1	-	1	<p>Board 1 : Dealer North : 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>1♦</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>I think it is fair to say on the first board that no one is going to face a tricky high level bidding decision but the beauty of pairs is that every trick is vital even in a low level contract. West hates to sell out at love all at the one level but what can one do? Double is out with only a doubleton spade so that only leaves 2♣ with not much of a hand and a flimsy suit. If anyone is bold enough to try 2♣ then North's second round double should conclude the auction. 2♣ should fail a trick after ♥AK and a ruff, diamond over to the A and a fourth round of hearts to promote another trump trick. -100 may not seem too bad to East/West but diamond contracts should make only seven or eight tricks so won't score too well. After a passive heart lead declarer plays four rounds of the suit ruffing in dummy and then probably runs the ♦Q. The defence can now organise a spade ruff to hold declarer to seven tricks.</p>	West	North	East	South		1♦	All Pass									
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<p>♠ QJ54 ♥ KQ9764 ♦ 2 ♣ K8</p> <p>♠ A103                    ♠ K9 ♥ -                         ♥ A8532 ♦ QJ107654             ♦ A98 ♣ 1093                    ♣ J42</p> <p>♠ 8762 ♥ J10 ♦ K3 ♣ AQ765</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>1</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>7</td> <td>12</td> <td>S</td> <td>1</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>W</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	1	-	2	1	-	7	12	S	1	-	2	2	-			E	-	3	-	-	-	10		W	-	3	-	-	-	<p>Board 2 : 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>1NT</td> <td>Pass</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3♦</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>Dble</td> <td>All Pass</td> </tr> </tbody> </table> <p>East may go for the throat here looking for the magic +200 if North-South protect in ♥s. After the weak no-trump opening West transfers out to diamonds. If left to play there this will surely make ten tricks since only a low club lead or the ♣A with North dropping the K secures a fourth trick for the defence. However, it is reasonable for North to try 3♥ in the pass-out seat and if East doubles it is not without risk with his diamond length but maybe partner has a trick or a tap on declarer can be started. On the ♦A lead, West can play a suit preference Q to show a spade card, enabling East to switch to the ♠K. There is no second chance because if East plays another diamond, declarer can discard one spade on the diamond and then play four rounds of clubs to discard two more spade s.</p>	West	North	East	South			1NT	Pass	2NT	Pass	3♦	Pass	Pass	3♥	Dble	All Pass
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<p>♠ J65 ♥ 53 ♦ K10984 ♣ QJ2</p> <p>♠ 94                      ♠ AQ732 ♥ AJ107                  ♥ Q842 ♦ A532                    ♦ Q6 ♣ 763                      ♣ K5</p> <p>♠ K108 ♥ K96 ♦ J7 ♣ A10984</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>2</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td>13</td> <td>S</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>2</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	2	1	-	-	-	9	13	S	2	1	-	-	-	11		E	-	-	2	2	1			W	-	-	2	2	-	<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>1NT</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>2♣</td> <td>Dble</td> </tr> <tr> <td>2♥</td> <td>3♣</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>South paying heed to the vulnerability borrows a point to open 1NT (the five card suit and strong pips are factors too), passed round to East who protects with 2♣ to show the majors. If South doubles this to show clubs, then both sides will have found their fit. Club contracts will make eight tricks with a successful guess in diamonds.</p> <p>heart contracts by West will usually make eight tricks, after say CQ lead and diamond switch by South. Defending heart contracts by East is more difficult with only an initial diamond lead holding declarer to eight tricks. On the ♣A or ♠8 lead declarer will even be able to make as many as ten tricks as he will be able to both establish the spade and draw trumps.</p>	West	North	East	South				1NT	Pass	Pass	2♣	Dble	2♥	3♣	Pass	Pass	3♥	All Pass		
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<p>♠ 3 ♥ A9 ♦ J109752 ♣ J1054</p> <p>♠ AKQJ542              ♠ 7 ♥ -                          ♥ QJ1087542 ♦ KQ4                    ♦ 3 ♣ 862                      ♣ KQ3</p> <p>♠ 10986 ♥ K63 ♦ A86 ♣ A97</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>6</td> <td></td> <td>N</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td>8</td> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		6		N	-	3	-	-	-	15	8	S	-	3	-	-	-	11		E	1	-	2	3	2			W	-	-	2	3	2	<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>1♠</td> <td>Pass</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>4♥</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>One of those hands where the partnership has to decide who gives in to play in his partner's long suit. 4♥ stands little chance with two aces and two trump tricks off the top. One off is a far more likely result than the double dummy par two off which requires a fancy defence.</p> <p>4♠ has more chances, on the ♦J the contract is cold, either South takes his Ace giving declarer two ♦ tricks or if he ducks enables declarer to ruff a diamond in dummy. Any other suit should be good enough to defeat the contract, for instance after the ♣J to the K and Ace, South can switch to a trump, although I can imagine a few pairs going wrong in the discarding if declarer runs six rounds of trumps.</p>	West	North	East	South	1♠	Pass	2♥	Pass	3♠	Pass	4♥	Pass	4♠	All Pass						
