



# Commentary for the CBAI Simultaneous Pairs Thursday 9<sup>th</sup> February 2023

Dear Bridge Player,

Thank you very much for playing in the CBAI Simultaneous Pairs 2023, and for your continued support for the CBAI.

Thankfully, the signs are that things are stabilising after a very difficult couple of years, but the Association still faces many challenges, including financial ones, following the disruption caused by the covid hiatus. So the funds raised from the Sims this year will be particularly welcome. If you know of clubs that do not participate in the Sims events, please encourage them to sign up – the feedback is that members really enjoy them and look forward to playing in them every year.

I hope that you found the hands (which are randomly dealt by computer with no human intervention whatsoever) as interesting and challenging as ever, and that you enjoyed the chance to pit your bridge wits against your fellow players across the country (and for those still playing online, perhaps a few overseas players as well). Many thanks to our expert commentators: Monday – Fearghal O'Boyle, Tuesday – Lucy & John Phelan, Wednesday – Enda Glynn, Thursday – Brian Senior, and Friday – Carol-Ann Cummins & John Noonan, for their guidance through the maze. I hope that you have picked up some useful tips from their advice. Don't forget to check your standing in the national results at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims).

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

### Board 1. None. Dealer North

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

A classic Acol auction would see E/W have an uncontested auction to 3♠. It would go: 1♠ – 2♣ – 2♥ – 3♠ – ?, and East, with a minimum and no club fit, would say no thanks, and pass.

That's just fine as, while 10 tricks are possible played by East, that takes a good view or two and I would be quite content to write down +140 on my scoresheet.

Playing 2-over-1 GF, of course, that auction should not happen because West does not have a game force facing a 1♠ opening. Some may respond INT then jump to 3♠ at their next turn to show a three-card limit raise, while others will have an artificial limit raise

available immediately over 1♠; I have, for example, played in a partnership where 3♦ was a four-card limit raise, 3♣ a three-card limit raise, and another for which 3♣ catered to both three- and four-card raises, with a 3♦ bid over that from opener finding out whether responded has three or four.

Anyway, the bottom line is that opener does not have anything extra to justify accepting a game invitation.

I am going to let you into a secret – playing simple weak two bids, I would be seduced by the ten of hearts into opening 2♥ as dealer, and that would see East overcall 2♠ and West have a decision how high to raise. The requirements for all pre-emptive opening bids have been becoming looser in recent years – certainly when non-vulnerable, so I would be surprised were I the only one to open the North hand.

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

♠ 10 5 ♥ Q 8 5 ♦ K 10 7 6 5 ♣ K 10 4  ♠ Q J 7 6 3 ♥ — ♦ A 8 4 2 ♣ A 8 6 3  ♠ K 4 2 ♥ K J 10 4 3 2 ♦ 3 ♣ Q J 5	♠ A 9 8 ♥ A 9 7 6 ♦ Q J 9 ♣ 9 7 2
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Some will open the East hand, though it is an empty 11-count with the worst possible distribution to do so. Those East will normally end up as dummy in 4♠, which should fail as there are two club losers, plus the kings of diamonds and spades. The ♥A helps declarer to keep control of the hand, but the discard it provides is not a very useful one.

Where east passes, South will usually open 1♥, the 6-3-3-1 shape making the hand a shade too good for a weak two bid – even vulnerable against not and in second seat – I would open 2♥ if the two of spades was turned into the two of diamonds. Over a 1♥ opening, West should overcall 1♠ – it's very important not to lose the fifth spade, as is likely to happen if west starts with a double – North raises to 2♥, and East is not worth more than a slightly heavy 2♣. South has no interest in game, but should bid 3♥ just to push the opposition up a level. Either East or West might bid again, West bidding 3♠ or, if West passes, East doubling to show extra values and a relatively defensive hand. Relatively defensive or not, the heart void should dissuade West from passing, and he will go back to 3♠, which should end the auction.

Nine tricks looks to be the most likely outcome in 3♠, as indeed it is in 3♥. It will often not matter if South gets a diamond ruff, as that may leave declarer with an extra diamond winner on which to park one of dummy's club losers, so effectively just swapping one loser for another.

