



Commentary
for the
IBU Autumn Simultaneous Pairs
Monday 2nd November 2020

Dear Bridge player

"Thank you for your support of the online IBU Simultaneous Pairs 2020. We hope you enjoy the opportunity to pit your wits against bridge players across Ireland, and perhaps even some of our friends from abroad.

This is an interesting and challenging set of hands - as they all are - and the advice of our expert commentators will tell us plenty about what we should and shouldn't have done. I hope you did at least one clever thing tonight - and more than that, I hope the advice of Paul Delaney will give us moral support in our never-ending discussions with our partners.

Hoping to see you all at a real table before long, but in the meantime stay safe, stay healthy, and enjoy your online bridge."

Jim O'Sullivan, President – Irish Bridge Union

Board 1. Dealer North. Vulnerability None

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

While 3NT is best after a 1♣ opening by South 4♠ by West will be a popular contract. South will lead J♥ or a small trump. The 4♠ contract will frequently be successful but can be defeated with smart defence. Declarer draws trumps and when discarding South must appreciate the danger of being endplayed in clubs and keep their diamond suit intact and throw small clubs. If South never plays a club 4♠ goes one down.

Winning Tip: Keep safe exit cards to avoid being endplayed in a suit contract.

Board 2. Dealer East. Vulnerability N/S

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

The best contract is 3NT which makes easily. Against 4♥ by East South should lead a club rather than a risky lead from a queen. With the heart finesse working, declarer has 9 tricks. The main chances for a 10th trick are the diamond finesse or K♠ onside, both due to fail. Win the K♣ in hand and finesse the Q♥. Now exit on a club and let the defence play spades or diamonds giving the 10th trick.

Winning Tip: Look for chances to give defenders their winners and let them play new suits to your profit.

Board 3. Dealer South. Vulnerability E/W

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

North may play 1NT or 2NT on a heart lead. Declarer starts on the spade suit and East ducks. On the second spade West can signal for a club switch now EW can score 6 tricks in defence only if West ducks the first club.

If West overcalls 2♣ NS will play in 2♠. Now the defenders easily find a club switch and ruff to hold declarer to 8 tricks. Without this ruff declarer will make 2♠+1 and a top board.

Winning Tip: Good defence begins during the auction make lead directing overcalls.

Board 4. Dealer West. Vulnerability All

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

Playing weak NT and 4 card majors after 1♠ 2♦ 2♥ East is too strong for a delayed game raise jump to 4♠. With strong fitting honours in partners suits East should keep it simple and bid 4NT.

This slam will be easier to bid for strong NT pairs using 2/1 game force methods.

Winning Tip: When you have high cards in partners suits upgrade your hand and bid aggressively.

Board 5. Dealer North. Vulnerability N/S

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

After South opens 1♣ and West overcalls 1♠ North should bid 2♦ showing 9+ pts and a good 5 card suit. Now NS bid to 3♦ making at least 9 tricks.

If EW play 2♠ North will lead K♦ when South should play 5♦ showing count, an even number of diamonds. North should then continue with 10♣ and defeat 2♠ by 1 trick.

Winning Tip: Use the lead of a King to request count from partner e.g. high low = even low high = odd

Board 6. Dealer East. Vulnerability E/W

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

The South hand with 55 majors and 4 losers is powerful and difficult to bid accurately. This time aggressive bidders will be rewarded when game makes with both major's suits lying well.

A good defender holding 4 trumps will look put 4♠ under pressure with a club lead or switch forcing declarer to ruff.

Winning Tip: As a defender against a suit contract one of your main weapons is to force declarers long trumps.

Board 7. Dealer South. Vulnerability All

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

After a weak NT opening East will try Stayman and despite the void heart many will chance 3NT. On a heart lead to the Queen and King declarer is wide open in hearts. Playing North for heart length start with club to King. Now declarer makes 5 clubs and when the Q♠ drops 4 spades are added to the tally. On this hand everything is right and a greedy declarer can even make 3NT+3 12 tricks for an absolute top.

Winning Tip: When one defender has known length in one suit play them for shortage in your long suit.