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<p>♠ Q64 ♥ 107653 ♦ 87 ♣ Q107</p> <p>♠ A92                      ♠ J875 ♥ AKQ92                  ♥ J ♦ J103                    ♦ K9654 ♣ A3                        ♣ KJ9</p> <p>♠ K103 ♥ 84 ♦ AQ2 ♣ 86542</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>4</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>18</td> <td>9</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td></td> <td>E</td> <td>1</td> <td>4</td> <td>3</td> <td>2</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>4</td> <td>3</td> <td>2</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		4		N	-	-	-	-	-	18	9	S	-	-	-	-	-	9		E	1	4	3	2	3			W	1	4	3	2	3	<p>Board 5 : Dealer North : 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>Pass</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>The forcing 2NT rebid is more convenient than a bulky jump to 3NT enabling the partnership on another day to find a 5-3 fit in either major. Say North leads the better of the two unbid suits, a club and the J wins in dummy. Declarer will unblock the ♥J and cross to hand with ♣A. Declarer will discover the bad heart break soon enough but still has time to develop his ninth trick in diamonds despite both honours being offside. South wins the Q and can develop two tricks in either clubs or spades but this still leaves time for declarer to knock out the other diamond honour. If North tries a lead from his low doubleton diamond, South will have to find the spade switch to stop declarer making eleven tricks.</p>	West	North	East	South		Pass	Pass	Pass	1♥	Pass	1♠	Pass	2NT	Pass	3NT	All Pass				
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<p>♠ A1063 ♥ Q1092 ♦ 5 ♣ J985</p> <p>♠ J                      ♠ 842 ♥ AJ864                ♥ K5 ♦ J63                    ♦ KQ1087 ♣ Q1076                ♣ AK3</p> <p>♠ KQ975 ♥ 73 ♦ A942 ♣ 42</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>2</td> <td>-</td> </tr> <tr> <td>9</td> <td>15</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td>9</td> <td>E</td> <td>3</td> <td>4</td> <td>3</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>3</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	-	-	-	2	-	9	15	S	-	-	-	2	-		9	E	3	4	3	-	1			W	3	4	3	-	1	<p>Board 6 : 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>1♠</td> </tr> <tr> <td>2♥</td> <td>3♠</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Dble</td> <td>Pass</td> <td>4♦</td> <td>All Pass</td> </tr> </tbody> </table> <p>Strong No-trumpers may well end up too high on this hand as West forces game after the 1NT opening whether or not South intervenes. If they discover they lack a spade stop then 4♥ might be the destination but two trump losers along with two aces mean it has no play. The contract with the best chance is 5♦, the defence need to play trumps early to stop declarer ruffing two spades in dummy, although it is hard to reach after a NT opening.</p> <p>Weak No-trumpers will start with 1♦, but may get blasted out of the auction if North finds a pre-emptive raise of his partner's overcall. If West judges well to re-open with a double then the par spot of diamond partial may well be reached.</p>	West	North	East	South			1♦	1♠	2♥	3♠	Pass	Pass	Dble	Pass	4♦	All Pass
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<p>♠ AQ84 ♥ 82 ♦ 10852 ♣ Q74</p> <p>♠ 10                      ♠ J93 ♥ K965                ♥ A1043 ♦ 943                    ♦ AKQ6 ♣ A10982              ♣ K6</p> <p>♠ K7652 ♥ QJ7 ♦ J7 ♣ J53</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>7</td> <td>17</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>8</td> <td>E</td> <td>3</td> <td>4</td> <td>5</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>4</td> <td>5</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		8		N	-	-	-	-	-	7	17	S	-	-	-	-	-		8	E	3	4	5	-	1			W	3	4	5	-	1	<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>Pass</td> </tr> <tr> <td>2♥</td> <td>Pass</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Strong no-trumps are quite likely to miss game here as most Wests would pass the a one no-trump opening, although certainly it is very close as even if there is no heart fit the five card club suit should be worth something in 3NT. Weak-no trumpers in contrast will locate the fit on the first round of the auction. East should invite with 2NT in case partner only has three trumps and West with a singleton, prime cards and a fourth trump has an easy game bid.</p> <p>It shouldn't be too difficult to come eleven tricks in hearts, perhaps the easiest way is to set up the club suit which provides two extra tricks when it splits 3-3. If the defence starts with five rounds of spades against a 1NT contract then declarer will have the opportunity to demonstrate a double squeeze to come eight tricks which will be satisfying if not rewarded with too many matchpoints.</p>	West	North	East	South	Pass	Pass	1♥	Pass	2♥	Pass	2NT	Pass	4♥	All Pass		
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<p>                     ♠ Q62                      ♥ AQ862                      ♦ Q97                      ♣ 98                      ♠ J105                      ♥ K74                      ♦ K1083                      ♣ J105                      ♠ AK9873                      ♥ 3                      ♦ 642                      ♣ 642                      ♠ 4                      ♥ J1095                      ♦ AJ5                      ♣ AKQ73                 </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>5</td> <td>3</td> <td>6</td> <td>-</td> <td>5</td> </tr> <tr> <td>8</td> <td>7</td> <td>S</td> <td>5</td> <td>3</td> <td>6</td> <td>-</td> <td>1</td> </tr> <tr> <td>15</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		10		N	5	3	6	-	5	8	7	S	5	3	6	-	1	15		E	-	-	-	1	-			W	-	-	-	1	-	<p>Board 9 : 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>2♠</td> <td>Dble</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>After the weak 2 opening and the routine take-out double, taking account of the flat shape and the vulnerability West should go quietly. Playing Lebensohl, North can show values by bidding 3♥, downgrading the ♠Q a bit on the bidding but if not playing that convention with a near opening bid will have to jump to game to take the pressure off partner.</p> <p>After the ♠A lead and a switch to a diamond, declarer should know enough from the bidding that the king is offside., so should rise with the ace, draws trumps and arrive at 12 tricks when the clubs prove to be 3-3.</p>	West	North	East	South		Pass	2♠	Dble	Pass	3♥	Pass	4♥	All Pass			
