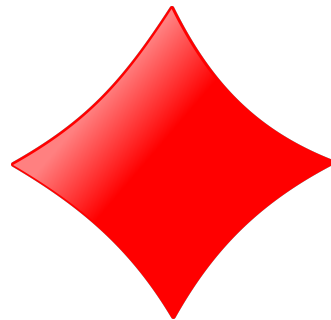
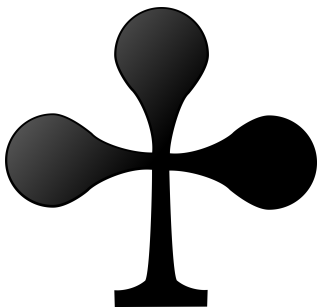
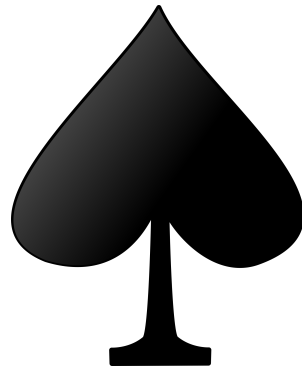


Club Stratified Sim Pairs



Monday
9th March 2020

Welcome to the ninth 'Club Stratified Sim Pairs'. Our commentator today is Heather Dhondy, experienced bridge teacher and writer.

How stratification works and which stratum you should be in. There are four strata:

1. Stratum 'A' is open to everyone but if either member of the pair is a Tournament Master or above you will be in this stratum and can only get master points from the overall ranking.
2. If both of you are below the rank of Tournament Master you will be 'B' stratum;
3. both below Master means you will be in 'C' stratum and
4. both below District Master will make you 'D' stratum.

Blue points and local points will be awarded to the top third of the overall ranking list. In addition the top third of each stratum will get blue points and local points. If you are entitled to overall points and points for your stratum, you will only get the higher of the awards – you won't get two lots of points! Master points cannot be allocated until after the event is finalised, usually about three weeks. Please keep your scorecard for that period. If we find any unusual scores we may need to contact the club scorer and also the players. Full results may be found at www.ebu.co.uk/sims/

Whichever stratum you find yourself in, I hope you find this set of hands enjoyable and challenging.

Ian Payn, Chairman EBU

♠ Q106
♥ KQ973
♦ 4
♣ A642

♠ K97
♥ 102
♦ Q982
♣ K875

♠ J4
♥ J654
♦ K7653
♣ J10

♠ A8532
♥ A8
♦ AJ10
♣ Q93

HCP				Makeable contracts					
					♣	♦	♥	♠	NT
	11			N	3	-	4	5	4
8		6		S	3	1	4	5	4
	15			E	-	-	-	-	-
				W	-	-	-	-	-

Board 1 : Dealer North : Love all

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	1♠
Pass	2♣	Pass	2♦
Pass	2♠	Pass	4♠
All pass			

4♠ is a normal enough contract, and so the key is how many tricks will be made.

West will probably lead a diamond, which gives declarer the opportunity to take a ruffing finesse in the suit on the second round. Now it is a matter of making a good guess in trumps. If West plays low when a trump is led from the South hand, declarer will make only ten tricks if the ten is played, but there is an opportunity to end up with twelve tricks on the correct guess. If West rises with the king, declarer will make eleven. So, I expect the field to be divided between these three results, with the odd pair in 3NT, and some getting too high.

♠ Q42
♥ 109
♦ KQ7
♣ A9873

♠ KJ8
♥ AK875
♦ A102
♣ Q10

♠ A109653
♥ Q4
♦ 86
♣ 642

♠ 7
♥ J632
♦ J9543
♣ KJ5

HCP				Makeable contracts					
					♣	♦	♥	♠	NT
	11			N	2	2	-	-	-
17		6		S	2	2	-	-	-
	6			E	-	-	3	5	2
				W	-	-	3	5	2

Board 2 : Dealer East : NS vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2♠	Pass
4♠	All Pass		

This hand looks superficially straight-forward, even mis-guessing the trumps leaves just three losers, however there are problems.

The most challenging lead is a diamond. Declarer may be tempted to play two rounds of trumps and then three rounds of hearts, discarding a diamond from hand. This will fail however since the club has not been ruffed and the defence will be able to get in, cash a third round of trumps and then three club tricks. This line is tempting because it will get you an overtrick when the trumps are two-two. Even on a heart lead, declarer will probably play a club, and now a diamond switch leaves them in the same predicament.

I expect several players to fail in this contract.