Board 8. Dealer West. Vulnerability None

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

South should open 2NT and with no major fit will play in 3NT. The 5♥ lead from West will help declarer who can now make 12 tricks for a top with successful finesses in clubs and diamonds.

Many experienced players like to lead passively against a strong 2NT opening hand. The 10♣ lead will be chosen and now declarer only makes 11 tricks unless they guess the heart queen successfully.

Winning Tip: Don't lead away from honours into a strong 2NT hand.

Board 9. Dealer North. Vulnerability E/W

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

North opens 1♣ and South bids 1♥ and West overcalls 1♠. After North passes what do you bid with the East hand?

A good idea is to use 2♣ cue bid of the opponents suit to show trump support and game interest. With a minimum West repeats their suit and with extra values bids something else. A heart ruff holds West to 2♠+1.

Winning Tip: Use the Unassuming Cue Bid (UCB) with 10+ points and 3+ card support for partner's overcall.

Board 10. Dealer East. Vulnerability All

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

When South plays 3NT a spade lead and continuation holds declarer to 9 tricks. Against 3NT by North a 4th best club lead by East will gift declarer a 10th trick. Lacking outside entries to establish their club suit East should prefer a passive spade lead.

Winning Tip: With no side entries don't lead your suit, try to find partners suit instead.

Board 11. Dealer South. Vulnerability None

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

4♠ by East on the J♥ lead will fail unless declarer is inspired or lucky. North will switch to the doubleton 7♣ which runs to West's Q♣. Fearing club ruffs West discards a club on K♥. Now the natural play of Q♦ finesse will lead to 4♠-1. To succeed declarer must finesse the J♠ and then play Ace and another diamond.

It is worth noting that the unfortunate lead of the trump 7 against 4♠ costs a trick when declarer can ruff two diamonds in dummy.

Winning Tip: When leading a doubleton trump – lead low ! Your high trump might be useful.

Board 12. Dealer West. Vulnerability N/S

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

A competitive deal with 3♥ NS and 3♠ EW both making. East opens 1♦, South overcalls 1♥ and West bids 1♠. With 5 trumps North should bid 3♥ a weak raise. This applies pressure to East who may be afraid to bid 3♠ with a minimum hand.

Be brave, even with a minimum opening East with heart shortage should bid 3♠.

Winning Tip: Make pressure bids and raise overcalls to the 3 level with 4+ trumps and about 5 to 8 points.

Board 13. Dealer North. Vulnerability All

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

A 3♦ contract by North will be a popular spot and make in comfort for an average score.

After their partner opens 1♦ and rebids 3♦ some ambitious Souths will attempt 3NT which has chances but this contract is defeated with accurate defence.

Strong notrump players may open INT as North and play there making 9 tricks on a major suit lead.

Winning Tip: Successful pairs players like plus scores and decline game invitations with minimum hands.

Board 14. Dealer East. Vulnerability None

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

After a 1♣ opening by East South bids 2♠ a weak jump overcall. Now the spotlight falls on North who has a strong hand worth a try for game. The QJ10x clubs will be valuable in NT but a liability in 4♠.

Norths bids 2NT as a game try and South shows a maximum. Now 3NT is the winning choice.

4♠ will always fail when declarer plays the opening bidder for Q♠.

Winning Tip: With a double stop in the opponent's suit prefer 3NT to 4 of a major.

Board 15. Dealer South. Vulnerability N/S

<p>♠ A Q 7 6 5 ♥ 6 2 ♦ 7 6 3 ♣ Q 5 4</p> <p>♠ 2 ♥ Q 7 5 3 ♦ K 10 9 2 ♣ A J 9 8</p>	<p>♠ 9 8 4 ♥ A 8 4 ♦ A Q 8 5 4 ♣ K 3</p> <p>♠ K J 10 3 ♥ K J 10 9 ♦ J ♣ 10 7 6 2</p>
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If EW try to play in INT aggressive NS players will intervene and get to 2♠. This will push EW to 3♦ which makes 11 tricks and a good score.

When West uses Stayman and follows with 2NT EW will play 3NT while wide open in spades. The natural club lead from South gives 9 tricks and a huge top.