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<p>                     ♠ AKJ106                      ♥ K5                      ♦ K862                      ♣ J2                      ♠ Q984                      ♥ Q62                      ♦ 543                      ♣ K96                      ♠ -                      ♥ 10974                      ♦ AQJ7                      ♣ Q8743                      ♠ 7532                      ♥ AJ83                      ♦ 109                      ♣ A105                 </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>15</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>2</td> <td>4</td> <td>3</td> </tr> <tr> <td>7</td> <td>9</td> <td>S</td> <td>-</td> <td>2</td> <td>2</td> <td>4</td> <td>3</td> </tr> <tr> <td>9</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		15		N	-	2	2	4	3	7	9	S	-	2	2	4	3	9		E	1	-	-	-	-			W	1	-	-	-	-	<p>Board 10 : 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>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Dble</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>After the 1♠ opening, East can take advantage of his passed hand status and try a take-out double. With 2 aces, South can just about scrape up a 2NT bid showing a good raise to the 3 level which should lead to the spade game. Making it, however, will be quite tricky providing East stays away from the ♦A lead. On say ♥T, covered by the J, Q and K, declarer cashes the ♠A getting the bad news. Declarer can continue with a finesse of the ♥8 and then run the ♦T to East, who continues a third round of hearts. Declarer wins the ace shedding a club from hand and concedes another diamond. Now he gets to ruff the third round of diamonds in dummy, take a spade finesse and ruff the fourth round of diamonds as West ruffs with his trump trick. Anyone bidding and making game will deserve their good score.</p>	West	North	East	South			Pass	Pass	Pass	1♠	Dble	2NT	Pass	4♠	All Pass	
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<p>                     ♠ Q72                      ♥ 743                      ♦ A76                      ♣ QJ95                      ♠ A95                      ♥ AJ1065                      ♦ 5                      ♣ A1083                      ♠ K108                      ♥ 98                      ♦ K10932                      ♣ K64                      ♠ J643                      ♥ KQ2                      ♦ QJ84                      ♣ 72                 </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>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>13</td> <td>9</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td></td> <td>E</td> <td>3</td> <td>3</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>3</td> <td>3</td> <td>4</td> <td>3</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		9		N	-	-	-	-	-	13	9	S	-	-	-	-	-	9		E	3	3	4	3	3			W	3	3	4	3	3	<p>Board 11 : Dealer South : Love all</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></td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>2♦</td> <td>Pass</td> </tr> <tr> <td>2♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Against the Acol auction ♣Q is the normal lead. Declarer wins in hand plays a diamond towards the K (with the ace onside he can dispose of a spade loser) finesses successfully in trumps and forces out the remaining trumps. The lead has given a clue how to play the club suit, just look at the pips. Even if the seven has not been played by South at trick one, declarer can lead the T from hand to squash it and then force out North's 9 with the combined might of the 8 and 6 to come to ten tricks.</p> <p>Strong no-trumps might bid 1♥-1NT-2♣-2♥ probably persuading North to lead a spade giving declarer three tricks in that suit and ten tricks overall. An opening lead of the ♠Q would be inspired no doubt causing declarer to misguess and hold himself to nine tricks although I suspect other declarers will miss a step in the play and find other ways to hold themselves to nine tricks.</p>	West	North	East	South				Pass	1♥	Pass	2♦	Pass	2♥	All Pass		
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<p>♠ KJ3 ♥ KQ8542 ♦ J ♣ J97</p> <p>♠ AQ6                      ♠ 987 ♥ A109                      ♥ 73 ♦ 75                              ♦ A10642 ♣ KQ854                      ♣ 1032</p> <p>♠ 10542 ♥ J6 ♦ KQ983 ♣ A6</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>1</td> <td>2</td> <td>2</td> <td>-</td> </tr> <tr> <td>15</td> <td>4</td> <td>S</td> <td>-</td> <td>1</td> <td>2</td> <td>2</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	-	1	2	2	-	15	4	S	-	1	2	2	-	10		E	1	-	-	-	1			W	2	-	-	-	1	<p>Board 12 : Dealer West : NS vulnerable</p> <table> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>1♥</td> <td>Pass</td> <td>2♦</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>South has too much to pass 1♥ and will end up pushing his side up a level in that suit. A club lead takes out the entry to the diamond tricks in dummy, and declarer cannot successfully play to ruff a club in dummy since the defence can foil this plan by switching to ace and another heart. Declarer's only winning line is to play for the A and Q of spade onside, by playing that suit at trick two. The J wins in hand and now declarer can play a club threatening a ruff and the best the defence can do is to play Ace and a heart giving declarer a second entry to dummy for another spade play towards the K.</p> <p>A 15-17 no-trump opening by West will buy the contract unless North tries a thin vulnerable overcall. West's task is to come to five tricks as that will beat the making heart partials the other way. There are lots of possible variations in the play but there is certainly scope for declarer to go wrong and end up with a disastrous four tricks.</p>	West	North	East	South	1♣	1♥	Pass	2♦	Pass	2♥	All Pass	
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<p>♠ J976 ♥ K108 ♦ J84 ♣ A72</p> <p>♠ KQ2                      ♠ A10853 ♥ 72                              ♥ AQJ63 ♦ Q106                      ♦ 5 ♣ QJ854                      ♣ 109</p> <p>♠ 4 ♥ 954 ♦ AK9732 ♣ K63</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>9</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td>11</td> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>10</td> <td></td> <td>E</td> <td>2</td> <td>-</td> <td>3</td> <td>4</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>3</td> <td>4</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		9		N	-	1	-	-	-	10	11	S	-	1	-	-	-	10		E	2	-	3	4	3			W	2	-	3	4	3	<p>Board 13 : Dealer North : 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>Pass</td> <td>1♠</td> <td>2♦</td> </tr> <tr> <td>2♠</td> <td>3♦</td> <td>3♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>The best course of action for West after the overcall is to make a slightly heavy three card raise of his partner's suit. Despite his 5-5 shape East isn't worth a game try (many would play that 3♥ in this situation doesn't show hearts but is any game try and 3♠ is merely competing). The cards couldn't lie better for the declaring side, all declarer has to do is cross twice in spades for heart finesses and he will arrive at ten tricks. This all adds up to a terrible game, ♥Kxx onside is 18% and throw in the spade break as well and you are at not much more than a 10% chance. The only route to the game seems to be after a five card major opening and overcall if West overbids with a 3♦ cue to show a good raise to the three level.</p>	West	North	East	South		Pass	1♠	2♦	2♠	3♦	3♠	All Pass
