

# ECatsBridge Simultaneous Pairs for Children in Need

Wednesday 11 November 2020



**Together we can ...**

... and by competing in this Virtual Simultaneous Pairs you have certainly shown that **together we can indeed do something to help make a difference** to children who really need our help.

Mark and I do hope you enjoyed it despite the very strange environment and world we find ourselves in!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/donate/>

and you will see how you can do it – if you haven't already done so of course!

We ask for £3 per player but if you can spare more please top it up a bit ! Then at the end of it all we can send a nice big cheque through to CiN.

You will notice this commentary is for 32 boards – we had set it up before the onset of COVID, and decided to leave it with all the boards and commentary so you could enjoy it even if you didn't play them all ! Our thanks to Mark Horton for writing this set for us – I hope you found it interesting (and accurate!).

Take care won't you and stay safe

*Anna & Mark*

## Board 1. Dealer North. Vulnerability None

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

Were North to open 2♥ East's 3♣ would end proceedings. Where East opens 1♣ a 1♠ overcall might see West bid 1NT and then pass the 2♣ rebid. South might want to make a two-suited overcall, but if that is via 3♣ it will result in 3♠ which might be doubled. In a club contract, if declarer wins the spade lead, ruffs a spade and then cross-ruffs, the friendly layout will lead to ten tricks.

## Board 2. Dealer East. Vulnerability N/S

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

After 1♥-2♥ East may bid 2NT when the best West can do is pass. If East opens 1♣ South doubles and North bids 1♦. Now East would like to double for take-out, (not everyone plays it that way) when West bids 1♥. If East decides to open a strong 1NT, that ends the auction. In notrumps, the defenders can take the first four diamonds and North then switches to a club. If declarer wins and tries the ♥Q South must win and return a club to ensure one down.

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### Board 3. Dealer South. Vulnerability E/W

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

Given a free run EW might bid 1♠-INT-3♦-3♥-4♥. If South opens 1♠ and West doubles East bids 2♥. If West now tries 2NT East can bid 3♣. That might persuade West that 3NT is better than 4♥. It could prove to be right as after a spade lead to the queen, the lack of entries to the dummy might see declarer lay down the ♥A, after which ten tricks are certain. A defensive point: if declarer takes a diamond finesse North does well to duck.

### Board 4. Dealer West. Vulnerability All

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

I'm going to assume that 3NT by East will be the popular contract. On a spade lead declarer wins and can see five potential losers - three spades, a diamond and a club. Even if the heart suit is good for five tricks declarer will need to find another trick, so the indicated play at trick two is the ♦J. If that holds declarer plays a club to the ace and a club and is sure of nine tricks.

### Board 5. Dealer North. Vulnerability N/S

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

If East opens INT, West looks for a spade fit before settling for 3NT. If East starts with 1♥ then 4♥ is more likely. There are always eleven tricks in hearts, but in 3NT, a club to the ace and a club is testing. To secure 12 tricks declarer needs to win, take the diamond finesse twice and then guess the location of the ♠Q. Good luck with that!

### Board 6. Dealer East. Vulnerability E/W

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

If NS reach 4♥ and West leads a club, declarer will have a narrow path to success. Win in dummy, cash the ♦A, ruff a diamond, cross to the ♠A and ruff a diamond. West overruffs and exits with a spade and declarer wins, ruffs a spade and plays the ♣Q. West ruffs and exits with a spade declarer ruffing and playing a club. There is no way for West to prevent ten tricks being taken.

### Board 7. Dealer South. Vulnerability All

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

If South opens 1NT East's 2♠ overcall will end the auction unless North doubles for takeout. It's easier for NS to reach a heart contract after a 1♣/1♦ opening. If declarer guesses the trump suit, ducking the second round to West's king, then ten tricks are possible because the club suit plays for four tricks. Playing in spades declarer needs to get the hearts right for eight tricks.

### Board 8. Dealer West. Vulnerability None

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

NS should reach the nine-trick game, one route being via 1NT-2♣\*-2♠-3NT. Assuming East does not lead a heart (which gives declarer a chance of 11 tricks via a complicated squeeze on West) declarer should manage ten tricks. The cards lie in such a way that even playing a heart to the king at some stage may not prevent +430 being recorded.

### Board 9. Dealer North. Vulnerability E/W

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

If the bidding starts 1♥-2♦-2♥-2NT North has a decision. The ♦K is a good card, but one tends to avoid close games at pairs. Say East leads a spade against a no-trump contract. Declarer wins with the jack and plays on diamonds, but West wins the ♦Q and now has a chance to restrict declarer to seven tricks by switching to a low club, East winning and returning the suit.

### Board 10. Dealer East. Vulnerability All

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

Were North to be the dealer a 4NT opening bid would be in order. Here West will start with 1♣/1♦/1NT. North would like to know if partner has an ace, but there is no easy way to find out. Doubling and then jumping to 4NT over partner's bid will ask for key cards - and a king will not be enough. The practical approach is to jump directly to 5♦. Tip: When no suit is agreed a jump to 4NT should be old fashioned Blackwood.

