



Commentary for the CBAI Simultaneous Pairs Monday 7th February 2022

Dear Bridge Player,

Thank you for playing in the CBAI Simultaneous Pairs 2022, and for your continued support to the Association. With live bridge curtailed, and some members not playing any bridge at all, events such as this one represent an even more important source of funds for us than normal.

Unfortunately, I suspect that all our participants will still be online for these games rather than playing live. However, things are now looking much more positive, and hopefully it will not be TOO much longer before we are all able to meet at the table again as we used to do.

I hope that you enjoyed the chance to test yourself against your fellow players across the country (and indeed maybe overseas as well – one of the benefits of online bridge). As always, the hands, which are randomly dealt by computer with NO manual intervention, provided plenty of challenges. Many thanks to our expert commentator Paul Delaney for his guidance through the maze. I hope that you have picked up some useful tips from his advice. In response to requests, our editors have also included a table with the makeable contracts on each deal (the old “hand records” from live bridge) at the end of this document.

And don't forget to check your standing in the national results by [clicking here](#) once your club has uploaded its results.

Pat O'Mahony – President, Contract Bridge Association of Ireland

Board 1. Dealer North. Vulnerability None

<p>♠ 10 9 7 5 ♥ 4 3 ♦ Q 7 3 ♣ A K 10 6</p> <p>♠ Q 8 6 4 ♥ A K Q ♦ 8 6 ♣ J 7 4 2</p> <p>♠ A J 3 2 ♥ J 7 ♦ K 5 4 2 ♣ Q 8 3</p>	<p>♠ K ♥ 10 9 8 6 5 2 ♦ A J 10 9 ♣ 9 5</p>
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North	East	South	West
Pass	Pass	Pass	INT
Pass	2♦*	Pass	2♥
Pass	Pass	DbI**	Pass
2♠	Pass	Pass	3♥
All Pass			

* transfer to hearts

** take out

With points split 20-20 and both sides having a major suit fit N/S and E/W need to find a way into the auction.

West opens a weak INT and East transfers to hearts. South will do well to balance in with a

takeout double and reach 2♠. N/S will score a top if they are allowed to play a spade contract.

E/W will bid on and score 65%+ in 3♥ making +140.

Winning Tip: Compete aggressively for the part score especially when non vulnerable.

Board 2. Dealer East. Vulnerability N/S

<p>♠ A 9 7 6 3 ♥ 5 ♦ 4 3 ♣ Q 9 8 3 2</p> <p>♠ K Q 10 8 ♥ K 10 3 2 ♦ A 8 ♣ K 10 6</p> <p>♠ 5 ♥ Q 9 8 6 ♦ K Q J 10 6 ♣ A 5 4</p>	<p>♠ J 4 2 ♥ A J 7 4 ♦ 9 7 5 2 ♣ J 7</p>
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North	East	South	West
	Pass	1♦	DbI
1♠	2♥	All Pass	

With both majors and a single diamond stop most Wests will opt for a take out double rather than overcall INT. E/W will reach their top spot of 2♥. N/S will find it difficult to reach

the superb 3♣ contract which makes +110 for an absolute top their way.

If West does overcall INT then North holds West to 7 tricks with a diamond or a club lead.

Winning Tip: In a competitive auction bid to seek a major suit fit as West did on this auction.

Board 3. Dealer South. Vulnerability E/W

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

North	East	South	West
2NT*	Pass	1♥	Dbl
4♥	All Pass	3♣	Pass

* 2NT is Truscott showing a good heart raise invitational or better

Do you open the South hand ? It has 10 high card points and 2 good suits. The South hand is powerful and well worth an opening bid. It is a much better hand than many miserable 12 counts you may open.

After West makes a take out double North must decide whether to redouble showing 11+ points or support hearts immediately. North should bid 2NT (Truscott) over the take out double. This shows a good raise in hearts with invitational or better values.

On lead against 4♥ West should lead a trump and now South makes 11 tricks +450 by ruffing out the clubs. If West leads aggressively with ♠Q then declarer actually makes 12 tricks by winning in hand and finessing the ♠10 to discard a diamond loser.

Where South passes and West opens a weak INT N/S will find their heart fit but will very likely miss game.

Winning Tip: Open the bidding if your points and cards in two suits add up to 20 (The Rule of 20)

Board 4. Dealer West. Vulnerability All

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

North	East	South	West
2♥*	All Pass		INT

* North's 2♥ bid shows 5 hearts and 4 or more cards in a minor suit

The North hand has an interesting choice after West opens INT. Passing and cashing your 5 solid diamond tricks in defence leads to +100. Adventurous souls may even double INT for penalties and be rewarded with +200 for an absolute top.

Despite their weak heart suit many Norths will use the Multi Landy convention and overcall 2♥ showing 5 hearts and a 4+ card minor. This will make +110 and a fine score.

Winning Tip: Against your opponent's INT opening adopt the Landy convention initially (2♣ both majors and other bids natural). Then as you gain experience move on to Multi Landy (2♣ both majors, 2♦ single suited major, 2♥/2♠ that major + minor, 2NT both minors)

Board 5. Dealer North. Vulnerability N/S

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

North	East	South	West
1♦	1♠	1NT	Pass
2♦	Pass	Pass	DbI*
Pass	3♣	All Pass	

* take out

Many Norths will play in 2♦+1 +110 and a 65%+ score. E/W will overcall spades and then usually fail to find their club fit.

The winning bid is for West to make a delayed take out double of 2♦ showing hearts and clubs as shown in this auction. Now East bids 3♣+1 for +130 E/W and the top spot is reached.

Winning Tip: When your opponents settle comfortably at the two level look for ways to compete further.

Board 6. Dealer East. Vulnerability E/W

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

North	East	South	West
	1♣	Pass	1♠
2♦	Pass	Pass	3♦*
Pass	3NT	All Pass	

* have you a diamond stop partner?

After West bids 3♦ to ask partner if they have a stop East will play in 3NT on a diamond lead. Norths diamond suit will be quickly established. When the ♥J10 fall doubleton East has 9 tricks. Now East will refuse to take the club finesse into the danger hand. They are rewarded for their caution when the ♣A ♣K drops ♣Q and 11 tricks are made for +660 and a top for EW.