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<p>♠ QJ1052 ♥ 9 ♦ Q10 ♣ Q8532</p> <p>♠ K9643                      ♠ A87 ♥ J852                              ♥ AK1074 ♦ 932                              ♦ AK85 ♣ 9                                      ♣ 6</p> <p>♠ - ♥ Q63 ♦ J764 ♣ AKJ1074</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>4</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>4</td> <td>18</td> <td>S</td> <td>4</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>11</td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>4</td> <td>2</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		7		N	4	-	-	-	1	4	18	S	4	-	-	-	1	11		E	-	2	4	2	-			W	-	2	3	2	-	<p>Board 14 : Dealer East : Love all</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>2♣</td> </tr> <tr> <td>3♥</td> <td>5♣</td> <td>5♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>East with a prime 18 HCP may well be surprised to be faced with a 5 level decision on the second round of the auction, but this is not an unlikely scenario after South's overcall and partner's pre-emptive raise. It is certainly reasonable to press on to the five level expecting the penalty against 5♣ to be insufficient. Indeed, in 5♣ declarer will lose only 1♥ and 2♦ to concede 100 if doubled, however 5♥ will prove impossible for East-West. In fact, making even ten tricks in hearts is very tricky with a potential loser in each suit. After South cashes a top club and switches to a diamond, for a start declarer cannot afford to make the natural looking play of cashing both top hearts.</p>	West	North	East	South			1♥	2♣	3♥	5♣	5♥	All Pass
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<p>♠ A4 ♥ A10963 ♦ J1042 ♣ AJ</p> <p>♠ J93                      ♠ Q108765 ♥ J872                      ♥ 4 ♦ Q86                      ♦ AK3 ♣ K54                      ♣ 1087</p> <p>♠ K2 ♥ KQ5 ♦ 975 ♣ Q9632</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>14</td> <td></td> <td>N</td> <td>3</td> <td>4</td> <td>4</td> <td>-</td> <td>3</td> </tr> <tr> <td>7</td> <td>9</td> <td>S</td> <td>3</td> <td>4</td> <td>4</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td>10</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	14		N	3	4	4	-	3	7	9	S	3	4	4	-	3		10	E	-	-	-	1	-			W	-	-	-	2	-	<p>Board 15 : 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>1♠</td> <td>2♠</td> </tr> <tr> <td>Dble</td> <td>4♥</td> <td>4♠</td> <td>Dble</td> </tr> </tbody> </table> <p>This will be an easier hand for those who play five card majors to reach the thin game. It is no crime to miss since it requires the club finesse and the trumps to play for no loser but that all comes in on this layout. If West doubles South's 2♠ bid (showing a good raise in hearts) then maybe East can find the save.</p> <p>East has seven certain tricks in a spade contract (4♠s and 3♦s) which is already better than conceding 620. After ♥K lead declarer can even do a trick better by ducking out the ♣A and he may well get enough information to do that after South a passed hand turns with ♥KQ and ♠K.</p> <p>Declarers in heart contracts need to be slightly careful with their entries. After the defence have cashed some diamonds they will probably play a spade. Win in hand preserving ♠K as a late entry. Next play ♥KQ and a finesse of the T and then use ♠K for the club finesse.</p>	West	North	East	South				Pass	Pass	1♥	1♠	2♠	Dble	4♥	4♠	Dble
HCP		Makeable contracts																																																													
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<p>♠ AKQ1075 ♥ 94 ♦ K107 ♣ 109</p> <p>♠ J                              ♠ 983 ♥ QJ                            ♥ A10762 ♦ AQ92                      ♦ J853 ♣ KQJ742                    ♣ 6</p> <p>♠ 642 ♥ K853 ♦ 64 ♣ A853</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>3</td> <td>2</td> </tr> <tr> <td>16</td> <td>5</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td>7</td> <td>E</td> <td>2</td> <td>3</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>3</td> <td>1</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	-	-	3	2	16	5	S	-	-	-	3	2		7	E	2	3	1	-	-			W	2	3	1	-	-	<p>Board 16 : 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>1♠</td> <td>1♠</td> <td>Pass</td> <td>2♠</td> </tr> <tr> <td>3♣</td> <td>3♣</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>I suppose some Easts might just about scrape up negative double, but in any event it is going to be difficult for his side to unearth their diamond fit. Once South has ventured a raise of his partner's overcall it will be easy for North to compete at the three level. Superficially it looks as if there are only three losers in a spade contract, but the defence can organise to score one of East's trumps. The easiest route to this is the singleton club lead. Declarer wins and plays a diamond to set up the ruff in dummy. West wins the Ace and plays two rounds of clubs and providing East throws two diamonds he can score his ♠9 when declarer tries to ruff his diamond loser in dummy.</p>	West	North	East	South	1♠	1♠	Pass	2♠	3♣	3♣	All Pass					
HCP		Makeable contracts																																																													
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<p>♠ 62 ♥ A83 ♦ AK4 ♣ J10964</p> <p>♠ AQ1095                    ♠ KJ73 ♥ 106                        ♥ 7542 ♦ J1052                      ♦ Q76 ♣ 32                         ♣ 85</p> <p>♠ 84 ♥ KQJ9 ♦ 983 ♣ AKQ7</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>5</td> <td>1</td> <td>5</td> <td>-</td> <td>2</td> </tr> <tr> <td>7</td> <td>6</td> <td>S</td> <td>5</td> <td>1</td> <td>5</td> <td>-</td> <td>2</td> </tr> <tr> <td></td> <td>15</td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	5	1	5	-	2	7	6	S	5	1	5	-	2		15	E	-	-	-	1	-			W	-	-	-	1	-	<p>Board 17 : Dealer North : 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>1NT</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Avoiding 3NT may well prove impossible for weak no-trumpers who follow the standard sequence above. If East chooses to lead his stronger major (far from obvious at matchpoints as it may give an overtrick on another day) then he will set the contract, whilst any other lead will enable declarer to cash his 11 top tricks.</p> <p>Strong no-trumpers will start 1♣-1♥ allowing West to poke in a lead directing 1♠ overcall. This will deflect North-South away from no-trumps as they have no stop. With all the heart honours, the 4-3 fit in hearts is an excellent alternative and should just lose two spades.</p>	West	North	East	South		1NT	Pass	2♣	Pass	2♦	Pass	3NT	All Pass			