Winning Tip: It pays dividends to intervene over the opponents INT opening. Bidding your suit frequently identifies the killing lead.

Board 16. Dealer West. Vulnerability E/W

<p>♠ K 8 6 4 ♥ J 9 4 ♦ — ♣ A 8 7 6 3 2</p> <p>♠ 9 3 ♥ K Q 10 6 2 ♦ A K 8 3 ♣ Q 9</p>	<p>♠ 7 2 ♥ A 8 7 5 ♦ Q 10 7 6 2 ♣ K 10</p> <p>♠ A Q J 10 5 ♥ 3 ♦ J 9 5 4 ♣ J 5 4</p>
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After West opens 1♥, North passes and East bids 3♥ South should bid 3♠. As West for your second bid you should bid 4♦ – showing good diamonds. On this hand NS will get to 4♠ making 11 tricks. A 5♦ contract is only one down for EW but very difficult to reach.

Winning Tip: In competition bid your side suit values to help partner judge whether to compete further or defend.

Board 17. Dealer North. Vulnerability None

<p>♠ A 9 ♥ J 9 8 6 4 3 ♦ Q 10 4 ♣ 5 4</p> <p>♠ 7 2 ♥ 7 5 ♦ J 3 2 ♣ K Q J 10 9 3</p>	<p>♠ J 10 5 4 3 ♥ A 10 2 ♦ K 8 6 ♣ 8 6</p> <p>♠ K Q 8 6 ♥ K Q ♦ A 9 7 5 ♣ A 7 2</p>
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North plays 4♥ on the 8 clubs lead which declarer must duck. If you win the Ace clubs at trick 1 then EW will play three rounds of clubs to promote 10 hearts as a trump winner.

Declarer can still make 4♥ with the help of a squeeze. Cash A♦ and draw trumps and East cannot protect spades and diamonds.

The top on the board is achieved by combining the club duck and squeeze to make 11 tricks.

Winning Tip: Cash out all your winners and see if the defenders discard correctly.

Board 18. Dealer East. Vulnerability N/S

<p>♠ 7 ♥ 9 8 ♦ 8 6 5 ♣ 10 9 8 6 4 3 2</p> <p>♠ K J 10 ♥ A J 6 5 4 ♦ A Q 7 3 2 ♣ —</p>	<p>♠ 5 4 2 ♥ Q 10 7 2 ♦ 10 9 4 ♣ A Q J</p> <p>♠ A Q 9 8 6 3 ♥ K 3 ♦ K J ♣ K 7 5</p>
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West plays 4♥ and frequently makes 11 tricks. North leads their singleton spade and South wins A♠. Reading this as a singleton South correctly returns 3♠ (suit preference for a club return) and North ruffs. A club return now enables a grateful declarer to get to dummy for the heart finesse and 11 tricks. After North ruffs only a diamond return holds declarer to 10 tricks.

Winning Tip: When you give partner a ruff the card you play is suit preference – high card for a higher suit, low card for lower suit.

Board 19. Dealer South. Vulnerability E/W

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

After a 1♥2♣ start some pairs may try for slam and fail badly.

Making 4♥ will score well for NS. Despite the heart loser South can score 4 top hearts, 2 diamonds and a ruff in dummy, Ace clubs and 2 spades (4th round is a winner).

Winning Tip: Be cautious in your slam bidding with a misfit for partner's main side suit.

Board 20. Dealer West. Vulnerability All

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

South will play 3NT with 9 tricks available despite the 3 aces held by EW. West leads the 8♦ 2nd highest from 4 or 5 small. East wins the A♦. If East continues diamonds declarer can get 10 tricks and a top board. However warned by the lead that West's diamonds are poor East should find the spade switch to setup a 4th trick for the defence and a good score.

Winning Tip: Your objective in defence at pairs is not to knock the contract but to get all the tricks your side is due.

Board 21. Dealer North. Vulnerability N/S

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

INT by West and North must pick a major suit lead. A small spade lead helps West to at least 8 tricks. A small heart lead is much more challenging. If West finesses the J♥ a club return will hold West to 7 tricks and a good score for NS.

Winning Tip: Prefer a passive lead from a 10 to underleading a queen.