Winning Tip: A cue bid of your opponent's suit asks your partner if they have a stop.

Board 7. Dealer South. Vulnerability All

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

North	East	South	West
		2♠	Pass
2NT	3♥	3♠	4♣
4♠	5♣	Pass	Pass
5♠	All Pass		

An exciting deal where each side does best to get their bid in early.

If South opens 2♠ a weak two showing a 6 card suit and 6 to 10 points N/S will compete to 5♠ and make 12 tricks. If E/W get too enthusiastic they may push N/S into the 6♠ slam which makes on the marked heart finesse.

If South passes then a simple 3♣ pre-empt by West gives North serious difficulties. If they overcall 3♦ their longest suit then a jump to 5♣ by East means the spade fit could be missed.

Winning Tip: Play weak two bids, they are great fun and produce good scores.

Board 8. Dealer West. Vulnerability None

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

North	East	South	West
			Pass
Pass	1♠	2♥	DbI
Pass	2NT	Pass	3NT
All Pass			

Regardless of NT range East is likely to play in 3NT. This contract is a fascinating duel between South and East. On a heart lead East has 8 top tricks. South still plans to get 3 hearts and 2 clubs to defeat 3NT. However when East cashes the diamonds South is put under pressure. They must discard a winner or fatally weaken their spade or club holdings. If declarer watches the discards closely they can make their game contract with good play. If South discards heart winners declarer has time to setup a club trick.

Winning Tip: As declarer running your long suit will frequently cause your opponents to give you an extra trick as they discard.

Board 9. Dealer North. Vulnerability E/W

<p>♠ J 9 3 ♥ 9 6 5 4 ♦ 9 5 ♣ 9 8 4 2</p>	<p>♠ 10 6 4 ♥ J 7 ♦ A J 8 6 4 2 ♣ A 6</p>	<p>♠ Q 7 5 2 ♥ A Q 10 8 3 2 ♦ 10 3 ♣ 5</p>	<p>♠ A K 8 ♥ K ♦ K Q 7 ♣ K Q J 10 7 3</p>
North	East	South	West
1♦	2♥	3♣	3♥
Pass	Pass	4NT	Pass
5♥*	Pass	6♦	All Pass

* 2 Aces and no trump queen – by the way partner what suit is trumps?

If East overcalls a weak 2♥ and West finds a cheeky raise it will be difficult for N/S to bid to the 6♦ slam. Many pairs will play in 5♣/5♦ scoring poorly.

Holding 4 kings and both minor suit queens South trusts that partner has at least two aces for their opening bid. Now a bid of 4NT Roman Key Card Blackwood (RKC 1430) is very effective.

Winning Tip: For extra competitive action apply the rule of 19 when non vulnerable. As North add your points (10) to your two longest suits (6+3) to get 19. Open 1♦ and await developments.

Board 10. Dealer East. Vulnerability All

<p>♠ J 10 4 ♥ 10 8 6 3 ♦ A Q J 7 3 ♣ 10</p>	<p>♠ 5 2 ♥ K J 7 ♦ 9 8 4 ♣ A K 9 7 2</p>	<p>♠ A K Q 7 ♥ Q 5 2 ♦ 10 6 2 ♣ 8 6 4</p>	<p>♠ 9 8 6 3 ♥ A 9 4 ♦ K 5 ♣ Q J 5 3</p>
North	East	South	West
1♦	Pass	Pass	1♣
Pass	1♠	INT	Pass
All Pass	Dbl*	Pass	2♣

* Competitive double showing 10+ pts with no clear bid

After West opens 1♣ and North overcalls 1♦ both East (11 pts) and South (10 pts) have good values and must decide how to show best to their hands. Souths INT bid opposite an overcall shows 9 to 12 points. East later double shows extra points and no clear bid. Wests 2♣ contract will make comfortably unless N/S cash their diamonds immediately.

Winning Tip: A low level double in a competitive auction should be played as a 'competitive double showing 10+ points and no clear bid'.

Board 11. Dealer South. Vulnerability None

<p>♠ 10 4 ♥ K Q J ♦ A J 6 ♣ Q 10 5 3 2</p>	<p>♠ K J 9 2 ♥ 10 9 7 6 ♦ K 9 8 ♣ A K</p>	<p>♠ 6 5 ♥ 8 5 4 3 2 ♦ Q 7 5 ♣ J 8 6</p>	<p>♠ A Q 8 7 3 ♥ A ♦ 10 4 3 2 ♣ 9 7 4</p>
North	East	South	West
2♣*	Pass	P	INT
All Pass	4♠	All Pass	All Pass

* Multi Landy showing both majors

If South opens 1♠ (as some will) then North will drive to game in spades making 11 tricks without breaking sweat. If South passes and West opens a weak INT there are still two ways to get to game.

North might try Multi Landy showing both majors. South with a huge fit and 6 losers bids game.

If North passes INT South can make a passed bid of 2♠. Once again 4♠ should be reached

Winning Tip: When all the defensive strength is known to be in one hand you will make extra tricks as declarer so bid aggressively.

Board 12. Dealer West. Vulnerability N/S

	♠ K Q 10 9 6 2		
	♥ A 3		
	♦ A 5		
	♣ A 7 3		
♠ A 8 5 4		♠ 3	
♥ K J		♥ 6 5 4 2	
♦ K J 9 4 2		♦ Q 10 3	
♣ Q J		♣ K 8 5 4 2	
	♠ J 7		
	♥ Q 10 9 8 7		
	♦ 8 7 6		
	♣ 10 9 6		
North	East	South	West
Dbl 1♠	Pass All Pass	1♥	1♦ Pass

After West opens 1♦ what is the best way to handle the attractive North hand? Should we double and bid showing a strong hand? Alternatively, perhaps we overcall 1♠ and hope to show strength later.

We need some guidelines to make this close decision – for example

A one level overcall can be made with 7 to 17 points.

Doubling and bidding a suit is called a ‘power double’ and shows a hand too strong for an overcall. The power take out double is made with a balanced hand 19+ points or a strong single suited hand with 17+ points.

On this hand North doubles and bids 1♠ South will pass 1♠+1 makes +110. Despite Norths great strength E/W can win the board and make 3♦ if East finds an enterprising 3 card raise of partners 1♦ opening.