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<p>♠ 76 ♥ A97 ♦ AK62 ♣ AQ107</p> <p>♠ A53                      ♠ KQJ842 ♥ KJ86543                ♥ Q2 ♦ J43                        ♦ Q9 ♣ -                            ♣ 983</p> <p>♠ 109 ♥ 10 ♦ 10875 ♣ KJ6542</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>17</td> <td></td> <td>N</td> <td>4</td> <td>2</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>9</td> <td>10</td> <td>S</td> <td>4</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>4</td> <td>3</td> <td>-</td> </tr> <tr> <td>4</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>4</td> <td>3</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	17		N	4	2	-	-	1	9	10	S	4	3	-	-	1			E	-	-	4	3	-	4		W	-	-	4	3	-	<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>2♠</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>Dble</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>At favourable vulnerability, West can exert maximum pressure by raising his partners pre-empt to game. North has an easy double and the spotlight will fall on South. South can't be sure that 5♣ is making and even it is maybe North will raise to slam, so with an attractive lead (the singleton heart) it is best to pass and hope to defeat 4♠.</p> <p>There is next to no chance of making 5♣, the only chance I see is declarer leading the ♦10 from and West unwisely covering. This will still leave declarer needing to guess well on the second round of the suit but he may be able to get some sort of count of the East hand.</p>	West	North	East	South			2♠	Pass	4♠	Dble	All Pass					
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<p>♠ 84 ♥ 75 ♦ AJ9732 ♣ Q107</p> <p>♠ QJ10965                ♠ K2 ♥ 43                        ♥ AQJ1086 ♦ 65                        ♦ Q8 ♣ J52                      ♣ 863</p> <p>♠ A73 ♥ K92 ♦ K104 ♣ AK94</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>6</td> <td>6</td> <td>1</td> <td>1</td> <td>5</td> </tr> <tr> <td>4</td> <td>12</td> <td>S</td> <td>6</td> <td>6</td> <td>1</td> <td>1</td> <td>5</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>17</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	7		N	6	6	1	1	5	4	12	S	6	6	1	1	5			E	-	-	-	-	-	17		W	-	-	-	-	-	<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>1♣</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>1♥</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>When West gets to lead a heart in response to his partner's overcall if East wins the A and returns the Q, then an observant declarer may note that West leads the 4 and then follows with the 3 on the second round suggesting that the suit is 6-2. This may make it attractive to cross to the ♦A and then intend to finesse a second round of the suit into West (the safe hand). This with East having shown long hearts is not the percentage way to play the suit but does guarantee the contract. Here, with the ♦Q in the East hand it doesn't even lose an unnecessary trick. A stronger defence by East is to play the ♥T at trick one and declarer may win the ♥K at trick one because he cannot be sure which hand has the A. Now declarer is forced to guess the ♦Q. With nine cards in the suit playing from the drop is best with no opposition bidding but with East showing heart length it is very reasonable to play ♦K and then finesse the J with disastrous results.</p>	West	North	East	South				1♣	Pass	1♦	1♥	2NT	Pass	3NT	All Pass	
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<p>♠ A53 ♥ 854 ♦ AQ76 ♣ 832</p> <p>♠ K8                        ♠ QJ1092 ♥ A63                      ♥ J97 ♦ KJ83                    ♦ 1095 ♣ J764                    ♣ KQ</p> <p>♠ 764 ♥ KQ102 ♦ 42 ♣ A1095</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>10</td> <td></td> <td>N</td> <td>2</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>12</td> <td>9</td> <td>S</td> <td>2</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>9</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	10		N	2	1	1	1	1	12	9	S	2	1	1	1	1			E	-	-	-	-	-	9		W	-	-	-	-	-	<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>Pass</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>2♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>After the weak no-trump opening and transfer out to spades, then a ♥ lead simplifies the defence essentially setting up seven top tricks for +200, however, with the club suit blocked the defence can achieve the same result assuming the lead is not an unlikely diamond. Strong no-trumpers may well do better if they bid 1♦-1♠-1NT-Pass. I suppose North will try one of his xxx suits for a lead. A heart should ensure that the defence defeats the contract as South will maintain the ♣A to cash his heart tricks, but a club lead may well see declarer prevail if South tries the tempting looking switch of the ♥K after winning the ♣A instead of returning partner's club lead.</p>	West	North	East	South	1NT	Pass	2♥	Pass	2♠	All Pass						
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<p>♠ J743 ♥ Q103 ♦ KJ ♣ A1094</p> <p>♠ Q9                      ♠ AK2 ♥ 976                      ♥ AJ54 ♦ Q74                      ♦ A53 ♣ Q8762                  ♣ KJ5</p> <p>♠ 10865 ♥ K82 ♦ 109862 ♣ 3</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>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>6</td> <td>20</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td>3</td> <td>1</td> <td>2</td> <td>-</td> <td>2</td> <td></td> </tr> <tr> <td></td> <td></td> <td>3</td> <td>1</td> <td>2</td> <td>1</td> <td>2</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		-	-	-	-	-		6	20	-	-	-	-	-		3		3	1	2	-	2				3	1	2	1	2		<p>Board 21 : Dealer North : NS 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>2NT</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>26 HCP and no major suit fit should mean that virtually everyone ends up in 3NT although with the main suit clubs breaking 4-1, I suspect more pairs will fail than succeed in their task.</p> <p>After the ♦T lead the first hurdle is not to put the Q up from dummy. Winning the Ace in hand it looks natural to play ♣KJ with North ducking. Now declarer can switch attention to the heart suit playing Ace and a low one. With the suit splitting 3-3 that takes him up to eight tricks so he still has to take a view to duck out North's ♦K for his ninth trick. If North wins the second club and switches to a low heart declarer might make as many as ten tricks. I suppose a clue to the actual diamond position is that North doesn't win a club and play a diamond back to set up his partner's suit.</p>	West	North	East	South		Pass	2NT	Pass	3NT	All Pass										