♠KQ32 ♥J86 ♦107 ♣J975 ♠A8 ♥Q1052 ♦AQJ64 ♣Q2 ♠4 ♥A943 ♦K2 ♣K108643 ♠J109765 ♥K7 ♦9853 ♣A <table><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>♠</th><th>NT</th></tr><tr><td></td><td>7</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr><tr><td>15</td><td></td><td>10</td><td>S</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr><tr><td></td><td>8</td><td></td><td>E</td><td>5</td><td>5</td><td>5</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>5</td><td>5</td><td>5</td><td>-</td><td>2</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		7		N	-	-	-	3	-	15		10	S	-	-	-	3	-		8		E	5	5	5	-	2				W	5	5	5	-	2	Board 3 : Dealer South : EW vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>2♠</td></tr><tr><td>3♦</td><td>4♠</td><td>Dbl</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5♣</td><td>Pass</td></tr><tr><td>5♦</td><td>Pass</td><td>5♥</td><td>All Pass</td></tr></table> This hand is a tricky bidding problem. The first question is whether the South hand opens a weak two. With a weak suit and good card in defence, it is hardly ideal, but on the other hand the vulnerability favours it. It is certainly the right thing to do here as partner is well placed to increase the pre-emption to the four level and create difficulties for the opponents. 5♥ is hardly a great contract but will make in practice so the best thing North-South can do, if the opponents reach it, is to save in 5♠ which is just two down. It won't be a great result for them as there will be several pairs allowed to play in 4♠,probably doubled, for one down.	West	North	East	South				2♠	3♦	4♠	Dbl	Pass	4NT	Pass	5♣	Pass	5♦	Pass	5♥	All Pass								
HCP		Makeable contracts																																																																															
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♠A10 ♥AK53 ♦9852 ♣K107 ♠9 ♥1084 ♦AJ106 ♣AJ952 ♠KQ73 ♥QJ76 ♦KQ7 ♣83 ♠J86542 ♥92 ♦43 ♣Q64 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>14</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>10</td><td></td><td>13</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>3</td><td></td><td>E</td><td>1</td><td>2</td><td>2</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>2</td><td>2</td><td>-</td><td>2</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		14		N	-	-	-	1	-	10		13	S	-	-	-	1	-		3		E	1	2	2	-	2				W	1	2	2	-	2	Board 4 : Dealer West : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>2♠</td><td>All pass</td><td></td></tr></table> This hand will probably be played in 2♠ at most tables and lose two trumps, two diamonds and a club to make exactly. It is possible to defeat, and the obvious way is by leading a club and getting a ruff in the East hand. However, playing a forcing defence also works. On three rounds of diamonds, say, declarer plays ace and another spade, taken by East. Now a heart leaves declarer in the North hand and will need to ruff a red card back to South to play more trumps or lead a club to the queen. If this happens, West must duck to retain communication for the ruff.	West	North	East	South	Pass	1NT	Pass	2♥	Pass	2♠	All pass																	
HCP		Makeable contracts																																																																															
			♣	♦	♥	♠	NT																																																																										
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♠- ♥QJ972 ♦KJ92 ♣AJ102 ♠KJ6432 ♥K653 ♦4 ♣Q7 ♠85 ♥4 ♦Q87653 ♣8543 ♠AQ1097 ♥A108 ♦A10 ♣K96 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>12</td><td></td><td>N</td><td>5</td><td>4</td><td>6</td><td>3</td><td>5</td></tr><tr><td>9</td><td></td><td>2</td><td>S</td><td>5</td><td>4</td><td>6</td><td>3</td><td>6</td></tr><tr><td></td><td>17</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		12		N	5	4	6	3	5	9		2	S	5	4	6	3	6		17		E	-	-	-	-	-				W	-	-	-	-	-	Board 5 : Dealer North : NS vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♦</td></tr><tr><td>Pass</td><td>2NT</td><td>Pass</td><td>3♥</td></tr><tr><td>Pass</td><td>4♣</td><td>Pass</td><td>4NT</td></tr><tr><td>Pass</td><td>5♦</td><td>Pass</td><td>6♥</td></tr><tr><td>All pass</td><td></td><td></td><td></td></tr></table> Once North has opened the bidding, South will be looking for a slam, and 6♥ is a decent enough contract. Unless East finds a singleton trump lead, one of the guesses in the other three suits will be resolved. If a diamond is led, declarer will probably make the contract by drawing trumps, discarding the long diamond on the ace of spades and playing to finesse West for the club queen since this will give four tricks in the suit. I expect most people in the slam to make it, but a few will fail, and some will stop short of slam.	West	North	East	South		1♥	Pass	1♠	Pass	2♣	Pass	2♦	Pass	2NT	Pass	3♥	Pass	4♣	Pass	4NT	Pass	5♦	Pass	6♥	All pass			
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♠ J92 ♥ 10985 ♦ J3 ♣ 9654 ♠ 6 ♥ QJ7 ♦ K10764 ♣ KQ108 ♠ Q873 ♥ AK4 ♦ A92 ♣ J72 ♠ AK1054 ♥ 632 ♦ Q85 ♣ A3 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>2</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>11</td><td></td><td>14</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>4</td><td>4</td><td>2</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>4</td><td>2</td><td>-</td><td>1</td></tr></table>										HCP		Makeable contracts											♣	♦	♥	♠	NT		2		N	-	-	-	-	-	11		14	S	-	-	-	-	-		13		E	4	4	2	-	2				W	3	4	2	-	1	Board 6 : Dealer East : EW vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> East-West have a combined twenty-five count, so I expect most pairs to be in game. There is, however, no game making. North must lead a spade against 3NT to develop five tricks for the defence even though it gives a trick in the suit. On a passive lead, declarer can drive out the ace of clubs, and now a spade switch gives the ninth trick, and a passive continuation allows declarer to give up a diamond to the South hand to establish enough winners. 3NT failing by a trick will be a popular result, and those staying out of game will score well.	West	North	East	South			1NT	Pass	2NT	Pass	3NT	All Pass				
HCP		Makeable contracts																																																																														
				♣	♦	♥	♠	NT																																																																								
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2NT	Pass	3NT	All Pass																																																																													
♠ Q ♥ KQ6 ♦ KJ653 ♣ Q1082 ♠ AJ8764 ♥ A4 ♦ A8 ♣ A93 ♠ K5 ♥ 987532 ♦ Q102 ♣ 75 ♠ 10932 ♥ J10 ♦ 974 ♣ KJ64 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>13</td><td></td><td>N</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>17</td><td></td><td>5</td><td>S</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>-</td><td>-</td><td>3</td><td>3</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>3</td><td>3</td><td>2</td></tr></table>										HCP		Makeable contracts											♣	♦	♥	♠	NT		13		N	1	1	-	-	-	17		5	S	1	1	-	-	-		5		E	-	-	3	3	2				W	-	-	3	3	2	Board 7 : Dealer South : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♠</td><td>Dbl</td><td>Pass</td><td>1NT</td></tr><tr><td>2♠</td><td>All Pass</td><td></td><td></td></tr></table> What call do you make with the North cards after West opens 1♠? You might choose to pass since your thirteen points include the singleton queen of spades which is of dubious value. If you do take action, I much prefer a take-out double to 2♦. It's true that you would prefer a fourth heart, but a two-level overcall should normally be a six-card suit, or a very good five card suit and sound opening values. Whatever you do, West will take another call and probably buy it in 2♠. In 2♠, declarer must be careful to lead a diamond towards dummy before releasing dummy's only entry, the ♠K. This ensures that declarer scores nine tricks.	West	North	East	South				Pass	1♠	Dbl	Pass	1NT	2♠	All Pass		