Winning Tip: Discuss with partner the maximum strength of your overcalls. Agree when you will make a power double. Use this hand as an example of the minimum strength required for a power double.

Board 13. Dealer North. Vulnerability All

	♠ A 9 6 4 3		
	♥ 10 8 6 5		
	♦ 9		
	♣ 9 7 4		
♠ Q 8 7 2		♠ K J 5	
♥ A Q 7		♥ K 2	
♦ J		♦ A 10 8 7 6 3	
♣ 8 6 5 3 2		♣ Q J	
	♠ 10		
	♥ J 9 4 3		
	♦ K Q 5 4 2		
	♣ A K 10		
North	East	South	West
Pass	1♦	Pass	1♠
Pass	2♦	All Pass	

After East opens 1♦ South will choose to defend. Against 2♦ South should lead a high club and North will show count with ♣4 . South cashes a second club and North has two remaining small cards of equal value (9♣ and ♣7). In this position most experts play the higher card ♣9 as suit preference for the higher suit (spades). Now South can switch to ♠10. If North takes ♠A and returns a spade for South to ruff the 2♦ contract is defeated by one trick. If North ducks ♠A then 2♦ will make E/W +90 for a good score.

Winning Tip: When your length in a suit is known you have an opportunity to show suit preference with your remaining small cards.

Board 14. Dealer East. Vulnerability None

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

North	East	South	West
	Pass	1♠	Pass
2♦	Pass	2♥	Pass
2♠	All Pass		

West's heart suit is too weak for a 2♥ overcall. South will usually play in 2♠. This contract is a defensive test for West since it is easy to go wrong and allow 2♠ to make overtricks. West does best to lead a club.

South wins and leads a diamond. If West has listened to the bidding they should rise with their A♦ and continue clubs (the only suit that South can usefully discard on the diamonds). This fine defence holds South to 8 tricks 2♠ +110. In practice 2♠ contracts will make 9 tricks and score 65% or so.

Winning Tip: To decide whether to overcall use the Suit Quality Test (SQT). Add up the number of cards in the suit to the number of honours (A, K, Q, J or 10) you hold in the suit. The total should get to (at least) the number of tricks you bid for. On this hand West's SQT is just 6 (5 hearts with one honour) not enough to overcall 2♥ (SQT of 8 required).

Board 15. Dealer South. Vulnerability N/S

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

North	East	South	West
Pass	2♦*	Pass	INT
3♣	All Pass	2♥**	Pass

* transfer to hearts

** take out

After West opens INT and East transfers to hearts they will make 2♥ for a good score. How can N/S successfully compete on this board with 3♣ making for NS?

After West bids 2♦ (transfer to hearts) South considers the options to compete for the part score.

Double shows diamonds. The spades and club support are not shown.

2♠ - the spades are too weak to overcall - 2♠ has an SQT = 5 (5 cards with no honour)

2♥ - a cue bid of the opponents heart suit as take out. This is clearly the best bid

Winning Tip: When your opponents' make a transfer, bid their suit as takeout for the other 3 suits.

Board 16. Dealer West. Vulnerability E/W

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

North	East	South	West
I♦	2♣	Pass*	Pass
Dbl	Pass	Pass**	Pass

* expecting partner with short clubs to make a protective double

** South happily converts North's take out double into a penalty double

A treacherous board for the vulnerable E/W pair with South itching to penalise a 2♣ overcall by East.

After North opens I♦ East with 18 points and 6 losers must decide between an overcall and a power double. With two doubleton queens and no club fillers East should downgrade the hand and overcall 2♣.

After East's 2♣ South will pass hoping partner will make a reopening double with 2♣x-3 for +800 available. Some pairs may attempt 2♥ as West. This contract can also be doubled 2♥x-2 for +500.

N/S will score poorly on this board unless they defend and collect +200 or more.

Winning Tip: Play negative (take out) doubles of overcalls. Make a penalty pass when you want to penalise an overcall.

Board 17. Dealer North. Vulnerability None

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

North	East	South	West
Pass	1♦	1♥	2NT
3♥	Pass	Pass	Dbl
All Pass			

East is likely to open 1♦ and South could overcall 1♥ or make a take out double. It is best to overcall a 5 card major unless the suit is weak. West will bid 2NT invitational and North competes further by bidding 3♥ with 4 trumps and two aces for partner. Now West has little option but to double 3♥ for penalties.

The 3♥ doubled contract will make unless West handles the spade suit accurately.

When South eventually leads the ♠J West must not cover immediately. Duck the ♠J and partner wins ♠K. Now declarer loses two spade tricks for 3♥x-1 +100 for EW.

If West mistakenly plays the ♠Q on the ♠J then South loses only 1 spade trick and makes 3Hx +530 and a huge top.

Many Easts will play 3♦ making +110 for a good score. N/S will defeat Wests NT contracts with a heart lead.

Winning Tip: Cover the second of touching honours in defence.

Board 18. Dealer East. Vulnerability N/S

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

North	East	South	West
Pass	Pass	Pass	1♣
Pass	1♥	Pass	1♠
Pass	2♠	3♦*	3♠

All Pass

* E/W find a fit and stop in 2♠ indicating less than game values. South is encouraged and bids 3♦

In 3♠ if declarer postpones drawing trumps and develops the side suits first then they make 10 tricks. The two winning lines are to setup the club suit or play on cross ruff lines.

Winning Tip: If you have lots of high trumps (on this hand E/W have all the high spades except the ♠10) consider playing on cross ruff lines since you are unlikely to be over ruffed.

Board 19. Dealer South. Vulnerability E/W

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

North	East	South	West
		INT	All Pass

South's INT opening will end the auction. West will lead a 4th best 5♥. Now South will make 7 tricks if the defence plays spades giving declarer 2 tricks there. To defeat INT the defenders must find a diamond switch.

On this board those playing the strong NT will not fare well. For example

North	East	South	West
		1♣	Dbf
Pass	2♠*	All Pass	

* East will bid 1♠ with 0-7 points so bids 2♠ with a better hand making 8 tricks.

Winning Tip: A jump to 2♥/2♠ after your partners takeout double shows 8 to 10 points and a 4 card suit.

