

HIWCBA IBM CUP

DUPLICATE PAIRS COMPETITION

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Love All
Dealer North

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

1

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

If East opens a weak 1NT, the vulnerability is likely to encourage South to enter the auction, perhaps with 2C to show the majors. Since 2D from North would be asking for South's better major, there is nothing better to bid than 2S, which surely fails. 1NT ought to go down too, though if the defenders keep leading hearts, declarer might make a spade, two hearts, a diamond and three clubs. 2D would make easily.

N-S Vul
Dealer East

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

2

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

West might play in 1S having opened 1C in third seat and rebid 1S over East's 1H response. 1S should make exactly with two trumps, a heart, two top clubs and either the C10 or an overruff to lose. If East plays in 1NT, the lead of either major should defeat the contract. North-South can make 2H, though it is difficult for them to play in hearts if East has bid the suit.

E-W Vul
Dealer South

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

3

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

Because the singleton spade is the king, East might open a weak 1NT again. West will then bid 2H as a transfer and rebid 3NT to offer a choice of games. An initial diamond lead would stop any overtricks in 3NT. On a more normal club lead declarer can come to three tricks in each black suit and two in each red suit for then in all. If West declares 3NT, 430 is in theory unstoppable if declarer guesses what to do.

Game All
Dealer West

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

4

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

The highly favourable spade layout means that North-South can make 6NT. With only 30 HCP, however, they should never be getting there. If North opens a weak 1NT, South will use Stayman to check for a possible 4-4 fit in a major but will have no thought of a slam. Since the North hand has plenty of entries for taking spade finesses, any score other than 690 will be very good for one side or the other.

N-S Vul
Dealer North

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

5

♠ A Q 8	♠ K J 6 5 2
♥ 4	♥ A K 6 5 2
♦ A K 8 5	♦ = = =
♣ K Q J T 6	♣ A 4 2

After East opens 4H and South doubles, North might bid 4NT (two places to play) if West has not already raised to 5H. With the Q♦ singleton you can make 6D by ruffing a heart in the South hand and discarding a spade on the fifth club. If you play in clubs, there is (with the finesse wrong) a spade loser as well as a heart. Since many will collect only 500 from 5H doubled, buying the contract but missing the slam should still score well.

E-W Vul
Dealer East

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

6

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

A normal auction for East-West would seem to be 1S-1NT-2H-End. Because they have a secondary fit in clubs, they can make a lot of tricks in a heart contract – taking eleven is quite easy (five hearts, five clubs and a ruff) and making twelve is possible on a non-heart lead if you take an inspired view. 5C is on too; with so many pairs stopping in a part-score, 600 will not be a bad score.

Game All
Dealer South

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

7

♠ K 8 3	♠ K Q 9 4
♥ Q 9 7	♥ 6 2
♦ 9 8 5	♦ K 8 6
♣ T 9 7 2	♣ K T 7 2

West is likely to show 15-17 balanced either with a suit opening and a no-trump rebid or by opening a strong 1NT. East is unlikely to envisage a slam facing that. As it happens West holds perfect cards, which even include the 9♠, without which a slam would be much worse than depending on one out of two finesses. Most will make twelve tricks, though a few declarers will not finesse twice in spades and finish with only eleven tricks

Love All
Dealer West

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

8

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

North might open 1NT in second seat and play there. After the lead of either black suit the defenders should make four clubs, three spades and the K♦ to defeat 1NT by two tricks. If North opens 1H, East might find a light takeout double and a variety of results are possible. On a heart lead, West could make an overtrick in 2NT. 2S and 3C should both make exactly. If South somehow arrives in 2D, that makes.

E-W Vul
Dealer North

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

9

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

West should get to open 1C in fourth seat. North then overcalls 1S and East either makes a negative double or raises clubs. South will raise spades, possibly to 3S (nine-trick level for nine-card fit). West has a big hand and will bid over that, 4D or (if East has raised clubs) 5C. Since one of East's spades goes on a diamond and nothing horrible happens in trumps, twelve tricks roll in. If you are not in a slam, you do better to play in 3NT and collect 630.

Game All
Dealer East

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

10

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

Playing four-card majors, South might well open 1H and play there – this does not fare at all well, failing by three tricks! Those playing a strong no-trump or five-card majors will choose a different opening, in which case East-West get to play in hearts. They should manage to make nine tricks, the same as they would defending. North-South would be down two in 2S (doubled).