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♠ A75 ♥ KJ43 ♦ A54 ♣ K87 ♠ KQ1086 ♥ Q85 ♦ K10 ♣ 1065 ♠ J943 ♥ 2 ♦ 962 ♣ AQJ43 ♠ 2 ♥ A10976 ♦ QJ873 ♣ 92 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>15</td><td></td><td>N</td><td>-</td><td>4</td><td>5</td><td>-</td><td>2</td></tr><tr><td>10</td><td></td><td>8</td><td>S</td><td>-</td><td>4</td><td>4</td><td>-</td><td>2</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr></table>										HCP		Makeable contracts											♣	♦	♥	♠	NT		15		N	-	4	5	-	2	10		8	S	-	4	4	-	2		7		E	-	-	-	3	-				W	-	-	-	3	-	Board 8 : Dealer West : Love all <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♥</td><td>Pass</td><td>4♥</td></tr><tr><td>All pass</td><td></td><td></td><td></td></tr></table> A swift auction to 4♥ ensures that East-West are shut out and don't find their save in 4♠. 4♥, however, is not certain to make. If declarer cashes two top trumps (hardly an unreasonable line), the diamonds can be established without allowing West in to lead a club through, but West can trump the fourth round of the suit and still get to two club tricks. I expect 4♥ to be failing most of the time, and those East-Wests finding their save may be rather disappointed with their score.	West	North	East	South	Pass	1♥	Pass	4♥	All pass							
HCP		Makeable contracts																																																																														
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♠ J102 ♥ QJ10865 ♦ K ♣ J42 ♠ KQ976 ♥ 9 ♦ Q752 ♣ 1076 ♠ A43 ♥ A7 ♦ J843 ♣ AKQ3 ♠ 85 ♥ K432 ♦ A1096 ♣ 985 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>8</td><td></td><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>7</td><td></td><td>18</td><td>S</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>5</td><td>4</td><td>-</td><td>5</td></tr><tr><td></td><td></td><td></td><td>W</td><td>5</td><td>4</td><td>-</td><td>5</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		8		N	-	-	1	-	7		18	S	-	-	1	-		7		E	5	4	-	5				W	5	4	-	5	Board 9 : Dealer North : EW vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2♥</td><td>Dbl</td><td>4♥</td></tr><tr><td>Pass</td><td>Pass</td><td>Dbl</td><td>Pass</td></tr><tr><td>4♠</td><td>All pass</td><td></td><td></td></tr></table> 4♠ looks a normal contract, although there will be some pairs who struggle to cope with the pre-empting opponents. Taking the actions given above should see them there, however. Eleven tricks are very likely to be made, whatever the lead. It is not possible to get South in to get a diamond ruff, except by overtaking, which will have the same result. If declarer draws trumps and leads a diamond towards dummy, that will ensure a trick in the suit, and one diamond will be discarded from hand on the long club, when they divide three-three.	West	North	East	South		2♥	Dbl	4♥	Pass	Pass	Dbl	Pass	4♠	All pass		
HCP		Makeable contracts																																																															
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♠ 106 ♥ 87652 ♦ 1086 ♣ A105 ♠ KJ9732 ♥ 94 ♦ K43 ♣ 72 ♠ AQ5 ♥ AK3 ♦ Q97 ♣ 9864 ♠ 84 ♥ QJ10 ♦ AJ52 ♣ KQJ3 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>4</td><td></td><td>N</td><td>-</td><td>1</td><td>2</td><td>-</td></tr><tr><td>7</td><td></td><td>15</td><td>S</td><td>-</td><td>1</td><td>2</td><td>-</td></tr><tr><td></td><td>14</td><td></td><td>E</td><td>1</td><td>-</td><td>-</td><td>3</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>-</td><td>-</td><td>3</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		4		N	-	1	2	-	7		15	S	-	1	2	-		14		E	1	-	-	3				W	1	-	-	3	Board 10 : Dealer East : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><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>2♠</td><td>All Pass</td><td></td><td></td></tr></table> Most pairs will play in 2♠, and will make either nine or ten tricks depending on the opening lead, and how careful the defence are. A low diamond lead is fatal provided declarer plays low, which is the normal thing to do. On a heart or trump lead, the defence will hold declarer to nine tricks provided they stay away from opening up the diamonds. The odd pair will reach game and get a top or a bottom depending on the opening lead.	West	North	East	South			1♣	Pass	1♠	Pass	1NT	Pass	2♠	All Pass		
HCP		Makeable contracts																																																															
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♠ A ♥ 9742 ♦ A10954 ♣ K85 ♠ KJ10862 ♥ Q8 ♦ 763 ♣ 109 ♠ 954 ♥ AKJ105 ♦ KQ ♣ AJ2 ♠ Q73 ♥ 63 ♦ J82 ♣ Q7643 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>11</td><td></td><td>N</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>6</td><td></td><td>18</td><td>S</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>-</td><td>-</td><td>4</td><td>4</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>4</td><td>4</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		11		N	1	-	-	-	6		18	S	1	-	-	-		5		E	-	-	4	4				W	-	-	4	4	Board 11 : Dealer South : Love all <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>2♠</td><td>Pass</td><td>4♠</td><td>All Pass</td></tr></table> There is no need to complicate the bidding on this hand, a simple raise to game by East over West's weak two gets the job done. A heart lead looks most likely, which declarer may choose to win in dummy in order to play trumps from that side. Declarer will end up with eleven tricks, losing just the two aces. In order to hold the contract to ten tricks, North needs to lead a club (or the ♦A and then switch to a club), in order to establish a trick in that suit while the ace of trumps is still an entry.	West	North	East	South				Pass	2♠	Pass	4♠	All Pass				
HCP		Makeable contracts																																																															
			♣	♦	♥	♠	NT																																																										
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♠ 109432 ♥ 3 ♦ QJ2 ♣ K1084 ♠ J65 ♥ A985 ♦ A86 ♣ Q53 ♠ - ♥ KQJ7642 ♦ K109 ♣ A96 ♠ AKQ87 ♥ 10 ♦ 7543 ♣ J72 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>6</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td>11</td><td></td><td>13</td><td>S</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>-</td><td>1</td><td>5</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>1</td><td>5</td><td>-</td><td>2</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		6		N	-	-	-	2	-	11		13	S	-	-	-	2	-		10		E	-	1	5	-	2				W	1	1	5	-	2	Board 12 : Dealer West : NS vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>4♥</td><td>All pass</td></tr></table> If East opens 4♥ in third seat, they will be pleasantly surprised by the dummy they receive. The opening top spade will be ruffed, and a trump led to dummy, which draws the opponent’s cards in the suit. Now declarer can eliminate spades by ruffing one, crossing to the ♦A and ruffing the last spade. Now cashing the ♦K and exiting with the last diamond leaves North on lead perforce, and there will be two guaranteed club tricks regardless of the location of the king.	West	North	East	South	Pass	Pass	4♥	All pass								
HCP		Makeable contracts																																																																					