Board 20. Dealer West. Vulnerability All

		♠ K Q 8 6 3	
		♥ 7	
		♦ K 10 7 6 2	
		♣ Q 7	
♠ J 9 2		♠ A 7 5 4	
♥ 10 6 3		♥ A K J 8 4	
♦ Q J 5 4		♦ 3	
♣ J 8 4		♣ 10 9 2	
		♠ 10	
		♥ Q 9 5 2	
		♦ A 9 8	
		♣ A K 6 5 3	
North	East	South	West
Pass	1♥	2♣	Pass
			All Pass

After partner overcalls 2♣ North has a good hand with 10 points and 5 spades. Both 2♠ and a cautious pass are equally attractive.

2♣ by South will make 10 tricks for +130 and a good score. If North bids 2♠ South should pass. In fact 2♠ can make 9 tricks for a top score if North pays attention to the spade spots and realises in the later play that the 8♠ is the boss card.

Winning Tip: Playing pairs it is best to stay low on misfit hands and try to get a positive score.

Board 21. Dealer North. Vulnerability N/S

		♠ A 4 3	
		♥ 9	
		♦ A Q 10 4	
		♣ Q 10 9 5 2	
♠ 2		♠ K Q J 10 8 7 6	
♥ A K Q 8 5 3		♥ 10 7 4 2	
♦ 6 3 2		♦ 7	
♣ J 6 4		♣ 8	
		♠ 9 5	
		♥ J 6	
		♦ K J 9 8 5	
		♣ A K 7 3	
North	East	South	West
1♣	2♠	3♦	3♥
4♥*	4♠	5♣	Pass
6♦	All Pass		

Everyone gets to join in the fun and bid on this hand. Slam in either minor makes for N/S and the non vulnerable E/W pair can make 4♥ or sacrifice profitably at higher levels in 5♥x or 6♥x.

North opens 1♣ with quite an awkward shape. East makes a weak jump overcall of 2♠.

South bids 3♦ showing opening values. West bids 3♥. The critical point in the auction is reached.

What are North's options?

- 4♦ probably the popular choice
- 5♦ a good bid – justified in playing strength but not the very best bid. What if they bid 5♥?
- 4♥ Best bid! cue bid of opponents suit – this shows a strong raise of diamonds with a heart control

If N/S bid the slam too confidently then E/W might find the winning save in 6♥x-2 -300.

Winning Tip: Cue bid the opponents suit to show you control the suit and have good trump support

Board 22. Dealer East. Vulnerability E/W

<p>♠ 10 8 7 6 5 2 ♥ J 9 ♦ K 9 7 5 ♣ 8</p> <p>♠ A Q J ♥ 10 4 2 ♦ J 10 3 ♣ A J 6 4</p> <p>♠ 9 4 ♥ K Q 7 5 ♦ 8 6 2 ♣ K 9 7 2</p>	<p>♠ K 3 ♥ A 8 6 3 ♦ A Q 4 ♣ Q 10 5 3</p>
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North	East	South	West
Pass	1♣	Pass	1♦*
All Pass	1NT	Pass	3NT

* West with weak hearts wants partner to play any NT contract so bids 1♦ to see partners rebid

At most tables East will play in 3NT. South may lead the ♣4 against 3NT. With the diamond and club finesses working East has 10 tricks +630 for an average score.

Some skilled (or lucky) declarers may be able to manage 11 tricks if they can endplay South to yield a 4th club trick. 3NT+2 +660 will be the top on the board 85%+

Winning Tip: A suit with a tenace has honour cards with a gap (The East hand has two tenaces ♦AQ and ♣Q10). Play NT contracts from the hand most tenaces to benefit from receiving the opening lead.

Board 23. Dealer South. Vulnerability All

<p>♠ 10 7 6 5 ♥ J 9 4 3 ♦ Q 9 6 4 ♣ 3</p> <p>♠ A J 8 ♥ 7 6 ♦ A K J ♣ A K J 9 8</p> <p>♠ Q 9 ♥ A 10 5 2 ♦ 10 7 2 ♣ Q 6 4 2</p>	<p>♠ K 4 3 2 ♥ K Q 8 ♦ 8 5 3 ♣ 10 7 5</p>
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North	East	South	West
Pass	3NT*	Pass	2NT
Pass	3NT*	All Pass	

* With no ruffing value and 28+ points in the two hands East bids 3NT to keep the defence in the dark as to West's shape.

North has a guess as to which major suit to lead.

A 4th best ♠5 lead helps declarer and they soon have 11 tricks with good chances for 12 as North comes under pressure on the run of the clubs to protect spades and diamonds.

A heart lead sets up the defenders best suit immediately and frequently holds declarer to 10 tricks and a 75% score for NS.

E/W pairs who use Puppet Stayman on this board and show their 4 spades en route to 3NT and guarantee a heart lead to their cost.

Winning Tip: If the combined strength of the two balanced hands is 28 to 31 points you score best at pairs to play 3NT rather than looking for 4♥ or 4♠ contracts.

Board 24. Dealer West. Vulnerability None

<p>♠ J 10 9 7 4 ♥ Q 8 3 ♦ Q 9 3 ♣ 8 5</p> <p>♠ A Q ♥ A K 7 4 ♦ 7 5 ♣ 10 9 6 4 2</p> <p>♠ 5 3 2 ♥ 6 ♦ A K J 10 8 6 4 ♣ A K</p>	<p>♠ K 8 6 ♥ J 10 9 5 2 ♦ 2 ♣ Q J 7 3</p>
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North	East	South	West
Pass	1♥	2♦	2♥
3♦	3♥	4♦	All Pass

After West opens E/W will find their 9 card heart fit quickly. Both sides will bid to the 3 level and now South knowing of a 10 card diamond fit should bid 4♦ which seems due to go one off for an average score.

However a 4♦ contract by South will in fact make 10 tricks unless West finds an unlikely defence.

The winning defence is for West to lead K♥ and then immediately cash ♠A and ♠Q. With spades unblocked partner will later get a 3rd spade trick to knock 4♦ by one trick.

If West fails to unblock spades declarer can draw trumps, cash ♠A ♠K and then exit with a spade. West is endplayed to give a ruff and discard or setup the ♥Q in dummy. 4♦ making for N/S 10 tricks +130 and a top.