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

♠ K J 7 5 ♥ 10 3 2 ♦ J 10 ♣ A 6 5 3  ♠ A Q 8 6 3 2 ♥ A 8 7 ♦ A 7 3 ♣ 7  ♠ 9 4 ♥ Q 6 4 ♦ K Q 4 2 ♣ Q J 8 2	♠ 10 ♥ K J 9 5 ♦ 9 8 6 5 ♣ K 10 9 4
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Unless South has a mini NT at his or her disposal, it seems that every West will open 1♠ and rebid 2♠ over East's INT response, whether playing Acol or any standard system. That should really end the auction. Yes, South is in pass-out seat having seen a limited auction from the opposition, so could consider making a balancing double, but this is very dangerous. The vulnerability is in South's favour, but the crucial point is that E/W have not had a fit auction, so there is no guarantee that N/S will have a fit. Meanwhile, South would be asking North to bid at the three level when E/W might have up to 23 or 24 HCP between them. While a double could work out well, on balance this looks to be a case where discretion is the better part of valour.

Declarer should duck the likely diamond lead, win the diamond continuation and play the singleton club. If North wins the ace, he has no threatening return, and does best to just play a second club to dummy's king. Away goes the second diamond loser and declarer now has to broach the two major-suits.

Double dummy, hearts can be played for three tricks and no loser, but there is no reason why declarer should get that right. Meanwhile, leading the ten of spades to the queen develops a third trump loser in the shape of North's seven; while instead running the ten is better on this layout and holds the trump losers to two.

It is easy to see declarers losing three spades and a heart, so going down in 2♠. Getting both majors right for an overtrick looks to be a much less likely outcome. But maybe there is a better way if declarer simply aims for eight tricks, prepared, of course, to accept a ninth should it fall into his lap.

After the two rounds of diamonds, club to the ace and club to the king, suppose that declarer ruffs a club, plays ace and king of hearts, then takes a second ruff. That brings him up to six tricks and he next exits with the third heart. Down to ♠AQ86 facing bare ten, two more tricks are a sure thing, guaranteeing the contract.

#### Board 4. All. Dealer West

<p>♠ 10 7 2 ♥ 4 ♦ J 2 ♣ J 10 9 8 4 3 2</p> <p>♠ K J 4 ♥ K 7 6 3 ♦ A 8 7 ♣ A Q 5</p> <p>♠ 8 ♥ A Q J 10 8 5 2 ♦ K 6 4 ♣ K 6</p>	<p>♠ A Q 9 6 5 3 ♥ 9 ♦ Q 10 9 5 3 ♣ 7</p>
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Many Wests will open a strong NT. Being vulnerable is likely to dissuade North from making a pre-emptive overcall, so East should get to transfer to spades, but now South can overcall 3♥, better than merely doubling the transfer to show hearts, as North would never imagine a suit of this length and quality for the double. That goes back round to East, who may just bid 4♠ or may, if available make a retransfer to make West declarer. The almost universal contract should be 4♠, by one declarer or the other.

Playing Acol, West will open 1♥ and rebid INT, 15-17, over the 1♠ response. Perhaps South will still overcall in hearts, though he may opt for caution and settle for 2♥ rather than 3♥? It shouldn't matter, with E/W bidding to the obvious game by one route or another.

If North leads a club, the heart loser goes away and 4♠ is made with two overtricks, while a heart lead means only 11 tricks. The club lead will prove to be very expensive.

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

<p>♠ 10 9 7 ♥ K Q 10 9 5 4 ♦ 7 ♣ K 9 3</p> <p>♠ K Q ♥ J 6 3 ♦ K 10 8 6 2 ♣ J 8 7</p> <p>♠ A 4 3 2 ♥ A 8 7 ♦ Q 9 5 4 ♣ Q 4</p>	<p>♠ J 8 6 5 ♥ 2 ♦ A J 3 ♣ A 10 6 5 2</p>
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North has a classic weak two opener. An aggressive East might scrape up a take-out double, with South raising to 3♥ in an attempt to block out West. Looking at 10 HCP and a reasonable five-card suit, West is unlikely to be willing to be shut out, so may compete with 4♦, and that rates to end the auction.

If East does not double 2♥, South will probably raise to 3♥ anyway and, when that comes round to East, he or she will know that partner has some values, but will they be willing to risk coming in at this level?

Three Hearts is an easy make, while 4♦ is a minimum of one down. Repeated heart leads will leave the East hand short of trumps to pick up South's queen to four, so there should be a trump loser in 4♦, while it is far from automatic to hold the club losers to one.