				♣	♦	♥	♠	NT																																																															
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♠ 10864 ♥ K10542 ♦ 106 ♣ AK ♠ 9 ♥ AQJ ♦ J2 ♣ J1096532 ♠ QJ7532 ♥ - ♦ AK875 ♣ 84 ♠ AK ♥ 98763 ♦ Q943 ♣ Q7 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td>9</td><td></td><td>10</td><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td>11</td><td></td><td>E</td><td>3</td><td>2</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>1</td><td>-</td><td>1</td><td>-</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		10		N	-	-	2	-	-	9		10	S	-	-	2	-	-		11		E	3	2	-	1	-				W	3	1	-	1	-	Board 13 : Dealer North : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>3♣</td><td>All pass</td><td></td><td></td></tr></table> The bidding on this hand is not easy to predict. 3♣ is the limit of the hand, however if North-South find a way into the auction, it will get a fair bit higher. There will be score in both direction with any pair going plus getting a reasonable result. In clubs, the defence will need to play trumps at some point to prevent the ruffing heart finesse, or find a way to score their trumps separately. Only a heart lead allows overtricks to be made. In a heart contract, the defence need to begin with a spade to hold it to eight tricks. Now West can make all three of their trumps, by winning the ace and taking two ruffs, entering the East hand with diamonds.	West	North	East	South		Pass	1♠	Pass	2♣	Pass	2♦	Pass	3♣	All pass		
HCP		Makeable contracts																																																																					
				♣	♦	♥	♠	NT																																																															
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♠ 43 ♥ J105 ♦ K92 ♣ J8654 ♠ K62 ♥ K73 ♦ J1054 ♣ 973 ♠ A975 ♥ A862 ♦ 6 ♣ AKQ10 ♠ QJ108 ♥ Q94 ♦ AQ873 ♣ 2 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>5</td><td></td><td>N</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>7</td><td></td><td>17</td><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>11</td><td></td><td>E</td><td>2</td><td>-</td><td>3</td><td>3</td><td>3</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>-</td><td>3</td><td>3</td><td>3</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		5		N	-	1	-	-	-	7		17	S	-	1	-	-	-		11		E	2	-	3	3	3				W	2	-	3	3	3	Board 14 : Dealer East : Love all <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♣</td><td>Dbl</td></tr><tr><td>1♦</td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2NT</td><td>All Pass</td></tr></table> Most pairs will play in the no trump part-score on this combined 24 count, with the odd pair reaching game. The likely lead is ♠Q which declarer should win. Now two rounds of clubs reveal the marked finesse of the jack, and if declarer ducks a heart that will establish a long card in the suit when they divide, for nine tricks, and the defence are unable to cash more than four.	West	North	East	South			1♣	Dbl	1♦	Pass	1♥	Pass	2♣	Pass	2NT	All Pass
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♠K4 ♥KQ653 ♦Q87 ♣1083 ♠AJ ♥J92 ♦AKJ954 ♣76 ♠Q52 ♥107 ♦1032 ♣AKQ54 ♠1098763 ♥A84 ♦6 ♣J92 <table><tr><th colspan="3">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>14</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>3</td><td>4</td><td>-</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>4</td><td>1</td><td>-</td><td>2</td></tr></table>	HCP			Makeable contracts										♣	♦	♥	♠	NT		10		N	-	-	-	1	-	14		11	S	-	-	-	1	-		5		E	3	4	-	-	2				W	3	4	1	-	2	Board 15 : Dealer South : NS vulnerable West North East South 3♦ Pass 3♠ 2♠ 3NT All Pass Pass East-West have the values for game, but no game is making on best defence. On the auction above, North may opt to lead a heart and they will cash five tricks in the suit. If instead they lead the ♠K, they will be unimpressed by partner's suit, and even less impressed when they discover partner's ace of hearts! On this lead, declarer will make ten tricks. After discovering that diamonds are not running, declarer should try the clubs and not give the defence a second chance to find the heart suit.
HCP			Makeable contracts																																																				
				♣	♦	♥	♠	NT																																															
	10		N	-	-	-	1	-																																															
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♠Q752 ♥J87 ♦J2 ♣K765 ♠943 ♥42 ♦Q975 ♣AQ82 ♠A108 ♥109653 ♦K843 ♣J ♠KJ6 ♥AKQ ♦A106 ♣10943 <table><tr><th colspan="3">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>7</td><td></td><td>N</td><td>2</td><td>-</td><td>1</td><td>2</td><td>2</td></tr><tr><td>8</td><td></td><td>8</td><td>S</td><td>2</td><td>-</td><td>1</td><td>2</td><td>2</td></tr><tr><td></td><td>17</td><td></td><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP			Makeable contracts										♣	♦	♥	♠	NT		7		N	2	-	1	2	2	8		8	S	2	-	1	2	2		17		E	-	1	-	-	-				W	-	1	-	-	-	Board 16 : Dealer West : EW vulnerable West North East South Pass Pass Pass 1♣ Pass 1♠ Pass 1NT All pass Most pairs playing a weak no trump these days play a one no trump rebid as 15-17. This is sensible, as it keeps the auction lower when partner is weak. On this hand North is happy to pass, however declarer is likely to end up making nine tricks. A diamond lead looks normal, and this will run to the king and ace. East will duck two rounds of spades and win the third, and now the only defence to hold it to eight is to switch to the singleton jack of clubs. This forces declarer to cash the spade, and squeeze the South hand in the process. This is very unlikely to be found in practice, so I expect 150 to be the normal result.
HCP			Makeable contracts																																																				
				♣	♦	♥	♠	NT																																															
	7		N	2	-	1	2	2																																															
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♠1085 ♥2 ♦A1074 ♣KQ1073 ♠AJ2 ♥AKQJ3 ♦K95 ♣52 ♠Q73 ♥876 ♦QJ832 ♣98 ♠K964 ♥10954 ♦6 ♣AJ64 <table><tr><th colspan="3">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>9</td><td></td><td>N</td><td>4</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>18</td><td></td><td>5</td><td>S</td><td>4</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>8</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></td><td>W</td><td>-</td><td>2</td><td>2</td><td>-</td><td>1</td></tr></table>	HCP			Makeable contracts										♣	♦	♥	♠	NT		9		N	4	-	-	1	-	18		5	S	4	-	-	1	-		8		E	-	2	2	-	1				W	-	2	2	-	1	Board 17 : Dealer North : Love all West North East South 1♥ Pass Pass Pass All pass Is anyone going to get involved in this auction? If so, it is going to be North, who might double 1♥ as a passed hand. If this happens, South will respond 1♠ and West will probably bid 1NT. If South takes another go with 2♣, they will hit the jackpot since ten tricks are available in clubs. The trumps divide and the spades play for two tricks. In 1♥, South should overtake the ♣K lead and switch to the singleton diamond. Now North can give partner a ruff, regain the lead in clubs and give partner another ruff. It means that declarer now has a trump entry to dummy, but it will hold the contract to eight tricks.
HCP			Makeable contracts																																																				
				♣	♦	♥	♠	NT																																															
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			W	-	2	2	-	1																																															