This deal is consistent with the Law of Total Tricks a hand evaluation method for competitive auctions. The total number of cards in each partnership's longest suit is equal to the number of "total tricks" that either side can win in a suit contract. E/W have 9 hearts and make 9 tricks in a heart contract. N/S have 10 diamonds and make 10 tricks (unless West defends brilliantly).

Winning Tip: Use the Law of Total Tricks in competitive auctions. Bid quickly to the 3 level with 9+ trumps.

Board 25. Dealer North. Vulnerability E/W

	♠ 9 6		
	♥ A Q J 5 4 2		
	♦ K Q 5		
	♣ A J		
♠ A 10 8 4		♠ Q J 7 5 2	
♥ 10		♥ 9 7 3	
♦ 6		♦ A 9 8	
♣ Q 8 7 6 5 3 2		♣ 10 4	
	♠ K 3		
	♥ K 8 6		
	♦ J 10 7 4 3 2		
	♣ K 9		
North	East	South	West
1♥	1♠	2♦	2♠
3♠	Pass	4♥	All Pass

East is on lead against 4♥ played by North. Reviewing the bidding it is likely South's diamonds will provide a source of tricks for discards. So a passive trump or club lead is a bad idea. So East leads ♠Q. After cashing two spades East can then knock 4♥ if they play ♦A and another diamond giving partner a ruff.

Winning Tip: Overcall and support aggressively to help partner make the right opening lead and direct the defence.

Board 26. Dealer East. Vulnerability All

	♠ J 5		
	♥ 9 4 3		
	♦ 10 7		
	♣ A J 10 8 5 2		
♠ A 9 7 2		♠ K Q 8	
♥ 10 2		♥ A K 8 6 5	
♦ A Q 8 6 2		♦ K J 9 4	
♣ 6 4		♣ 9	
	♠ 10 6 4 3		
	♥ Q J 7		
	♦ 5 3		
	♣ K Q 7 3		
North	East	South	West
	1♥	Pass	1♠
Pass	2♦	Pass	3♦
Pass	3♠	Pass	5♦
All Pass			

E/W will usually play in 5♦ making 12 tricks +620 will score below average. Enterprising 4♥ or 4♠ contracts are rewarded with a 85% score for 11 tricks + 650.

The diamond slam is difficult to reach unless N/S actively bid and support clubs and push E/W to 6♦ +1370 and a 95%+ score. Congratulations to any pairs who bid the diamond slam.

Winning Tip: Good bidders bid out their full shape (as East did here) to help partner make the final decision.

Board 27. Dealer South. Vulnerability None

	♠ A Q 4 3 2		
	♥ 8 2		
	♦ A K 10 7 3		
	♣ K		
♠ J 10 7 5		♠ K 8 6	
♥ K 9 6 4 3		♥ J	
♦ Q 9		♦ J 8 6 5 4 2	
♣ 7 2		♣ 10 6 5	
	♠ 9		
	♥ A Q 10 7 5		
	♦ —		
	♣ A Q J 9 8 4 3		
North	East	South	West
		1♥*	P
1♠	Pass	3♣	Pass
6NT	All Pass		

* South could also open 1♣ and show reversing values - a similar auction will result.

Souths 3♣ bid is game forcing. Now N/S clearly have values for slam but no fit so a cautious 3NT or a blast to 6NT both have merit. This time 6NT makes by North (protected against a spade lead) and 6♣ also makes.

With entry problems hampering communication some declarers will go down in slam.

Winning Tip: Despite slam making on this board you score best at pairs if you underbid misfit hands

Board 28. Dealer West. Vulnerability N/S

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

North	East	South	West
Pass	1♥	Pass	1♦
All Pass			INT

North will lead ♠10 against Wests INT contract. West has 5 tricks on top and grim prospects for additional tricks. The best play at trick two is lead the 8♥ towards dummy. North has no idea of the count in hearts and will play low. After winning the ♥J Wests next ducks a diamond trick and play for a 3-3 diamond break.

Declarers who finish with +90 INT making for E/W can be justifiably proud of their achievement.

Winning Tip: Keep a positive and watchful attitude as declarer and tricks will come your way.

Board 29. Dealer North. Vulnerability All

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

North	East	South	West
1♠	Pass	Pass	2♥
3♣	4♥	All Pass	

E/W should reach 4♥ and make 11 tricks when diamonds break 2-2. Some will miss game so 4♥+1 will score 70%+. Over 3♣ East has no room to show invitational values and with the ♣K well placed bids game.

Winning Tip: In a competitive auction support your partner aggressively when you have a fit

Board 30. Dealer East. Vulnerability None

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

North	East	South	West
Dbf *	Pass	Pass	INT
3♣	2♥	Pass	Pass
	All Pass		

* Penalties

North with 17 points and a good lead doubles INT for penalties. East does well to run to 2♥ where West has a surprise fit. Norths 3♣ ends the auction. North makes 3♣+1 +130 in straightforward fashion.

Some Wests may compete to 3♥ which will probably get doubled. E/W can make 8 tricks in hearts but if N/S find the diamond ruff they knock 3♥x-2 for a top score.

Winning Tip: Weak NT players need a good escape method when their INT opening is doubled for penalties. Helvic is perhaps the most popular method used in Ireland.

INTx penalties – The Helvic replies by the weak hand are:

Rdbl I have a 5+ card suit somewhere – bid 2♣ to find it

2♣ touching suits - ♣ and ♦

2♦ touching suits - ♦ and ♥

2♥ touching suits - ♥ and ♠

2♠ 5+ spades

Pass I have non touching suits – please redouble so I can bid my lowest non touching suit

Board 31. Dealer South. Vulnerability N/S

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

North	East	South	West
		INT	2♥
Dbl *	Pass	3♣ **	All Pass

* Take out double – showing shortage in hearts

** I don't have 4 spades – clubs is my best suit

After South's INT is overcalled with 2♥ North has a difficult bid with normal methods.

If double is penalties how do you find a spade fit? An immediate 3♣ bid is forcing.

If you want to play in 3♣ what do you bid?

When opponents intervene over partners INT opening take out doubles and Lebensohl 2NT (forces partner to bid 3♣, for signoff in 3♣ or 3♦) are played by most experts.

On this hand North doubles for takeout, checking for a spade fit. South bids 3♣ which makes +130 for a top score.