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<p>♠ 74 ♥ 95 ♦ KQJ432 ♣ AK5</p> <p>♠ K10953                  ♠ QJ86 ♥ AQ107                  ♥ 42 ♦ 109                      ♦ A8 ♣ 84                      ♣ J7632</p> <p>♠ A2 ♥ KJ863 ♦ 765 ♣ Q109</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>-</td> <td>3</td> <td>1</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>9</td> <td>8</td> <td>-</td> <td>3</td> <td>1</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>10</td> <td></td> <td>1</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td></td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		13		-	3	1	-	-		9	8	-	3	1	-	-		10		1	-	-	3	-				1	-	-	3	-		<p>Board 22 : Dealer East : 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></td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>1♥</td> </tr> <tr> <td>1♠</td> <td>2♦</td> <td>2♠</td> <td>3♦</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>3♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>Non vulnerable it is more attractive to try a light opening in third seat with the West cards but vulnerable a more popular approach may be to try and get involved later having limited your hand with an initial pass as the spade suit is not so great. Both sides should unearth their fits and it will become a case of which side blinks first. 3♣ is not without risk but the auction surely suggests that partner has some heart length that can be ruffed in the East hand.</p> <p>After a top club lead and a diamond switch, nine tricks should be routine in spade s with the heart finesse working.</p> <p>North-South will do best to carry on to 4♦ which will be far from obvious. This has four clear cut losers but even if doubled this will result in only losing 100 points.</p>	West	North	East	South			Pass	Pass	Pass	1♦	Pass	1♥	1♠	2♦	2♠	3♦	Pass	Pass	3♠	All Pass
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<p>♠ 9542 ♥ J109 ♦ AK987 ♣ K</p> <p>♠ K107                      ♠ Q63 ♥ K74                      ♥ Q ♦ 1064                      ♦ QJ532 ♣ AJ103                  ♣ Q952</p> <p>♠ AJ8 ♥ A86532 ♦ - ♣ 8764</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>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>11</td> <td>9</td> <td>-</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> <td></td> </tr> <tr> <td>9</td> <td></td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td></td> </tr> <tr> <td></td> <td></td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		-	-	2	-	-		11	9	-	-	2	1	-		9		2	1	-	-	1				2	1	-	-	1		<p>Board 23 : Dealer South : 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></td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>Those that require 5-9 HCP and a six card suit will deem the South hand a routine 2♥ opening, but the combination of three first round controls, a weak suit and strong playability in the other major lead me to recommend an initial pass. In fact, I would prefer to open a featherweight 1♥ rather than 2♥. I suppose there is some chance if South does pass that the board gets passed out, but most Norths will try 1♦ in third seat for the lead, which should lead to 2♥.</p> <p>The best lead for the defence is a heart to the Q and A. This enables the defence to play two more rounds of trumps after West wins the ♣A holding declarer to eight tricks. After a spade or diamond lead declarer should come to nine tricks and may come to as many ten tricks if the defence to don't find the trump switch when they get in with the ♣A.</p>	West	North	East	South				2♥	Pass	3♥	All Pass									
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<p>                     ♠ KQJ9                      ♥ AK109                      ♦ K54                      ♣ 102                      ♠ A842      ♠ 10                      ♥ 832      ♥ 765                      ♦ 10      ♦ Q9732                      ♣ AJ875      ♣ Q963                      ♠ 7653                      ♥ QJ4                      ♦ AJ86                      ♣ K4                 </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>16</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>1</td> <td>3</td> <td>1</td> </tr> <tr> <td>9</td> <td>4</td> <td>S</td> <td>-</td> <td>1</td> <td>1</td> <td>5</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>11</td> <td></td> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		16		N	-	1	1	3	1	9	4	S	-	1	1	5	3			E	2	-	-	-	-	11		W	2	-	-	-	-	<p>Board 24 : 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>1♥</td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>2♠</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>Weak no-trumpers should open the North hand 1♥ to maximise the chance of finding a major suit fit. This will lead to 4♠ played by South, but strong no-trumpers will play it by North after a Stayman sequence.</p> <p>When played by South the singleton diamond lead will run to South's J and declarer will not be under pressure despite the 4-1 trump split when West has the ♠A. A good view by declarer in diamonds (low to the eight) or East making the mistake of splitting his Q9 will lead to eleven tricks. Played by North the contract is under pressure after a club lead gives the defence two club tricks immediately. With four trumps and no more side suit tricks the strongest defence is often a ruff and discard and this is the case here. Declarer ruffs with the ♠3, but the defence can then duck the next two rounds of spades threatening to force declarer with another club to defeat the contract.</p>	West	North	East	South	Pass	1♥	Pass	1♠	Pass	2♠	Pass	2NT	Pass	4♠	All Pass	
HCP		Makeable contracts																																																															
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<p>                     ♠ 752                      ♥ Q54                      ♦ K63                      ♣ A954                      ♠ A4      ♠ K10963                      ♥ A10932      ♥ J7                      ♦ 105      ♦ AJ982                      ♣ KJ102      ♣ 6                      ♠ QJ8                      ♥ K86                      ♦ Q74                      ♣ Q873                 </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>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>12</td> <td>9</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>2</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> </tr> <tr> <td>10</td> <td></td> <td>W</td> <td>2</td> <td>3</td> <td>3</td> <td>3</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		9		N	-	-	-	-	-	12	9	S	-	-	-	-	-			E	2	3	3	3	3	10		W	2	3	3	3	3	<p>Board 25 : 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>Pass</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>1♥</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>2♣</td> <td>Pass</td> <td>2♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>After West shows his two suits, East isn't worth more than a simple preference back to his partner's first suit.</p> <p>North doesn't have an obvious lead with the two main options being a hopefully passive spade through dummy's suit or a more attacking lead away from the King of the unbid suit - diamonds. A switch to a heart or the ♠Q could lead to as many as 10 tricks if declarer goes all out by taking a second ♦ finesse and then makes a successful guess on the first round of ♠s. A spade lead is better for the defence holding declarer to a maximum of nine tricks.</p>	West	North	East	South		Pass	Pass	Pass	1♥	Pass	1♠	Pass	2♣	Pass	2♥	All Pass