Love All
Dealer South

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

11

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

If North gets to open 1H in third seat, South makes a 4D splinter, showing a raise to 4H with a diamond shortage. Despite having nothing wasted in diamonds, it is hard for North to picture a slam facing a passed hand. If West were to open 1D, North would guess that the K♠, if South does not have it, will be with the opening bidder – but does that help enough? Only if South opens 1H is a slam contract likely and then South might try to back-pedal.

N-S Vul
Dealer West

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

12

♠ 7	♠ 7	♠ 7
♥ K 7 5 3	♥ K 7 5 3	♥ K 7 5 3
♦ T 9 7 6 3 2	♦ T 9 7 6 3 2	♦ T 9 7 6 3 2
♣ T 9	♣ T 9	♣ T 9

Holding 20 HCP facing an opening bid, few East players will allow the bidding to stop short of a slam. It looks like 6NT by West depends upon either finding North with the A♣ or South with the KH, though it is worse if South might duck the A♣ smoothly. You will try the clubs first since it would do no good to find the A♣ onside if you had already lost a heart trick. As the cards lie, both rounded suits break favourably and, unless you somehow declare a spade contract from the East seat losing a ruff, you should make twelve tricks easily.

Game All
Dealer North

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

13

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

Slams are like busses in this set – a wait and then several at once – and now we have one within the odds. Given a free run North-South should reach 6C easily – but East might stick in a 3D weak jump overcall. What does South bid over that? If you guess the clubs right, you can make thirteen tricks with clubs as trumps. You cannot make 13 tricks with spades as trumps on a normal diamond lead because South has too few entries.

Love All
Dealer East

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

14

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

Suppose South opens 1C, West overcalls 1S and North bids 2D. South rebids 3C or, perhaps if East passes, 2H. North has the spades well held and will bid no-trumps, ending in 3NT. You can make eleven tricks if you cash three spades and take the club finesse – but cashing the third spade would not be clever if West had the K♣, so many will make only ten tricks. 5C is not such a good spot – after a diamond lead and a spade switch you must finesse to score just 400.

N-S Vul
Dealer South

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

15

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

If South opens 1NT, West may bid 2C to show the majors, in which East bids 2H. If North has interjected 2D, South will raise to 3D and someone will need to compete to 3H. Unless South sportingly leads the A♦, a heart contract yields only nine tricks with two tricks in each rounded suit to lose – a spade contract has the same losers. 3D also yields nine tricks – the defenders take one trick in each suit.

E-W Vul
Dealer West

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

16

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

A convention called 'Blackout' over here and 'Ingberman' in America could be handy. After South opens 1C and reverses to 2D over a 1H response, North bids the lower of the fourth suit and 2NT (the former, 2S, on this auction) to show a weak hand, allowing a sign-off on the next round in 3D. A trump lead works best against 3D, stopping the chance of an overtrick. Whatever the lead, declarer could go down with a misguess in the clubs if East manages to duck the AC.

Love All
Dealer North

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

17

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

While it is rare to overcall if an opponent opens 2NT, South just might do that here. 3S comes home with just four top losers unless declarer decides to finesse West for the 10♦. East can escape for one down in 2NT but only by leading a low club to flush out the singleton ace – two down will be the more common outcome. Likewise making seven tricks in 3C is possible with an inspired view in the club suit.

N-S Vul
Dealer East

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

18

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

After East opens a weak 1NT, South probably cannot bid 2C naturally; some will pass, the vulnerability being a contributing factor, while others will jump to 3C. Given the chance, West tries a transfer into spades and North should take some action. So long as West does not play the A♦ on only low cards 3H should go one down – and it is unlikely that anyone will double.

E-W Vul
Dealer South

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

19

♠ A 4 2	♠ A 9 5 2
♥ A K 9 4 3	♥ 9 3
♦ K 4 3	♦ A 9 4
♣ J 2	♣ Q T 9 7

North might just about scrape up a 4C splinter in response to a 1H opening. At any other vulnerability it would pay East to overcall 5C; as it is, barring an accident in the diamond suit, 5C doubled would go down a disastrous 500. For 4C North could have the same hand with the A♦ rather than the Q♦, so after East passes (or maybe doubles 4C) South will probably check on key cards before signing off in 5H.