♠K643 ♥964 ♦962 ♣Q52 ♠2 ♥KJ3 ♦J1054 ♣KJ1094 ♠AJ8 ♥AQ105 ♦AK87 ♣A3 ♠Q10975 ♥872 ♦Q3 ♣876	Board 18 : Dealer East : NS vulnerable West North East South 2NT Pass 3NTAll Pass 6♦ is a great contract, however 3NT will be the more common spot, but how many tricks will be made? If only we could see through the backs of the cards, we would drop the doubleton queen of diamonds, take the unnatural finesse in clubs and make all thirteen tricks. On the ♠10 lead there is a good case to cross to dummy and run the ♣J, in an attempt to ensure North does not gain the lead to return a spade through your jack. However, by the same token, you may well run the ♦J to the safe hand. I expect anything between one down (taking the regular club finesse) to making all the tricks in 3NT on this deal. Well done to anyone reaching the excellent 6♦.																																																
<table><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>♠</th><th>NT</th></tr><tr><td></td><td>5</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>9</td><td>22</td><td></td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>4</td><td></td><td>E</td><td>7</td><td>7</td><td>7</td><td>3</td></tr><tr><td></td><td></td><td></td><td>W</td><td>7</td><td>7</td><td>7</td><td>3</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		5		N	-	-	-	-	9	22		S	-	-	-	-		4		E	7	7	7	3				W	7	7	7	3	Board 19 : Dealer South : EW vulnerable West North East South 1NT Dbl2♥3♦Pass 3NTAll Pass If you are familiar with Lebensohl, there is a good case to play it in this situation, where your side doubles 1NT and the opponents run to a suit. On this deal East wants to make a forcing bid after South’s 1NT is doubled and North runs to 2♥. If you are not playing this, East will have to bid 3♥, looking for a stopper, and West will bid 3NT. Declarer is most likely to end up with ten tricks, losing two diamonds and a heart. However, if the defence attack hearts and declarer begins by cashing four rounds of spades, South will have a problem discarding and will have to release the third heart. Now cashing the heart leaves an impossible problem and declarer will make eleven tricks.
HCP		Makeable contracts																																															
			♣	♦	♥	♠	NT																																										
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9	22		S	-	-	-	-																																										
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♠J53 ♥98753 ♦972 ♣73 ♠KQ108 ♥KJ10 ♦Q4 ♣KJ64 ♠A42 ♥64 ♦K10853 ♣A52 ♠976 ♥AQ2 ♦AJ6 ♣Q1098	Board 20 : Dealer West : All vulnerable West North East South 1♠ Pass 2♥ 4♣ 4♥DblAll pass There is going to be some variety here, with contracts being played by both sides. 4♥ is not a happy contract, especially if South begins with a singleton diamond and gets a ruff with the singleton trump. Together with the two trump losers and the inevitable spade, that is two down. For those in a club contract, it comes down to guessing the trumps. If you guess well you will make eleven tricks, however ten is more normal, losing two trumps and a spade. You will abandon you attempt to ruff a spade in dummy when the jack falls since the nine has become a winner.																																																
<table><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>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>4</td><td>-</td><td>-</td><td>-</td></tr><tr><td>12</td><td>10</td><td></td><td>S</td><td>4</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>-</td><td>1</td><td>2</td><td>3</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>2</td><td>3</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		9		N	4	-	-	-	12	10		S	4	-	-	-		9		E	-	1	2	3				W	-	1	2	3	
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♠9853 ♥4 ♦KQ96 ♣KJ54 ♠AKQ102 ♥AK10 ♦A103 ♣98 ♠74 ♥976 ♦5 ♣AQ107632 ♠J6 ♥QJ8532 ♦J8742 ♣- <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>20</td><td>6</td><td></td><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>6</td><td>-</td><td>2</td><td>7</td><td>6</td></tr><tr><td></td><td></td><td></td><td>W</td><td>6</td><td>-</td><td>2</td><td>6</td><td>6</td></tr></table>	HCP		Makeable contracts										♣	♦	♥	♠	NT		9		N	-	1	-	-	-	20	6		S	-	1	-	-	-		5		E	6	-	2	7	6				W	6	-	2	6	6	Board 21 : Dealer North : NS vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>3♣</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5♦</td><td>Pass</td></tr><tr><td>6♣</td><td>All pass</td><td></td><td></td></tr></table> How well do you know your partner's pre-empting style? The West hand is a monster, but with a small doubleton in partner's suit will it be enough? On this deal 6♣ is a very good contract, however it won't always make. You have a choice of lines in the play. Do you lead to the queen or the ace? The best percentage line for six tricks is to lead to the ace, however we are playing matchpoints here and the best matchpoint play is to lead to the queen. So, it comes down to whether you believe most pairs will reach the contract. In this topsy-turvy game, it is the better percentage line that fails on this occasion. Anyone viewing to lead to the ace can consider themselves unlucky.	West	North	East	South		Pass	3♣	Pass	4NT	Pass	5♦	Pass	6♣	All pass						
HCP		Makeable contracts																																																																								
			♣	♦	♥	♠	NT																																																																			
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♠J53 ♥104 ♦K965 ♣A984 ♠AK10942 ♥KJ9 ♦84 ♣73 ♠876 ♥Q732 ♦AQ107 ♣Q10 ♠Q ♥A865 ♦J32 ♣KJ652 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>8</td><td></td><td>N</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>11</td><td>10</td><td></td><td>S</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>11</td><td></td><td>E</td><td>-</td><td>-</td><td>1</td><td>3</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>1</td><td>3</td><td>-</td></tr></table>	HCP		Makeable contracts										♣	♦	♥	♠	NT		8		N	2	1	-	-	-	11	10		S	2	1	-	-	-		11		E	-	-	1	3	-				W	-	-	1	3	-	Board 22 : Dealer East : EW vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>2♠</td><td>Pass</td><td>3♠</td><td>All Pass</td></tr></table> There is no reason to be pushing for game on this deal. To make ten tricks requires the trumps to come in for no loser, the diamond finesse to work, and no heart ruff for the opponents. On this deal, the diamond finesse works for you, but when there is a trump loser you are held to nine tricks. Those exercising restraint are rewarded.	West	North	East	South			Pass	Pass	1♠	Pass	2♦	Pass	2♠	Pass	3♠	All Pass				