Winning Tip: After partners INT is overcalled with a natural bid, take out doubles are an excellent way to get to the right contract.

Board 32. Dealer West. Vulnerability E/W

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

North	East	South	West
			1♠
3♦	4♠	5♥	Dbl
All Pass			

E/W make 4♠ comfortably for +620 and a very good score. The favourable vulnerability will attract serious competition. N/S have a brilliant sacrifice available in hearts or diamonds. Both 5♥x-1 or 5♦x-1 concede a paltry -100 to EW.

Incredibly 5♥ doubled will also make if E/W don't grab their club trick in time.

Winning Tip: Bid your good suits actively when weak Non Vul against Vul, especially when you are sure game is on for your opponents.

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<p>1 ♠ T975 Dir: N ♥ 43 Vul: None ♦ Q73 ♣ AKT6</p> <p>♠ Q864 ♠ K ♥ AKQ ♥ T98652 ♦ 86 ♥ AJT9 ♣ J742 ♣ 95</p> <p>9 ♠ AJ32 ♣ ♠♥♦♠NT ♥ J7 N 2 1 - 2 - 12 8 ♠ K542 S 2 1 - 2 - 11 ♣ Q83 E - 3 - - - W - - 3 - -</p>	<p>2 ♠ A9763 Dir: E ♥ 5 Vul: N-S ♦ 43 ♣ Q9832</p> <p>♠ KQT8 ♠ J42 ♥ KT32 ♥ AJ74 ♦ A8 ♥ 9752 ♣ KT6 ♣ J7</p> <p>6 ♠ 5 ♣ ♠♥♦♠NT ♥ Q986 N 3 1 - - - 15 7 ♦ KQJT6 S 3 1 - - - 12 ♣ A54 E - 2 1 1 W - - 2 1 1</p>	<p>3 ♠ KT86 Dir: S ♥ AQJ6 Vul: E-W ♦ Q974 ♣ 3</p> <p>♠ QJ75 ♠ 942 ♥ 732 ♥ 4 ♦ KJ2 ♠ AT653 ♣ AK9 ♣ T542</p> <p>12 ♠ A3 ♣ ♠♥♦♠NT ♥ KT985 N 1 - 5 - 1 14 4 ♥ 8 S 1 - 5 - 1 10 ♣ QJ876 E - 2 - - - W - 2 - - -</p>	<p>4 ♠ A Dir: W ♥ J6543 Vul: Both ♦ AKQJ9 ♣ 75</p> <p>♠ Q653 ♠ J42 ♥ KT2 ♥ A98 ♦ 642 ♥ T53 ♣ AK3 ♣ QJ64</p> <p>15 ♠ KT987 ♣ ♠♥♦♠NT ♥ Q7 N - 2 2 1 - 12 8 ♦ 87 S - 2 2 1 - 5 ♣ T982 E 1 - - - - W 1 - - - -</p>
<p>5 ♠ K5 Dir: N ♥ K4 Vul: N-S ♦ KQT952 ♣ 842</p> <p>♠ 97 ♠ AQ832 ♥ T862 ♥ Q5 ♦ 43 ♥ AJ ♣ AK763 ♣ QT95</p> <p>11 ♠ JT64 ♣ ♠♥♦♠NT 7 15 ♥ AJ973 N - 3 - - - 7 ♦ 876 S - 3 - - - E - 4 - 2 2 W 4 - - 2 2</p>	<p>6 ♠ QJ83 Dir: E ♥ JT Vul: E-W ♦ AKJ85 ♣ Q5</p> <p>♠ KT96 ♠ A ♥ KQ3 ♥ A976 ♦ T62 ♥ Q97 ♣ KJ9 ♣ A8762</p> <p>14 ♠ 7542 ♣ ♠♥♦♠NT 12 14 ♥ 8542 N - - - - - 0 ♦ 43 S - - - - - E 4 2 4 2 5 W 4 2 4 2 5</p>	<p>7 ♠ AK984 Dir: S ♥ T3 Vul: Both ♦ KQ8732 ♣</p> <p>♠ 6 ♠ Q ♥ J98 ♥ K76542 ♦ 95 ♥ AJ4 ♣ KQJ8654 ♣ A72</p> <p>12 ♠ JT7532 ♣ ♠♥♦♠NT 7 14 ♥ AQ N - 5 - 6 - 7 ♣ T93 S - 5 - 6 - E 3 - 2 - - W 3 - 2 - -</p>	<p>8 ♠ J6 Dir: W ♥ 532 Vul: None ♦ 98753 ♣ J98</p> <p>♠ A53 ♠ K872 ♥ Q4 ♥ A98 ♦ QT6 ♥ AKJ4 ♣ Q5432 ♣ T6</p> <p>2 ♠ QT94 ♣ ♠♥♦♠NT 10 15 ♥ KJT76 N - 5 - 6 - 13 ♦ 2 S - 5 - 6 - E 3 - 2 - - W 3 - 2 - -</p>