Regarding getting the clubs right, a simplistic approach would be to think that, as North is known to hold the long hearts, he is more likely to be shorter in clubs, making a low club to the ten, playing for honour-doubleton onside, an attractive play. However, if declarer has played on trumps before touching clubs, he will have seen that North has a singleton. Now he is comparing North's opening a weak two bid on 3-6-1-3 distribution with North having opened a weak two bid on 4-6-1-2 shape. The former is the more likely, making leading the jack to the first round of clubs look the better shot.

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

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

I would expect most Easts to upgrade their 14-count with a good five-card suit to treat it as a balanced 15. If East opens a strong NT, South is a bit too weak to come in, though no doubt someone will do so, and West will just raise directly to game. However, if East opens 1♣, South can make a weak jump overcall of 2♠ – the four-card heart suit is no barrier to doing this on such a weak hand, where the contract rates to belong to the opposition far more often than not. If West now bids 2NT, East has enough to go on to game.

The double dummy analysis of this board tells us that E/W can make 3NT, and that is of course quite correct. However, I can see potential for a few Easts to fail in their 'cold' contract. If South leads a low spade, declarer must put in the queen to ensure success, and I can well imagine a fair few being seduced by their possession of the ten into playing low. North wins the jack, and now a heart lead sets up the necessary defensive tricks to beat the contract before the ace of diamonds has been knocked out.

Playing the queen is easier at those tables where South has bid spades but, even there, a greedy declarer will think, 'If I play low from dummy I might get three spades tricks if South has led from king-jack'. Matchpoints tempts us all at times.

### Board 7. All. Dealer South

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

It is easy to see what the most popular contract will be – INT played by East. Many Easts will be able to open a weak NT, and nobody is even close to having a bid over that. Most of the rest will open 1♣ then rebid INT over the likely 1♠ reply, and that will end the auction. The only other contract that seems at all likely is 2♥ played by East. That will be an attractive spot where East's methods require a 1♥ opening and INT rebid. With three decent hearts and a small doubleton elsewhere, West may well think that 2♥ will score better than INT.

It is not at all clear how many tricks will be made in INT, though eight looks about right in 2♥. Seven tricks in INT should score poorly, while nine should score very well, and the double dummy software tells us that eight is the dd outcome. A diamond lead from South guarantees declarer a second diamond trick, but does also allow N/S to set up two diamond tricks. A passive spade lead from South avoids giving a second diamond trick, but gives declarer a tempo to set about the majors.

### Board 8. None. Dealer West

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

North will open 1♣ in second seat and East double. After 1♠ from South, West has plenty

to make a free bid, the only question being whether to settle for a quiet 2♥ or jump to 3♥. Two Hearts would be fine with those high cards and a four-card heart suit, but the fifth heart tips the scales for me towards a jump to 3♥. That will often conclude the auction, as East has only a minimum take-out double. However, if North ignores the fact that he has a minimum in high-card terms for the 1♣ opening, and competes with 4♣ on the seven-card suit, that might tempt East to go on to 4♥, unsure as to who can make what.

Assuming a heart lead, a club contract should be held to eight tricks. Minus 100 should be a decent score with the opposition making at least nine tricks in a heart contract. Minus 300 will not be so good, because 4♥ will not always be made, even if it is bid.

So, what about 4♥? There appears to be one loser in each suit, yet the double dummy analysis tells us that 10 tricks are possible.

Say that North leads ace and another club. Declarer ruffs and plays on trumps, wins the spade or heart return and, having eliminated hearts and clubs, plays three rounds of diamonds. That endplays South into leading a spade, and that costs the defence their spade trick.

That endplay can be broken up if North leads a spade at trick one. Declarer wins the king and, if he plays a heart, North grabs the ace and plays a second spade, and when South gets in with the ♣K he has a spade to cash before getting out safely with a second club and waiting for the defensive diamond trick.

That line is unsuccessful; to succeed, declarer has to win the opening spade lead and concede a club, taking out South's entry to the spade winner. North wins the club and plays a second spade, but declarer wins the ace and knocks out the ace of hearts. Back comes a club or a heart. Declarer wins and, with hearts and clubs eliminated, wins by playing ace of diamonds then ducking a diamond to North's doubleton queen. The ensuing ruff and discard sees declarer's spade loser disappear and there are 10 tricks.