HCP		Makeable contracts																																																																								
			♣	♦	♥	♠	NT																																																																			
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♠1073 ♥1097 ♦Q93 ♣J765 ♠KJ42 ♥AK54 ♦A104 ♣103 ♠6 ♥QJ2 ♦KJ86 ♣AQ982 ♠AQ985 ♥863 ♦752 ♣K4 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>3</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>15</td><td>13</td><td></td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>5</td><td>5</td><td>5</td><td>3</td><td>5</td></tr><tr><td></td><td></td><td></td><td>W</td><td>5</td><td>5</td><td>5</td><td>3</td><td>5</td></tr></table>	HCP		Makeable contracts										♣	♦	♥	♠	NT		3		N	-	-	-	-	-	15	13		S	-	-	-	-	-		9		E	5	5	5	3	5				W	5	5	5	3	5	Board 23 : Dealer South : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><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>2NT</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> 3NT will be a popular contract and is likely to make eleven tricks. Declarer's natural line looks to be to play on clubs by running the ten. When this loses to the king, the finesse can be repeated to give four tricks in the suit. The best the defence can do is to take the ♣K and the ♠A. If they don't cash, declarer might even make twelve tricks since there are four tricks to be had in each of clubs, diamonds and hearts.	West	North	East	South				Pass	1♥	Pass	2♣	Pass	2NT	Pass	3♥	Pass	3NT	All Pass		
HCP		Makeable contracts																																																																								
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♠AJ6 ♥K10982 ♦AK10 ♣Q10 ♠K9732 ♥Q4 ♦J84 ♣AK8 ♠105 ♥763 ♦Q9753 ♣J65 ♠Q84 ♥AJ5 ♦62 ♣97432 <table><tr><th colspan="3">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>17</td><td></td><td>N</td><td>4</td><td>1</td><td>5</td><td>2</td><td>3</td></tr><tr><td>13</td><td></td><td>3</td><td>S</td><td>4</td><td>1</td><td>5</td><td>2</td><td>3</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP			Makeable contracts											♣	♦	♥	♠	NT		17		N	4	1	5	2	3	13		3	S	4	1	5	2	3		7		E	-	-	-	-	-				W	-	-	-	-	-	Board 24 : Dealer West : Love all West North East South 1♠ 1NT All pass What do you overcall with the North hand after West opens 1♠? The hand is strong, but the hearts are weak, so I would prefer to overcall 1NT. On this deal it doesn't work out very well as you are likely to make more tricks in hearts. There will, however, be some East-Wests getting into trouble after opening a weak NT with the West hand, so however you do in hearts or NTs as North, you will not be able to compete with the penalties being collected at other tables. Playing in 1NT with a diamond lead, you are a little short of entries for both major suit finesses, however leading spades from hand will get you two tricks in the suit and the most the defence can take will be one spade and three clubs. So, provided you take the heart finesse through the opening bidder you will make nine tricks.
HCP			Makeable contracts																																																					
				♣	♦	♥	♠	NT																																																
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13		3	S	4	1	5	2	3																																																
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			W	-	-	-	-	-																																																
♠Q63 ♥KQJ82 ♦762 ♣J6 ♠AJ1094 ♥943 ♦8 ♣Q853 ♠752 ♥A5 ♦A1043 ♣K972 ♠K8 ♥1076 ♦KQJ95 ♣A104 <table><tr><th colspan="3">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td></tr><tr><td>7</td><td></td><td>11</td><td>S</td><td>-</td><td>2</td><td>1</td><td>-</td><td>1</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>3</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>-</td><td>-</td><td>2</td><td>-</td></tr></table>	HCP			Makeable contracts											♣	♦	♥	♠	NT		9		N	-	2	1	-	-	7		11	S	-	2	1	-	1		13		E	3	-	-	2	-				W	3	-	-	2	-	Board 25 : Dealer North : EW vulnerable West North East South Pass Pass 1NT Pass 2♦ Pass 2♥ All pass East-West will do well to get into the auction here since 2♠ is making, but it is not obvious to do so. They may even end up with an overtrick since the normal heart lead does not get the defence off to a good start. Declarer will probably duck this and now, unless North switches to a diamond to get the force going, declarer will have time to establish a fourth club trick as well as ruffing the heart and drawing trumps. In 2♥, declarer has a trick to lose in each suit, however on the singleton diamond lead, the defence can take a ruff and switch to clubs. Now they are in a position to take a second ruff as well as establishing their club trick for one down.
HCP			Makeable contracts																																																					
				♣	♦	♥	♠	NT																																																
	9		N	-	2	1	-	-																																																
7		11	S	-	2	1	-	1																																																