<p>9 ♠ T64 Dir: N ♥ J7 Vul: E-W ♦ AJ8642 ♣ A6</p> <p>♠ J93 ♠ Q752 ♥ 9654 ♥ AQT832 ♦ 95 ♥ T3 ♣ 9842 ♣ 5</p> <p>10 ♠ AK8 ♣ ♠♥♦♠NT 1 8 ♥ K N 6 6 - 2 1 21 ♦ KQ7 S 6 6 - 2 1 E - - 2 - - W - - 2 - -</p>	<p>10 ♠ JT4 Dir: E ♥ T863 Vul: Both ♦ AQJ73 ♣ T</p> <p>♠ 52 ♠ AKQ7 ♥ KJ7 ♥ Q52 ♦ 984 ♥ T62 ♣ AK972 ♣ 864</p> <p>8 ♠ 9863 ♣ ♠♥♦♠NT 11 11 ♥ A94 N - 1 1 - - 10 ♦ K5 S - 1 1 - - E 2 - - - 1 W 2 - - - 1</p>	<p>11 ♠ KJ92 Dir: S ♥ T976 Vul: None ♦ K98 ♣ AK</p> <p>♠ T4 ♠ 65 ♥ KQJ ♥ 85432 ♦ AJ6 ♥ Q75 ♣ QT532 ♣ J86</p> <p>14 ♠ AQ873 ♣ ♠♥♦♠NT 13 3 ♥ A N 2 4 1 5 3 10 ♦ T432 S 2 4 1 5 3 E - - - - - W - - - - -</p>	<p>12 ♠ KQT962 Dir: W ♥ A3 Vul: N-S ♦ A5 ♣ A73</p> <p>♠ A854 ♠ 3 ♥ KJ ♥ 6542 ♦ KJ942 ♥ QT3 ♣ QJ ♣ K8542</p> <p>17 ♠ J7 ♣ ♠♥♦♠NT 15 5 ♥ QT987 N - - - 2 2 3 ♦ 876 S - - - 2 2 E 1 3 - - - W 1 3 - - -</p>
<p>13 ♠ A9643 Dir: N ♥ T865 Vul: Both ♦ 9 ♣ 974</p> <p>♠ Q872 ♠ KJ5 ♥ AQ7 ♥ K2 ♦ J ♥ AT8763 ♣ 86532 ♣ QJ</p> <p>4 ♠ T ♣ ♠♥♦♠NT 9 14 ♥ J943 N - - 1 - - 13 ♦ KQ542 S - - 1 - - E 1 1 - 1 1 W 1 1 - 1 1</p>	<p>14 ♠ QT Dir: E ♥ K7 Vul: None ♦ KQT83 ♣ T963</p> <p>♠ A4 ♠ J532 ♥ A8652 ♥ T9 ♦ A54 ♥ J962 ♣ 854 ♣ KQ7</p> <p>10 ♠ K9876 ♣ ♠♥♦♠NT 12 7 ♥ QJ43 N 2 1 1 2 1 11 ♦ 7 S 2 1 1 2 1 E - - - - - W - - - - -</p>	<p>15 ♠ K3 Dir: S ♥ AQ74 Vul: N-S ♦ QJ ♣ T7653</p> <p>♠ AQJ9 ♠ T4 ♥ T3 ♥ KJ9865 ♦ 965 ♥ T872 ♣ AK82 ♣ 4</p> <p>12 ♠ 87652 ♣ ♠♥♦♠NT 14 4 ♥ 2 N 3 1 - 1 1 10 ♦ AK43 S 3 - - 1 1 E - - 2 - - W - - 2 - -</p>	<p>16 ♠ K3 Dir: W ♥ 9742 Vul: E-W ♦ AKJ542 ♣ 9</p> <p>♠ J84 ♠ QT ♥ Q8653 ♥ AKJ ♦ 8763 ♥ Q9 ♣ 7 ♣ AQ8632</p> <p>11 ♠ A97652 ♣ ♠♥♦♠NT 3 18 ♥ T N 2 2 - 3 1 8 ♦ T S 2 2 - 3 1 E - - - - - W - - - - -</p>
<p>17 ♠ A83 Dir: N ♥ 9542 Vul: None ♦ 754 ♣ AT8</p> <p>♠ Q94 ♠ K75 ♥ AK6 ♥ 8 ♦ 83 ♥ AQT962 ♣ Q9432 ♣ J65</p> <p>8 ♠ JT62 ♣ ♠♥♦♠NT 11 10 ♥ QJT73 N - - 2 1 - 11 ♦ KJ S - - 2 1 - E 2 3 - - 1 W 2 3 - - 1</p>	<p>18 ♠ T654 Dir: E ♥ 53 Vul: N-S ♦ AQ8 ♣ K765</p> <p>♠ AKJ3 ♠ Q987 ♥ KT6 ♥ AJ82 ♦ 5 ♥ K94 ♣ J9842 ♣ T3</p> <p>9 ♠ 2 ♣ ♠♥♦♠NT 12 10 ♥ Q974 N - 2 - - - 9 ♦ JT7632 S - 2 - - - E 2 - 2 4 2 W 2 - 2 4 2</p>	<p>19 ♠ 76 Dir: S ♥ J873 Vul: E-W ♦ K97 ♣ J964</p> <p>♠ Q54 ♠ AT83 ♥ AK65 ♥ 42 ♦ J85 ♥ QT43 ♣ K87 ♣ QT3</p> <p>5 ♠ KJ92 ♣ ♠♥♦♠NT 13 8 ♥ QT9 N - - - - - 14 ♦ A62 S - - - - - E 1 2 1 2 1 W 1 2 - 2 1</p>	<p>20 ♠ KQ863 Dir: W ♥ 7 Vul: Both ♦ KT762 ♣ Q7</p> <p>♠ J92 ♠ A754 ♥ T63 ♥ AKJ84 ♦ QJ54 ♥ 3 ♣ J84 ♣ T92</p> <p>10 ♠ T ♣ ♠♥♦♠NT 5 12 ♥ Q952 N 4 4 1 3 2 13 ♦ A98 S 4 4 1 3 2 E - - - - - W - - - - -</p>
<p>21 ♠ A43 Dir: N ♥ 9 Vul: N-S ♦ AQT4 ♣ QT952</p> <p>♠ 2 ♠ KQJT876 ♥ AKQ853 ♥ T742 ♦ 632 ♥ 7 ♣ J64 ♣ 8</p> <p>12 ♠ 95 ♣ ♠♥♦♠NT 10 6 ♥ J6 N 5 6 - - 1 12 ♦ KJ985 S 5 6 - - 1 E - - 4 3 - W - - 4 3 -</p>	<p>22 ♠ T87652 Dir: E ♥ J9 Vul: E-W ♦ K975 ♣ 8</p> <p>♠ AQJ ♠ K3 ♥ T42 ♥ A863 ♦ JT3 ♥ AQ4 ♣ AJ64 ♣ QT53</p> <p>4 ♠ 94 ♣ ♠♥♦♠NT 13 15 ♥ KQ75 N - - - - - 8 ♦ 862 S - - - - - E 4 3 4 2 5 W 4 3 4 2 5</p>	<p>23 ♠ T765 Dir: S ♥ J943 Vul: Both ♦ Q964 ♣ 3</p> <p>♠ AJ8 ♠ K432 ♥ 76 ♥ KQ8 ♦ AKJ ♥ 853 ♣ AKJ98 ♣ T75</p> <p>3 ♠ Q9 ♣ ♠♥♦♠NT 21 8 ♥ AT52 N - - - - - 8 ♦ T72 S - - - - - E 5 3 1 4 5 W 5 3 1 4 5</p>	<p>24 ♠ JT974 Dir: W ♥ Q83 Vul: None ♦ Q93 ♣ 85</p> <p>♠ AQ ♠ K86 ♥ AK74 ♥ JT952 ♦ 75 ♥ 2 ♣ T9642 ♣ QJ73</p> <p>5 ♠ 532 ♣ ♠♥♦♠NT 13 7 ♥ 6 N - 3 - 2 3 15 ♦ AKJT864 S - 3 - 2 3 E 3 - 3 - - W 3 - 3 - -</p>