Game All
Dealer West

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

20

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

Playing a weak no-trump, West is quite likely to open 1NT and play there. On a heart lead, declarer loses just four hearts and the K♦ to make eight tricks. If North is inspired and leads something else, the defenders can make five heart tricks rather than four and so prevent the overtrick. If East-West play a strong no-trump, North gets to overcall 1H. A score of 110 is available if East-West play in a minor or if North-South play in hearts.

N-S Vul
Dealer North

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

21

♠ K 5 4 2	♠ 9 8 2
♥ T 5 3	♥ A Q 8
♦ 9 6	♦ 9 8 5 4
♣ K 9 6 5	♣ A 8 5

East-West might well bid 1NT-3NT, West eschewing Stayman with the 4333 shape. Perhaps West should adjust further for the poor shape (and absence of a ten) and only invite game, though few will do that. Declarer can make three spades, a diamond and two tricks in each red suit but will find it hard to make any more. You can make nine tricks with spades as trumps by playing clubs early to set up a heart ruff in the East hand.

E-W Vul
Dealer East

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

22

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

Left to their own devices, East-West might get no higher than 1NT. If, however, South opens 3H, West doubles and East bids 3NT. With the 10♦ and K♣ favourably placed, 3NT makes in comfort; the tricks are a spade, three hearts, three diamonds and two clubs. You do not have time to make a long spade because the defenders can get their clubs going. 3H doubled be two down in top losers.

Game All
Dealer South

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

23

♠ Q J T 8 7 3 2	♠ K T
♥ Q J 8 4	♥ T 8 4
♦ = = =	♦ K J 8 6 5
♣ K 8	♣ Q 8 2

South has too many high cards and too much suitability for a heart contract to start with a pre-empt. If West bids 2S over 1S to show hearts and a minor, North may double to show some values, in which case East can pass expecting to find West's second suit. In practice, South competes to 3S. A spade contract yields nine tricks with three hearts and a trump to lose. East-West fare better going on to the makeable 4D.

Love All
Dealer West

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

24

♠ Q 8 5 4 3	♠ K T
♥ Q J	♥ T 8 4
♦ A T 4	♦ K J 8 6 5
♣ K 5 4	♣ Q 8 2

East does not have an easy bid if North sticks in a weak jump overcall of 2H over 1C. If East passes and West reopens with 3C, East will do well to continue with 3H asking for a heart stopper. Many will languish in a club partial, which could well be the right thing to do on a different layout. As it is, you can make eleven tricks in clubs or no-trumps with the normal finesse against the K♣, twelve tricks on a non-heart lead.

E-W Vul
Dealer North

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

25

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

After North opens a weak 1NT, either a transfer or Stayman should lead to a 2S contract. There is some possibility of setting up the diamonds for an overtrick in 2S if East does not get to lead a trump early in the play – most declarers will make only eight tricks anyway unless they get some help from the defenders. A club lead, which either East or West should find, should prevent any overtricks in 1NT.

E-W Vul
Dealer East

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

26

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

East might well open 1D and rebid 2D over a 1S response. West's heart holding could suggest a 2NT rebid but the sixth spade probably makes a jump to 3S more attractive. East would raise either 3S or 2NT to game. With a third-round club winner to cater for West's diamond loser, 4S makes easily – indeed an overtrick is on without an early diamond lead if declarer guesses to finesse North for the SJ. 3NT is makeable but only via a winning view in spades.

Love All
Dealer South

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

27

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

Being third in hand and lacking stuffing, North might decide against opening 1NT and open 1D instead. East then overcalls 1H and it will suit North better if South raises to 2D rather than making a negative double. East would double 2D (for takeout) – not sure what North would do if South doubles 1H! You can make 2D if you have X-ray vision and drop the singleton K♦. Diamond forces would defeat 2H. 2S is easier to defeat.

N-S Vul
Dealer West

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

28

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

Still being non-vulnerable and now with a five-card suit as a possible escape, East is less likely to have scruples about opening 1NT than North did on the previous hand. West has an ideal shape for using Stayman with the intention of passing whatever East rebids. 1NT should fail on any normal lead while it may take specifically a trump lead to defeat 2D. the •K prevents