Board 22. Dealer East. Vulnerability E/W

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

East opens 1♦ South doubles and West chances 1♥. EW now find their spade fit where they will make 8 tricks.

Holding 20 points an irritated South bids on to 3♣. Winning the spade lead declarer plays Ace clubs and another. Declarer must avoid 3 heart losers. The solution is to play East to have a doubleton heart honour – play Q♥ from hand and if West wins K♥ duck the second heart!

Winning Tip: If the opponents are playing in an 8 card fit at the 2 level bid on to find your fit.

Board 23. Dealer South. Vulnerability All

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

West opens 1♣, East bids 1♠ and West jumps to 3♠. Now East has extra values and there are some slam chances. East cue bids 4♣ West cue bids 4♥ and East bids 4♠. Neither side can bid anymore and with the A♦ offside 11 tricks are the limit.

Winning Tip: If you have extra values for game and slam is possible make a cue bid (showing Ace or King or singleton/void)

Board 24. Dealer West. Vulnerability None

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

North opens 1♠ and a non-vulnerable East can be a nuisance with a weak jump overcall of 3♥. This makes it difficult for NS to judge whether or not a slam is on.

On this deal North will make 12 tricks in spades unless East leads a heart from KJ.

Winning Tip: Weak jump overcalls take away valuable bidding space and are well worth playing.

Board 25. Dealer North. Vulnerability E/W

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

South opens 1♠ and West overcalls 2♣ which is passed back to South. Those Souths playing 5 card majors have an easy pass of 2♣.

Against 2♣ by West North leads 8 spades. South wins AK spades and plays back 10♠ requesting a heart return. NS now get 6 tricks.

4 card major players who bid 2♠ as South will also go one down. A score of +50 will be worth 65% or so to the defence on this board.

Winning Tip: Don't compete with balanced misfit hands.

Board 26. Dealer East. Vulnerability All

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

Many Easts will open a 3♦ preempt even though with 8 losers vulnerable it is far too weak.

After 3♦ South bids 3♥ and West should bid 4♣ North will bid 4♠ closing the auction. A club lead holds declarer to 11 tricks. Any other lead gives NS 13 tricks.

Winning Tip: To be a winner make lead directing bids at every opportunity.

Board 27. Dealer South. Vulnerability None

<p>♠ A 10 ♥ 8 5 2 ♦ Q J 7 ♣ A 7 6 4 3</p> <p>♠ J 5 2 ♥ K J 9 7 4 ♦ 10 3 ♣ Q J 5</p> <p>♠ Q 8 4 ♥ A Q 6 3 ♦ K 8 2 ♣ K 10 8</p>	<p>♠ K 9 7 6 3 ♥ 10 ♦ A 9 6 5 4 ♣ 9 2</p>
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South opens a weak NT and accepts partners game invitation. On lead West now knows NS have 24/25 points combined and must decide whether to lead actively (heart) or passively (spade/diamond). Once again a passive lead knocks 3NT whereas a traditional 4th best heart lead gives declarer their 9th trick with good chances for 10.

Winning Tip: Against invitational auctions where declarers values are limited choose a passive lead to avoid giving any soft tricks.

Board 28. Dealer West. Vulnerability N/S

<p>♠ Q 9 4 3 2 ♥ K 10 3 ♦ 9 6 5 ♣ J 10</p> <p>♠ K J 8 6 5 ♥ 9 8 5 ♦ 10 8 3 ♣ 8 3</p> <p>♠ A ♥ A 6 4 ♦ A J 4 2 ♣ A K 7 5 2</p>	<p>♠ 10 7 ♥ Q J 7 2 ♦ K Q 7 ♣ Q 9 6 4</p>
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After 3 passes South opens 1♣ North bids 1♠ and South bids 2♦ a one round force reverse bid showing 16-20 pts. North bids 2NT and plays 3NT with East on lead. East's natural lead is 2♥ the unbid suit which gives declarer 3 heart tricks. North leads J♣ and East covers with Q♣ to promote the 9♣ and block the suit. With the cards lying well declarer makes 10 tricks for a good score.

Winning Tip: In defence when you see dummy for the first time decide on your 'cover plan' in each suit.