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<p>25 ♠ 96 Dir: N ♥ AQJ542 Vul: E-W ♦ KQ5 ♣ AJ</p> <p>♠ AT84 ♠ QJ752 ♥ T ♥ 973 ♦ 6 ♦ A98 ♣ Q876532 ♣ T4</p> <p>17 ♠ K3 6 7 ♥ K86 10 ♦ JT7432 ♣ K9</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>-</td><td>4</td><td>3</td><td>-</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>4</td><td>3</td><td>-</td><td>1</td></tr> <tr><td>E</td><td>4</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>W</td><td>4</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	-	4	3	-	1	S	-	4	3	-	1	E	4	-	-	3	-	W	4	-	-	3	-	<p>26 ♠ J5 Dir: E ♥ 943 Vul: Both ♦ T7 ♣ AJT852</p> <p>♠ A972 ♠ KQ8 ♥ T2 ♥ AK865 ♦ AQ862 ♦ KJ94 ♣ 64 ♣ 9</p> <p>6 ♠ T643 10 16 ♥ QJ7 8 ♦ 53 ♣ KQ73</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>6</td><td>5</td><td>5</td><td>1</td></tr> <tr><td>W</td><td>-</td><td>6</td><td>5</td><td>5</td><td>1</td></tr> </table>	♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	-	6	5	5	1	W	-	6	5	5	1	<p>27 ♠ AQ432 Dir: S ♥ 82 Vul: None ♦ AKT73 ♣ K</p> <p>♠ JT75 ♠ K86 ♥ K9643 ♥ J ♦ Q9 ♦ J86542 ♣ 72 ♣ T65</p> <p>16 ♠ 9 6 5 ♥ AQT75 13 ♣ AQJ9843</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>6</td><td>3</td><td>5</td><td>3</td><td>6</td></tr> <tr><td>S</td><td>6</td><td>3</td><td>5</td><td>4</td><td>5</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	6	3	5	3	6	S	6	3	5	4	5	E	-	-	-	-	-	W	-	-	-	-	-	<p>28 ♠ T984 Dir: W ♥ K92 Vul: N-S ♦ 965 ♣ QJ6</p> <p>♠ AKJ3 ♠ 7 ♥ A8 ♥ QJ76 ♦ A872 ♦ J43 ♣ T97 ♣ 85432</p> <p>6 ♠ Q652 16 4 ♥ T543 14 ♦ KQT ♣ AK</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>1</td></tr> <tr><td>E</td><td>2</td><td>1</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>1</td><td>1</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	-	-	-	1	1	S	-	-	-	1	1	E	2	1	1	-	-	W	2	1	1	-	-
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N	-	4	3	-	1																																																																																																																		
S	-	4	3	-	1																																																																																																																		
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<p>29 ♠ AJ653 Dir: N ♥ J Vul: Both ♦ Q2 ♣ AJ842</p> <p>♠ 982 ♠ K ♥ AQ975 ♥ K843 ♦ AKT6 ♦ J9874 ♣ Q ♣ KT3</p> <p>13 ♠ QT74 15 10 ♥ T62 2 ♦ 53 ♣ 9765</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>2</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>S</td><td>2</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>5</td><td>5</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>-</td><td>5</td><td>5</td><td>-</td><td>1</td></tr> </table>	♣	♦	♥	♠	NT	N	2	-	-	2	-	S	2	-	-	2	-	E	-	5	5	-	1	W	-	5	5	-	1	<p>30 ♠ A43 Dir: E ♥ J8 Vul: None ♦ AJ ♣ AQJ984</p> <p>♠ T982 ♠ KJ ♥ AK32 ♥ Q9764 ♦ Q93 ♦ T52 ♣ K3 ♣ T72</p> <p>17 ♠ Q765 12 6 ♥ T5 5 ♦ K8764 ♣ 65</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>4</td><td>3</td><td>-</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>4</td><td>3</td><td>-</td><td>3</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	4	3	-	3	2	S	4	3	-	3	2	E	-	-	1	-	-	W	-	-	1	-	-	<p>31 ♠ A953 Dir: S ♥ 6 Vul: N-S ♦ QJT ♣ K9632</p> <p>♠ 642 ♠ JT7 ♥ AJ9543 ♥ Q72 ♦ K743 ♦ A962 ♣ ♣ QJ7</p> <p>10 ♠ KQ8 8 10 ♥ KT8 12 ♦ 85 ♣ AT854</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>3</td><td>-</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>S</td><td>3</td><td>-</td><td>-</td><td>3</td><td>1</td></tr> <tr><td>E</td><td>-</td><td>2</td><td>2</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>2</td><td>2</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	3	-	-	2	-	S	3	-	-	3	1	E	-	2	2	-	-	W	-	2	2	-	-	<p>32 ♠ 7 Dir: W ♥ 74 Vul: E-W ♦ AKT9765 ♣ J87</p> <p>♠ KQ96542 ♠ AJT83 ♥ A ♥ K53 ♦ J2 ♦ Q3 ♣ KQ6 ♣ T94</p> <p>8 ♠ QJT9862 15 10 ♥ 84 7 ♦ 84 ♣ A532</p> <table border="1"> <tr><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr><td>N</td><td>1</td><td>3</td><td>3</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>1</td><td>4</td><td>4</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>4</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>4</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	1	3	3	-	-	S	1	4	4	-	-	E	-	-	4	-	-	W	-	-	4	-	-
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RECAP

	N	S	E	W
AvgHCP	9.88	9.75	9.34	11.03
Balanced	8	11	14	18
Voids/Singles*	1/14	2/15	0/16	1/9
Suit with7+	1	3	1	3
* Number of voids/ Number of singletons in all hands.				