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

<p>♠ Q 8 2 ♥ Q 9 7 ♦ 7 6 5 3 ♣ J 7 2</p>	<p>♠ A 7 4 3 ♥ K J 5 2 ♦ 2 ♣ Q 9 8 5</p> <p>♠ K 5 ♥ A 10 8 3 ♦ A K Q J 10 4 ♣ 4</p> <p>♠ J 10 9 6 ♥ 6 4 ♦ 9 8 ♣ A K 10 6 3</p>
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East opens 1♦ and Acol players will be able to raise to 2♦ with the West hand. North has a classic take-out double, with no danger of partner expecting more given North's initial pass, and East can now show the hearts. South will be happy to compete in clubs and East should then settle for 3♦. South may come a second time, competing with 3♠ and, should that end the auction, it should be made exactly.

However, East is likely to take the push to 4♦ and that should probably end the auction.

There were quite a few points at which the auction could have gone differently, so there will be some who buy the hand cheaply in 3♦, and others who play in a club contract or go on to 4♠ as N/S.

In 4♦, East has to play the hearts for one loser to be successful. That is not particularly challenging – if South leads a top club it will be natural to play North for the king of hearts – but it does require that East avoid carelessness. If a second club is played, declarer must ruff with an honour, returning the ♦4 to lead to dummy to take a heart finesse, otherwise there will be two heart losers and East will be held to nine tricks.

Four Clubs is on the heart guess, and the auction will make it normal to get this right.

Anyone who competes all the way up to 4♠ should be down one due to the shortage of entries to the South hand to draw trumps without conceding a club ruff, but even doubled down one is only –100, and that will beat the –130s on defence to a diamond partscore, so could score OK.

### Board 10. All. Dealer East

<p>♠ Q 8 7 4 3 2 ♥ 10 5 ♦ K 7 3 ♣ 6 3</p> <p>♠ A K 9 6 ♥ A Q J 9 8 ♦ 10 2 ♣ A 5</p>	<p>♠ J 10 5 ♥ K 4 3 ♦ 9 8 5 4 ♣ K 10 8</p>
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<p>♠ — ♥ 7 6 2 ♦ A Q J 6 ♣ Q J 9 7 4 2</p>	
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Many Souths will open 1♣, seeing the distribution as making up for having only 10 HCP. West is a little strong for a 1♥ overcall, particularly when holding four cards in the other major, so will double, and North bid 1♠ – or possibly a weak 2♠ if that is an option in his methods.

Say that North bids 1♠, East has some values but nothing to bid, and South will repeat the clubs. Now West bids 2♥, showing a hand that was too good for an initial overcall, as was always the plan, and East can now raise to game.

Four Hearts is all about the opening lead. If North leads his partner's clubs, declarer will be able to win, draw trumps, and concede a spade, claiming 10 tricks. A spade lead, however, sees South ruff and return diamonds, and a second spade ruff beats the contract. I would expect there to be more club leads than spades, so 4♥ rates to make more often than not.

If North's initial response is 2♠, that will come back round to West – South should just pass rather than 'rescue' into 3♣, a bid which should be reserved for better club suits than this – and again West will follow through with the plan and show the hearts, with east again raising to game.

### Board 11. None. Dealer South

<p>♠ Q J 7 6 ♥ 5 4 3 ♦ K 5 4 ♣ A J 8</p> <p>♠ 8 5 ♥ Q 9 7 6 ♦ J 7 3 ♣ 9 7 4 2</p>	<p>♠ 4 2 ♥ K J 10 8 ♦ A Q 10 8 ♣ K 5 3</p> <p>♠ A K 10 9 3 ♥ A 2 ♦ 9 6 2 ♣ Q 10 6</p>
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South will often open 1♠ and North has an invitational raise to the three level. South has no reason to accept the invitation on the minimum balanced opening, but even 3♠ is a level too high unless the defence slips up and allows East to get endplayed to give a trick to the king of diamonds. That really shouldn't happen all that often, but we can be sure that it will happen occasionally, because such things always do.

It would be great to have methods which allowed North to show the invitational raise without having to go past the two level, and I suppose that someone who follows the losing trick count religiously could raise to only 2♠, but I don't expect many to do so.