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♠9865 ♥63 ♦J72 ♣Q986 ♠AQJ2 ♥K97 ♦Q53 ♣KJ4 ♠10743 ♥5 ♦AK10864 ♣A3 ♠K ♥AQJ10842 ♦9 ♣10752 <table><tr><th colspan="3">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>3</td><td></td><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td>16</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>2</td><td>6</td><td>-</td><td>6</td><td>6</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>6</td><td>-</td><td>6</td><td>6</td></tr></table>	HCP			Makeable contracts											♣	♦	♥	♠	NT		3		N	-	-	1	-	-	16		11	S	-	-	1	-	-		10		E	2	6	-	6	6				W	2	6	-	6	6	Board 26 : Dealer East : All vulnerable West North East South 1♦ 3♥ Dbl Pass 3♠ Pass 4♠ All Pass 6♠ is always making when the king is singleton onside, however it is unlikely to be reached. Firstly, South will cramp them for room by pre-empting, but even left to their own devices, the rise in popularity of Roman Keycard Blackwood (and rightly so) mean that small slams on the finesse of the king of trumps are seldom bid these days. Declarer needs to avoid leading the ♠10 from the South hand! South will probably pre-empt to 3♥ and should then shut up. A venture to the five level will prove too expensive, or even worse might push them up to the making slam.
HCP			Makeable contracts																																																					
				♣	♦	♥	♠	NT																																																
	3		N	-	-	1	-	-																																																
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♠AQ8632 ♥J82 ♦- ♣K875 ♠J75 ♥A43 ♦J83 ♣AQ64 ♠9 ♥10965 ♦A9642 ♣1092 ♠K104 ♥KQ7 ♦KQ1075 ♣J3 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>2</td><td>1</td><td>1</td><td>4</td><td>3</td></tr><tr><td>12</td><td></td><td>4</td><td>S</td><td>2</td><td>1</td><td>1</td><td>4</td><td>3</td></tr><tr><td></td><td>14</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		10		N	2	1	1	4	3	12		4	S	2	1	1	4	3		14		E	-	-	-	-	-				W	-	-	-	-	-	Board 27 : Dealer South : Love all <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><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>4♠</td><td>All Pass</td><td></td></tr></table> 4♠ is a normal contract and I would expect almost everyone to be playing there. The defence need to be attacking trumps early on in order to stop the overtrick. If West leads a diamond, declarer will ruff and play a heart in an attempt to get to hand to lead a club towards the king. Declarer’s plan will be to ruff clubs in the South hand. West should foil this plan by switching to a trump now. That ensures that when in with the ♣A, another trump can be led, and declarer will be unable to ruff both clubs. Having said that, if they do find this defence, declarer might as well run the ♣J if it isn’t covered since East has no more trumps. If it is covered, the ten and nine of clubs are falling and the eight is established, so declarer may make their overtrick anyway.	West	North	East	South				1NT	Pass	2♥	Pass	2♠	Pass	4♠	All Pass	
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♠K953 ♥A872 ♦43 ♣QJ9 ♠J762 ♥K10 ♦AKJ82 ♣103 ♠8 ♥QJ954 ♦Q105 ♣7642 ♠AQ104 ♥63 ♦976 ♣AK85 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>3</td><td>-</td><td>-</td><td>3</td><td>2</td></tr><tr><td>12</td><td></td><td>5</td><td>S</td><td>3</td><td>-</td><td>-</td><td>3</td><td>2</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		10		N	3	-	-	3	2	12		5	S	3	-	-	3	2		13		E	-	3	-	-	-				W	-	3	-	-	-	Board 28 : Dealer West : NS vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1NT</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>2♠</td><td>All pass</td><td></td></tr></table> If the auction begins with 1NT by West, and a transfer to hearts, South will back in with a reopening double, and buy the contract in 2♠. Although there are just two diamond and a heart to lose, the trump break prevents declarer from being able to ruff the third diamond in the North hand so just nine tricks are possible. If North-South defend 2♥, they will probably begin with ♣Q. This isn’t the best start, however by cashing a second club and switching to a low trump, declarer will be unable to make it. The defence get off to a better start if they can find a spade lead. Now the forcing defence will take the contract two down, but it still won’t compensate for those making 140 in spades.	West	North	East	South	1NT	Pass	2♦	Pass	2♥	Pass	Pass	Dbl	Pass	2♠	All pass	
HCP		Makeable contracts																																																																					
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♠1082 ♥KJ84 ♦AJ3 ♣1096 ♠KJ7643 ♥10 ♦Q65 ♣AKJ ♠AQ95 ♥AQ7 ♦94 ♣Q872 ♠- ♥96532 ♦K10872 ♣543 <table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>-</td><td>1</td><td>1</td><td>-</td><td>-</td></tr><tr><td>14</td><td></td><td>14</td><td>S</td><td>-</td><td>1</td><td>1</td><td>-</td><td>-</td></tr><tr><td></td><td>3</td><td></td><td>E</td><td>3</td><td>-</td><td>-</td><td>5</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>-</td><td>-</td><td>5</td><td>4</td></tr></table>	HCP		Makeable contracts											♣	♦	♥	♠	NT		9		N	-	1	1	-	-	14		14	S	-	1	1	-	-		3		E	3	-	-	5	2				W	2	-	-	5	4	Board 29 : Dealer North : All vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>3♠</td><td>Pass</td></tr><tr><td>4♠</td><td>All pass</td><td></td><td></td></tr></table> This will be a popular contract with the field divided between those making eleven tricks and those making twelve. On a diamond lead, the defence will cash the first two rounds of the suit and declarer will have the remainder of the tricks. On a heart lead from the South hand, declarer will wrap up twelve tricks in quick fashion, discarding two diamonds from the West hand on a heart and a long club. On a club lead, declarer has a decision to take. Having drawn trumps and knowing that one diamond will go on the long club, do you risk the heart finesse? If it works you make twelve, but if it fails you will only make ten tricks. Are you feeling lucky?	West	North	East	South		Pass	1NT	Pass	2♥	Pass	3♠	Pass	4♠	All pass		
HCP		Makeable contracts																																																																					
				♣	♦	♥	♠	NT																																																															
	9		N	-	1	1	-	-																																																															
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	3		E	3	-	-	5	2																																																															
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2♥	Pass	3♠	Pass																																																																				
4♠	All pass																																																																						