### Board 11. Dealer South. Vulnerability None

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

Were West to open with a weak 2♦ that might end the auction. Otherwise, if North opens 1♠ and East overcalls INT South can double and then bid 2♠ over West's 2♦. There is nothing to the play, declarer losing a spade, two hearts and a club. Were North to pass and East open INT West would want to play in diamonds, but that would be at the three-level, which is one too many.

### Board 12. Dealer West. Vulnerability N/S

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

If West opens 1♦ and North overcalls 2♣ East bids 2♥ and West raises to 3♥. If North overcalls 3♣ and East passes West doubles and East bids hearts. If EW reach 4♥ and South leads a club. North wins and switches to a spade say for the king and ace. If declarer now plays a diamond to the queen and ducks a diamond, North must play a top club, forcing dummy to ruff.

### Board 13. Dealer North. Vulnerability All

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

After 1♦-1♥-INT South can investigate with 2♣\* and then bid 3♣ over North's 2♦. When North raises to 4♣ South might simplify matters by asking for key-cards before settling for 6♣. It's easy enough to make twelve tricks, but if West does not lead a minor suit declarer has the entries to take three heart ruffs, which will result in all 13 tricks being taken.

### Board 14. Dealer East. Vulnerability None

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

If East opens INT West will look for a major suit fit. After 2♣-2♥ West has no reason to continue when North might reopen with a double. Then West will compete with 3♥ over South's 3♦. That leaves South with a decision - the winning choice is to go on to 4♦ when the best East can do is double, which will save a few matchpoints.

### Board 15. Dealer South. Vulnerability N/S

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

If North opens 1♠ East might overcall 2♦ when the modern style is for South to bid 2NT to show a four-card raise. Then it's a question of whether NS can diagnose the perfect fit and reach 6♠. If North continues with 3♣ and South bids 3♠ North can try 4♦. If South then bids 4♠ North, realising partner has no heart control, can infer something useful in clubs and bid 5♥ when South has enough to bid 6♠ (or 6♣).

### Board 16. Dealer West. Vulnerability E/W

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

When North opens 1♦ a 1♠ overcall will see South double and West raise spades. If West opts for something at the four-level (4♦/4♠) North has a problem to solve - to defend 4♠ or take a stab at 5♦. If East leads a top heart against 5♦ and switches to the ♣Q declarer will need to get the spades right - not easy after the overcall.

### Board 17. Dealer North. Vulnerability None

<p>♠ A 7 ♥ 10 8 6 2 ♦ K J 6 4 3 ♣ J 7</p> <p>♠ J 8 ♥ K 9 4 3 ♦ A 10 8 ♣ Q 9 8 6</p>	<p>♠ K Q 6 5 4 ♥ A J ♦ Q 9 5 ♣ K 5 3</p> <p>♠ 10 9 3 2 ♥ Q 7 5 ♦ 7 2 ♣ A 10 4 2</p>
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EW are likely to reach 3NT. If West is declarer and North leads a diamond, declarer can win with dummy's nine and play on spades. North wins the ♠A and switches to a heart when declarer's best shot is to duck South's queen. The a second diamond allows declarer to win, cross to the ♥A and play a low club to the queen after which declarer can cash the ♥K and play spades to endplay South. Well done if you found that line!

### Board 18. Dealer East. Vulnerability N/S

<p>♠ Q 6 ♥ Q 8 7 6 5 2 ♦ 7 6 4 2 ♣ 3</p> <p>♠ 8 3 ♥ K J 3 ♦ A J 5 ♣ Q J 10 6 2</p>	<p>♠ A 10 5 4 2 ♥ A ♦ Q 8 ♣ K 9 7 5 4</p> <p>♠ K J 9 7 ♥ 10 9 4 ♦ K 10 9 3 ♣ A 8</p>
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After 1♠-2♣-3♣-3NT imagine North leads a heart and declarer wins in dummy, forces out the ♣A, loses a heart to the queen and wins the third heart. If North pitches a diamond on the next club, declarer might be inspired and play a spade to the ten after which South can be squeezed in the pointed suits for a valuable overtrick. It won't help North to play the ♠Q as then the ♠10 becomes a menace - as long as declarer reads the position.

**Board 19. Dealer South. Vulnerability E/W**

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

Were South to open INT - not a bad tactical shot - East can look for a major with 2♣ when EW should get to play in spades - possibly 3♠ if North competes over 2♠. If South opens 1♦ and North responds INT, East might try 2♦ hoping to find a fit, but bidding 2♥ should also work out as there are nine tricks in either major suit.

**Board 20. Dealer West. Vulnerability All**

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

This is all about NS bidding to 6NT (if you manage 7♠ send me the details!). System will play a part, but the key issue is how good the South hand is facing a known strong notrump type with no major suit fit. A five-card suit is useful (and the key on this layout) and if South makes any kind of try then North will accept.

For example after INT-2♣\*-2♦-3♠\*-3NT if South bids 4NT the slam will be reached (but 4NT is not automatic).