Those playing weak NT Acoll may judge to open the South hand with INT. I know that there could be 25 HCP between the two hands, and there could, as is actually the case, be a spade fit, but North should just pass out INT. There is no premium on bidding thin games at matchpoints – game needs to be at least a 50% shot to be worth bidding – and North's 11-count is in a 4-3-3-3 hand with no intermediate cards. Responding will, more often than not, see North turn a plus into a minus, whether or not South accepts a game invitation. Here, for example, if North uses Stayman then invites game over the 2♠ response, South will accept, and will be a level higher than all those who opened 1♠ – and that is down two for a dreadful result.

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

<p>♠ K 10 5 2 ♥ J 4 ♦ K J 9 6 4 ♣ Q 9</p> <p>♠ 8 ♥ A K Q 9 3 ♦ A 8 3 2 ♣ A J 8</p> <p>♠ A J 9 6 4 ♥ 7 5 2 ♦ 7 ♣ 7 6 3 2</p>	<p>♠ Q 7 3 ♥ 10 8 6 ♦ Q 10 5 ♣ K 10 5 4</p>
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West will open 1♥ and North is just short of having a take-out double or overcall so passes. If playing Acol, or that 1♥ – 2♥ is a constructive call (8-10), East will respond INT. West has no ideal bid now – the hand is not worth a game-force, and a jump to 3♦ would risk playing a diamond contract on another layout, which doesn't look that great an idea. The only invitational option is a raise to 2NT, but that is even more dangerous with a small singleton spades facing a hand holding a maximum of three cards in the suit. So, 1 would rebid 2♦ and cross my fingers. East will give preference to 2♥ and now West, who may still be facing doubleton heart support, can make a third descriptive bid of 3♣. East has the third heart, plus two honours in each minor, and can accept the game try by jumping to 4♥.

It's all much simpler if, playing five-card majors, East can just raise 1♥ to 2♥ and West bash the game without telling the defence about his hand.

Where West has shown his full shape as in the auction previously discussed, North may find a spade lead, which will see declarer forced to ruff at trick two. If he draws trumps then lead a low diamond from hand, North can rise with the king and play a third spade, and now declarer is under some pressure to get one of the minors right for his tenth trick.

Where E/W have only bid hearts, North has no particularly attractive lead round to a strong hand. Even jack-doubleton trump is not a safe lead as it could catch partner's king or queen to cost a trick. The jack of hearts may look to be the least of evils, and sees declarer draw trumps then play on one minor then the other. Eleven tricks are possible in a couple of ways, and 10 should be fairly secure after the non-

threatening lead, but there will be one or two people going down after the more challenging spade attack.

### Board 13. All. Dealer North

<p>♠ Q J 6 4 ♥ 9 4 ♦ A 8 7 ♣ 8 7 6 3</p> <p>♠ 8 ♥ A K 6 5 ♦ Q 10 9 5 3 2 ♣ 10 2</p> <p>♠ 9 7 5 3 2 ♥ Q 7 ♦ J ♣ A Q J 5 4</p>	<p>♠ A K 10 ♥ J 10 8 3 2 ♦ K 6 4 ♣ K 9</p>
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If East opens 1♥, some Souths will make a two-suited overcall, though doing so when vulnerable and with that spade anchor-suit is not a thing of beauty. Others will pass, unwilling to commit to the three level because of the weak spades and mediocre all-round hand. And then there will be those who compromise by overcalling 1♠ – if we are going to bid then surely we must lay claim to the highest-ranking suit, even if our five-card suit looks more like four cards.

West has enough for a game raise, and may even choose to splinter in spades or make a fit-jump in diamonds. North can show spade support now – though the hand isn't worth 4♠ in isolation, if West forces to or bids the heart game, 4♠ is just one of those bids we have to make and hope it proves to be the right thing to do.

Four Spades is the winning action, though East has an easy double, as the winning club finesse means that North comes to eight tricks for – 500 against the making heart game.

As for 4♥, yes, it is making when played by East. South can lead the singleton diamond, and North can either give a diamond ruff or can lead a club through, but not both. Either there is no diamond ruff or a club goes away on the king of spades.

It would be a different matter were 4♥ to be played by West, when a club lead would beat it, but it is not normal for West to become declarer.