♠ Q94 ♥ 1094 ♦ KJ82 ♣ AK9 ♠ KJ1052 ♥ 5 ♦ A1065 ♣ J83 ♠ A6 ♥ AKQJ63 ♦ 743 ♣ Q10 ♠ 873 ♥ 872 ♦ Q9 ♣ 76542 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>13</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>9</td><td></td><td>16</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>2</td><td></td><td>E</td><td>2</td><td>2</td><td>4</td><td>4</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>2</td><td>4</td><td>4</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		13		N	-	-	-	-	9		16	S	-	-	-	-		2		E	2	2	4	4				W	2	2	4	4	Board 30 : Dealer East : Love all <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♥</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> I expect East-Wests to be divided between those in 3NT and those in 4♥. In practice, 4♥ is likely to make since the only problematic defence is a diamond lead, which is not likely to be found from the South hand, or a club lead and a diamond switch. Unless the defence lead diamonds early, declarer will be able to draw trumps and ruff the spades good, returning to dummy with the diamond. In 3NT, declarer will probably receive a diamond lead from North. There are nine top tricks assuming the hearts come in, and on the run of the suit, North becomes under insurmountable pressure, and must discard from ♠Q94 ♦KJ ♣AK. In practice declarer will end up with ten tricks on this line of play. This is also the line to follow in 4♥ on a diamond lead.	West	North	East	South			1♥	Pass	1♠	Pass	3♥	Pass	3NT	All Pass		
HCP		Makeable contracts																																																															
			♣	♦	♥	♠	NT																																																										
	13		N	-	-	-	-																																																										
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West	North	East	South																																																														
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♠ A3 ♥ J107632 ♦ 5 ♣ AJ95 ♠ KQ9654 ♥ AQ5 ♦ J3 ♣ 64 ♠ - ♥ K84 ♦ AKQ864 ♣ K732 ♠ J10872 ♥ 9 ♦ 10972 ♣ Q108 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>12</td><td></td><td>15</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>3</td><td></td><td>E</td><td>2</td><td>6</td><td>1</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>6</td><td>1</td><td>2</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		10		N	-	-	-	-	12		15	S	-	-	-	-		3		E	2	6	1	2				W	2	6	1	2	Board 31 : Dealer South : NS vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><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>Pass</td><td>3NT</td><td>All Pass</td></tr></table> I expect most pairs to play in 3NT, and on the auction given above, South will probably choose a club lead. This is the best lead for the defence and ensures there are three winners to cash after declarer has made the first ten. Although 6♦ is making, it is not a good contract. It not only requires the ♠A to ruff down in two rounds, but also the ♣A to be with North.	West	North	East	South				Pass	1♠	Pass	2♦	Pass	2♠	Pass	3NT	All Pass
HCP		Makeable contracts																																																															
			♣	♦	♥	♠	NT																																																										
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♠ A ♥ K2 ♦ QJ108642 ♣ 972 ♠ 854 ♥ 654 ♦ 5 ♣ AKQJ85 ♠ 7632 ♥ AQJ10 ♦ AK3 ♣ 43 ♠ KQJ109 ♥ 9873 ♦ 97 ♣ 106 <table><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>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>10</td><td></td><td>14</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>6</td><td></td><td>E</td><td>6</td><td>1</td><td>6</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>6</td><td>1</td><td>6</td><td>2</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		10		N	-	-	-	-	10		14	S	-	-	-	-		6		E	6	1	6	2				W	6	1	6	2	Board 32 : Dealer West : EW vulnerable <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♦</td><td>Pass</td><td>1♠</td></tr><tr><td>2♣</td><td>2♦</td><td>3NT</td><td>All pass</td></tr></table> What do you open with the North cards? You are a little strong for 3♦, although it would work well on this hand. If you open 1♦, the opponents will probably find 3NT on an auction similar to that above. It is a slightly fortunate make, when the spades are blocked, but it is a reasonable contract since there is no reason for South to hold a five-card suit for the one level response. Declarer will quickly realise the spade position when the king is overtaken, and North switches, but do you risk the heart finesse? You should if North has opened 1♦, where are the points? If North opens 3♦, East-West will be hard-pressed to reach 3NT, however if West reopens with a double and East bids 4♥, they will almost certainly make twelve tricks.	West	North	East	South	Pass	1♦	Pass	1♠	2♣	2♦	3NT	All pass				
HCP		Makeable contracts																																																															
			♣	♦	♥	♠	NT																																																										
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