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<p>                     ♠ J98                      ♥ 103                      ♦ K954                      ♣ 10964                      ♠ 76      ♠ A5432                      ♥ AQ75      ♥ J62                      ♦ A8732      ♦ 10                      ♣ KJ      ♣ 8752                      ♠ KQ10                      ♥ K984                      ♦ QJ6                      ♣ AQ3                 </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>4</td> <td></td> <td>N</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td>14</td> <td>5</td> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>17</td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		4		N	-	1	-	-	2	14	5	S	-	1	-	-	2			E	1	-	2	1	-	17		W	1	-	2	1	-	<p>Board 26 : 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>All Pass</td> <td></td> <td>Pass</td> <td>1♥</td> </tr> </tbody> </table> <p>All Pass</p> <p>Weak no-trumpers may well be left to rot in their 1♥ opening (I hope no one thinks a 2♦ overcall is a good idea vulnerable with a weak suit and defensive cards!) After a spade lead to the ace, the unlikely best defence of a club switch could lead to +300 for the defence, but the more natural defence of switching to the diamond singleton with West winning the A and playing a second round of spades to set up the defensive cross-ruff should be good for +200 and a good score.</p> <p>In contrast, strong no-trumpers may well have a reasonably comfortable ride after a diamond lead against 1NT. Declarer can play back the same suit and although he doesn't have seven top tricks the defence don't have a good suit to go after themselves. Declarer should be able to manage to make his contract and may even be able to emerge with an overtrick (cashing the ♣A would be a good view for instance).</p>	West	North	East	South	All Pass		Pass	1♥								
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<p>♠ J3 ♥ 764 ♦ K3 ♣ Q109874</p> <p>♠ A9865      ♠ Q742 ♥ 105      ♥ KJ983 ♦ 1064      ♦ Q72 ♣ AK5      ♣ 2</p> <p>♠ K10 ♥ AQ2 ♦ AJ985 ♣ J63</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>6</td> <td></td> <td>N</td> <td>4</td> <td>2</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>11</td> <td>8</td> <td>S</td> <td>4</td> <td>2</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>-</td> </tr> <tr> <td>15</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		6		N	4	2	-	-	1	11	8	S	4	2	-	-	1			E	-	-	1	1	-	15		W	-	-	1	-	-	<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>1♦</td> </tr> <tr> <td>1♠</td> <td>Pass</td> <td>3♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>North-South do best by making a partial in clubs but it is going to be very difficult to reach that strain when the opponents bump the auction in spades. An initial heart lead holds spade contracts to 6 tricks (♥AQ, then ♦ to K, ♦AJ and with North throwing a heart, and then a heart from South to promote a second trump trick for his side.) but seven tricks will be a more normal number after the usual ♦K lead. Strong no-trumps have a chance to reach clubs if North views to transfer to 3♣ after the no-trump opening., but this isn't so clear when he has six points including a K and J outside of his long suit. To make 10 tricks declarer needs to set up the diamond suit and make a successful guess in spades.</p>	West	North	East	South				1♦	1♠	Pass	3♠	All Pass								
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<p>♠ J75 ♥ 762 ♦ 6 ♣ AK10853</p> <p>♠ K1043      ♠ 98 ♥ A843      ♥ 109 ♦ 10843      ♦ KJ9752 ♣ 4      ♣ QJ7</p> <p>♠ AQ62 ♥ KQJ5 ♦ AQ ♣ 962</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>8</td> <td></td> <td>N</td> <td>4</td> <td>-</td> <td>3</td> <td>3</td> <td>2</td> </tr> <tr> <td>7</td> <td>7</td> <td>S</td> <td>4</td> <td>-</td> <td>3</td> <td>3</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>18</td> <td></td> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		8		N	4	-	3	3	2	7	7	S	4	-	3	3	2			E	-	2	-	-	-	18		W	-	2	-	-	-	<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>Pass</td> <td>Pass</td> <td>2♦</td> <td>Dble</td> </tr> <tr> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Most North-Souths are going to try a game here, the majority 3NT, but perhaps a few 5♣ and maybe even four of one of the majors. Although 5♣ by North requires a spade or top club lead to defeat it for certain, in practice declarer will almost certainly go one off. When East has got to show his diamonds an initial lead of that suit should sink 3NT routinely. After an uncontested sequence such as 1♥-2♣-2NT-3NT West may try a spade. Declarer wins the J in dummy and plays a heart to K and Ace. West switches to a diamond, declarer wins in hand crosses to a top club honour in case an honour falls on his right (restrictive choice would say finesse West for the other honour). When both follow low the prudent approach is to duck the second round of clubs to guarantee 11 tricks when the suit splits 3-1. Cashing the other top honour makes 12 when the suit started 2-2 but otherwise goes off.</p>	West	North	East	South	Pass	Pass	2♦	Dble	Pass	3♣	Pass	3NT	All Pass							