Many Acol players will open the East hand with INT and South may make an overcall which shows spades and a minor. A take-out double from West caters to hearts as well as diamonds, and North may compete to 3♠. East may double and collect +200, or may pass – it is unlikely that East will bid 4♥ at this stage. Where East passes, however, West should come again. Four Diamonds would strongly indicate long diamonds with secondary hearts, and should see East convert to 4♥, while a second double would still be take-out. East may again settle for +200 on defence, but has a close decision between that and bidding 4♥.

#### Board 14. None. Dealer East

<p>♠ A K Q 9 2 ♥ A 10 7 6 3 ♦ 8 ♣ 6 5</p> <p>♠ 5 4 ♥ K 4 2 ♦ K Q 9 7 ♣ 10 9 8 3</p>	<p>♠ 8 ♥ J 9 8 ♦ A J 10 5 2 ♣ K J 4 2</p> <p>♠ J 10 7 6 3 ♥ Q 5 ♦ 6 4 3 ♣ A Q 7</p>
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At the majority of tables, North will get to open 1♠ in fourth seat and East may double. South has enough to show a constructive raise to the three level, and North goes on to game. There are 11 easy tricks for a solid +450.

Opening bids seem to be getting lighter and lighter these days, so some will open the East hand with 1♦ – Love All is the best time to open shaded hands, getting in the first blow on a potentially competitive deal always being a good thing. A simple 2♦ raise leaves North able to cuebid 3♦ to show the two-suiter, and South will jump to 4♠. Similarly, if West has to respond INT because his hand is in a range that isn't really catered for in his system of raises – too good for a pre-emptive 3♦, not good enough for a constructive inverted raise – North can cuebid 2♦ to show his hand-type.

And if West can bid 3♣ or 3♦ to show this sort of range? Three Clubs is great for North, who can cuebid 3♦; 3♦ is less pleasant, but I would take the bull by the horns and cuebid 4♦ – get to the right trump suit and don't worry so much about level. That approach may not

always pay off, but it works this time, which is what concerns us.

Equal vulnerability is not the time for aggressive sacrifice bids, but 5♦ is way too high. Even if the defence misses its club ruff, which may well prove to be the case, 5♦ doubled is still down three, which is more than the value of the opposing game.

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

<p>♠ Q J 6 2 ♥ K 10 6 ♦ Q 3 ♣ K J 10 3</p> <p>♠ 8 3 ♥ A 7 2 ♦ K 8 7 ♣ A 7 6 4 2</p>	<p>♠ A 5 ♥ Q 9 8 4 3 ♦ A J 10 4 2 ♣ 9</p> <p>♠ K 10 9 7 4 ♥ J 5 ♦ 9 6 5 ♣ Q 8 5</p>
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West has a borderline opening bid. If he opens 1♣, that sees North with the wrong shortage for a take-out double, so he passes and east responds 1♥. Should South overcall 1♠, vulnerable and facing a passed partner? Probably not. Now West could rebid 1NT to show a balanced minimum, but ace to three hearts and a small doubleton on the side suggests that 2♥ might be a safer contract should it end the auction. If West raises to 2♥, East will go on to game.

If West opens a weak NT, East will transfer then overbid slightly to show the second suit, and West will bid 4♥ – 2♦ followed by 3♦ should be played as game-forcing, so this shows a minimum with heart support.

If West passes, then North can open the bidding. One Club sees East overcall 2NT, lowest two unbid, and West should just bid the heart game. One No Trump from North sees East bid something that shows hearts and a minor – 2♥, Multi-Landy, is the in-thing in recent years, and now West may only make an invitational response but East go on to game.

A simple soul will make 11 tricks in hearts, but North can put him to the test when he plays ace and another trump by not putting up the king. Playing the ten leaves declarer with the option of ducking, playing for North to have



started with ♥J106, and South with king-five doubleton.

Ah, you say, learnedly, but declarer should get this right because this is a Rule of Restricted Choice situation. If North held ♥J106 then half the time he would have played the jack, so rather than play for him to have made a choice which card of two equals to play, we should play him to have had no choice, i.e. to have started with ♥K106. Well, all I can say to that is that a majority of players outside the top rank put up the king most of the time and, unless North is known to be a strong player, I would be inclined to follow that inference and duck the second heart.

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

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

West has a weak 2♥ opener. Good intermediate cards and little or no defence make this an ideal hand-type with which to preempt.