**Board 21. Dealer North. Vulnerability N/S**

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

After 1♠-INT-2♣-2♥ East will be pleased. The contract is likely to go down, but there are ways in which it might make. For example, after a spade lead to the king and ace and a trump switch, declarer can guess to play a club to the queen and ace. He wins the spade return and plays the ♠J, ruffed and overruffed, followed by a diamond to the king and ruffs another spade. With the ♣10 inside there will be eight tricks.

**Board 22. Dealer East. Vulnerability E/W**

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

If East opens INT the obvious move for West is to transfer to diamonds. North bids 3♣ and when East bids 3♦ South will be sure to support clubs - 4♣ is probably enough. West is likely to compete with 4♦. I don't see an obvious way to reach 5♦ - even if East opens 1♦ - unless West is in the mood to bid an immediate 5♦. After 1♦-1♥ North overcalls 2♣, but even when South raises clubs West will be doing well to bid game.

### Board 23. Dealer South. Vulnerability All

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

When East opens 1♠ West raises to 2♠ and East bids game. Assuming South leads a club and the defenders play three rounds of the suit, declarer ruffs after which it may appear a guess in the trump suit is required. Not really. Say declarer plays a spade to the king and a spade; when North discards declarer wins and plays four rounds of diamonds and then exits with a trump to endplay South.

### Board 24. Dealer West. Vulnerability None

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

All roads should lead to 3NT on this deal. A heart lead allows the defenders to score four tricks, but otherwise declarer can pick up the clubs for at least ten tricks. It's hard to predict how many times a heart will be led - the modern trend is to make passive leads, especially at Pairs. Note that West should play the ♣9/10 on the first round of the suit, giving declarer a chance to go wrong.

### Board 25. Dealer North. Vulnerability E/W

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

If North opens 1♥ an old fashioned Splinter bid of 4♣ should set NS on the road to 6♥, the auction continuing 4♦\*-4♠\*-5♣\*-6♥. After a more modern 2NT response NS still have a good chance of reaching the slam as long as South bids on over a 4♥ rebid. On a spade lead declarer needs to negotiate the red suits. Even if heart were 3-1 declarer would still have chances in the diamond suit.

### Board 26. Dealer East. Vulnerability All

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

If East opens 1♣ South doubles and then bids 2NT over North's 1♠. When North rebids 3♦ South goes to 4♠. On a club lead declarer wins, draws trumps via the finesse and placing East with the ♦A, crosses to dummy with a heart ruff to play a low diamond, hoping to find ♦A, ♦AJ or ♦Ax on the left. That will produce 12 tricks.

### Board 27. Dealer South. Vulnerability None

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

If North opens INT East will want to overcall. With so many defences available, anything could happen. After 2♦ (spades and another) a double from South sees West bid 2♥ (denying three spades) and East bids 3♦. Now doubling again should work. If South starts with two rounds of hearts, a club switch is then essential. When North gets in with the ♥A a low club return is also necessary.

### Board 28. Dealer West. Vulnerability N/S

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

After 1♣-1♥ South overcalls 1♠. When West rebids 3♣ East is likely continue with 3♥ and then correct to 4♣ over West's 3♠. Were EW to play in hearts there is an instructive point for the defenders. They should play four rounds of spades. If declarer discards from dummy, North ruffs with the ♥9 which prevents declarer from drawing trumps. If South cashes the ♦A first, declarer can ruff in dummy pitching a diamond and ruff a diamond in order to draw trumps.

### Board 29. Dealer North. Vulnerability All

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

If West opens INT East transfers and then bids 3♣, which should see West bid 4♠. After 1♥-1♠-INT East can checkback to locate the spade fit. If North is on lead and starts with a trump declarer wins, cashes the ♠A and runs the ♣9 for 11 tricks. A diamond lead forces declarer to make a guess at trick one - it will help if you know your opponent does not like to lead away from a king!

### Board 30. Dealer East. Vulnerability None

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

If East opens 2♥ and West passes North will bid 4♠. Now East can bid 5♦ and when South competes with 5♠ West will be doing well to take the save in 6♦ - just about impossible looking at those cards! If East decides to adopt a waiting game South will open 1♥, which may make bidding diamonds appear less attractive. However, after 1♥-1♠ East should bid 2♦ which will lead to a fiercely competitive auction!



**Board 31. Dealer South. Vulnerability N/S**

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

If West opens 1♥ North will either bid 1♠ or make a two-suited overcall. If it is the latter and East bids 3♦ and South passes, West bids 3♥ and East will raise to game. If North only bids 1♠ and East bids 2♦ South can try 2♠. If West then passes and East bids 3♦ it's not obvious for West to bid again. If East prefers to rebid 3♠ West can bid 3NT.

**Board 32. Dealer West. Vulnerability E/W**

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

If West opens INT that is likely to end the auction unless South makes shaded double. EW might survive after 1♣-1♥-1♠-INT. The defence may not be easy. On a diamond lead declarer ducks and South wins with the jack. Best now is to continue diamonds, which should lead to two down. If South switches to a spade for the king and ace and North plays the ♦Q declarer can escape for one down by refusing to cover, still the dreaded -200.