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<p>♠ AJ7 ♥ 6543 ♦ A754 ♣ Q5</p> <p>♠ 10983      ♠ K52 ♥ 1092      ♥ K8 ♦ 109832      ♦ KQ ♣ 9      ♣ KJ8764</p> <p>♠ Q64 ♥ AQJ7 ♦ J6 ♣ A1032</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>2</td> <td>2</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td>0</td> <td>15</td> <td>S</td> <td>2</td> <td>1</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>14</td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		11		N	2	2	4	2	3	0	15	S	2	1	4	2	3			E	-	-	-	-	-	14		W	-	-	-	-	-	<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></td> <td>1♣</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Dble</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>Pass</td> <td>3♥</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>A thin game for North-South on this deal. It won't be a tragedy to miss it as not all declarers are going to make their contract. On the ♦K lead declarer wins and takes a heart finesse. Now either playing for two club ruffs in hand or for two club tricks will work and should result in a good score. East shouldn't be tempted to rebid 2♣ over the double. With soft honours, a weak suit and vulnerable bidding a second time is very risky. Even if North-South don't manage to double 2♣, -200 or -300 is not going to be a good score losing out to all the making partials the other way. Strong no-trumpers might be tempted to try a 1NT opening with the East hand. This isn't likely to be a great success even if West bails out to 2♦ through Stayman as this should be two off.</p>	West	North	East	South			1♣	Pass	Pass	Dble	Pass	2♣	Pass	2♥	Pass	3♥	Pass	4♥	All Pass	
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<p>♠ J3 ♥ J1098 ♦ Q63 ♣ AJ75</p> <p>♠ A1085      ♠ 42 ♥ Q64      ♥ AK7 ♦ 982      ♦ AKJ54 ♣ K83      ♣ Q104</p> <p>♠ KQ976 ♥ 532 ♦ 107 ♣ 962</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>9</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>9</td> <td>17</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>5</td> <td></td> <td>3</td> <td>5</td> <td>4</td> <td>3</td> <td>5</td> <td></td> </tr> <tr> <td></td> <td></td> <td>3</td> <td>5</td> <td>4</td> <td>3</td> <td>5</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		9		-	-	-	-	-		9	17	-	-	-	-	-		5		3	5	4	3	5				3	5	4	3	5		<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>1♦</td> <td>Pass</td> </tr> <tr> <td>1♠</td> <td>Pass</td> <td>1NT</td> <td>Pass</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3NT</td> <td>All Pass</td> </tr> </tbody> </table> <p>Against the weak no-trump sequence spades will have been bid naturally perhaps persuading South to try one of his three low suits. There is a good chance that either a club or heart will lead to 11 tricks. After a heart win the Q, finesse in dummy, cash another top ♦ to see the break and play a club to the king. North wins the K with the A and although a spade is best it is difficult to find and I think many would return a club giving declarer an easy ride. A strong no-trump sequence will be either a direct raise to 3NT (with the 4333 shape) or via Stayman, but now a spade lead is more likely putting more pressure on declarer. After a low spade lead to the J and a spade back, declarer wins and takes a diamond finesse. He now needs to play a club to the king and with a club finesse can still come to 11 tricks but I suspect some will end up with 10 tricks after this start.</p>	West	North	East	South			1♦	Pass	1♠	Pass	1NT	Pass	2NT	Pass	3NT	All Pass				
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<p>♠ 432 ♥ A109763 ♦ A9 ♣ Q10</p> <p>♠ K1086      ♠ QJ75 ♥ J      ♥ Q85 ♦ 753      ♦ K106 ♣ KJ542      ♣ 763</p> <p>♠ A9 ♥ K42 ♦ QJ842 ♣ A98</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>-</td> <td>3</td> <td>4</td> <td>-</td> <td>3</td> <td></td> </tr> <tr> <td>8</td> <td>8</td> <td>-</td> <td>3</td> <td>4</td> <td>-</td> <td>3</td> <td></td> </tr> <tr> <td>14</td> <td></td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		10		-	3	4	-	3		8	8	-	3	4	-	3		14		1	-	-	-	-				1	-	-	-	-		<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>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>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>With a 6 card suit, 2 aces and some strong intermediates North is definitely worth an invite and South has an obvious accept. Against a game that most people should bid, I suppose West might lead any of the suits apart from trumps. After a club lead declarer can't misguess and after winning the first trick in dummy may well play ♥A and then follow with a successful restricted choice finesse of the ten next leading to 12 tricks after the diamond finesse loses but the suit breaks 3-3. After a passive diamond lead, East wins the first trick with the king and it is natural to switch to the ♠Q. After winning it is best for declarer is to play ♥A, ♦A and then finesse in hearts again leading to 12 tricks. The best lead for the defence is a spade. Declarer wins the ace and should start on his side suit by running the ♦Q to the K. Now the defence can play two more rounds of ♠s forcing declarer to ruff and promoting a trump trick for themselves holding declarer to ten tricks.</p>	West	North	East	South				1NT	Pass	2♦	Pass	2♥	Pass	3♥	Pass	4♥	All Pass			
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<p>♠ 43 ♥ KQ6 ♦ K102 ♣ KQ1096</p> <p>♠ 52      ♠ AKQ7 ♥ 2      ♥ A87543 ♦ Q97654      ♦ A8 ♣ A852      ♣ J</p> <p>♠ J10986 ♥ J109 ♦ J3 ♣ 743</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>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>6</td> <td>18</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td></td> </tr> <tr> <td>3</td> <td></td> <td>1</td> <td>4</td> <td>3</td> <td>2</td> <td>-</td> <td></td> </tr> <tr> <td></td> <td></td> <td>2</td> <td>4</td> <td>3</td> <td>2</td> <td>-</td> <td></td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT		13		-	-	-	-	-		6	18	-	-	-	-	-		3		1	4	3	2	-				2	4	3	2	-		<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>Dble</td> <td>Pass</td> </tr> <tr> <td>1♦</td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>2♦</td> <td>Pass</td> <td>2♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>I suppose you might try a weak 2 opening as West if you had that club in your bag, the 6-4 shape is nice but you would like to have a better suit to put down in dummy if partner bids 3NT. The double and then change the suit sequence followed by East shows a strong hand say 17+HCP and too strong to overcall initially. West is worth another go over a 1♥ but will probably give up when East rebids his suit, he is close to 2NT but the misfit in heart and the weak club pips are warning signals.</p> <p>There will no doubt be pairs trying 3NT or 4♥ so going plus should be at least reasonable for East-West. 3NT will fail by two or three tricks depending on the lead, (clubs is best for the defence). 4♥ has a play if the defence do not lead trumps. Declarer needs hearts 3-3 and spades 4-3. The first condition is met but North can overruff when East attempts to ruff his spades loser to defeat the contract a trick.</p>	West	North	East	South	Pass	1♣	Dble	Pass	1♦	Pass	1♥	Pass	2♦	Pass	2♥	All Pass				
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