North overcalls 2♠ and East has nothing to say as yet. South has enough to drive to game so, with only two low spades, may try a 3♥ cuebid to bring NT into the picture. That gives North an interesting decision. If he bids 3NT, that will end the auction, while 3♠ would be raised to game.

East may be tempted to double, particularly if the final contract is 4♠. It is a gamble, but East has three tricks, so West needs only to make a modest contribution to the defence for the contract to be defeated.

Against 3NT, East may lead a diamond, seeing no future in hearts. Declarer should be careful to win in dummy to run the nine of spades – if he wins in hand, he can be cut off from the long spades if East ducks the first round. Having won trick one on the dummy, ducking the first spade does not cause quite the same

difficulties, as declarer plays a second round, wins the next diamond in hand and knocks out the ♠A, guaranteeing nine tricks, and coming to an overtrick with a winning club guess – East needs to attack clubs earlier to get a second defensive club trick to hold the contract to nine.

Against 4♠, East will surely lead the singleton heart. Declarer again wins in dummy to play on spades. He will need a club trick to bring his total to 10, but the auction and subsequent play are likely to point to the winning choice. Certainly, where East has made the speculative double of the final contract, it should be clear to play for the doubler to hold the ♣A.

#### Board 17. None. Dealer North

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

North has a weak two bid and South, with 16 HCP and king-doubleton heart, is worth a try for game. A game try is made via a 2NT asking bid and, while North's main suit is not great, the hand is otherwise close to a maximum, so it is normal to get to 4♥.

It doesn't appear to matter very much what East leads against the heart game. Declarer will cash the top hearts at his first opportunity to do so, and the fate of the game is then down to the diamond guess. I say guess, but that is looking at the hand from declarer's point of view. On the actual layout, there is no guess, so everyone should make 10 tricks and their contract.

Should anyone judge to play in 3NT, the friendly lie of the cards means that 10 tricks and a lot of matchpoints are available if the contract is played by North. But, of course, 3NT will usually be played by South. While 10 tricks are again available after a club lead, a spade lead would prevent the overtrick and earn E/W a useful result.

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

<p>♠ K Q 10 8 5 ♥ A J ♦ 9 6 ♣ J 10 4 2</p> <p>♠ 6 3 ♥ K 6 5 ♦ Q J 3 2 ♣ K 8 6 3</p> <p>♠ A 9 7 ♥ Q 8 4 ♦ A 10 5 4 ♣ A 9 7</p>	<p>♠ J 4 2 ♥ 10 9 7 3 2 ♦ K 8 7 ♣ Q 5</p>
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South has a weak NT, so will either open INT or open 1♣/♦ and rebid INT.

After 1♣ – 1♠ – INT, North will use some version of Checkback, find the five-three spade fit, and probably settle for 4♠.

Double dummy, there are 11 tricks in 4♠, but that depends on declarer taking a good view of the club suit, leading low to the nine and king, then low to the queen and ace. If he leads the jack or ten to the second round of the suit, there are only two club winners and 10 in all.

If South opens INT, North will transfer to spades then judge whether to commit to game by bidding 3♣ or 3NT, or settle for an invitational 2NT. It's a close-run thing, but my guess is that the majority will like their five-four shape and two well-placed tens, so will drive to game.

If North's second bid is 3♣, showing a shapely hand, South is likely to commit to spades, while if North's second bid is 3NT quite a few Souths will elect to play in 3NT as there may be the same tricks in the two contracts. Three No Trump on a low diamond lead to the king and ace sees declarer play two rounds of spades followed by a club to the nine and king. The sure way to hold declarer to 10 tricks is now to cash the queen and jack of diamonds. Declarer may well make only 10 tricks on a more passive defence, but if he guesses the play right, taking the heart finesse and cashing the ♣A, he will find that he has three club winners and 11 in all for a huge +660.

### Board 19. E/W. Dealer South

<p>♠ 9 6 ♥ 10 9 ♦ Q 10 4 3 2 ♣ 10 8 3 2</p> <p>♠ A Q J 5 ♥ 7 6 2 ♦ J 8 5 ♣ K Q 9</p> <p>♠ K 10 8 3 ♥ Q J 5 4 ♦ 9 6 ♣ J 7 5</p>	<p>♠ 7 4 2 ♥ A K 8 3 ♦ A K 7 ♣ A 6 4</p>
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West has a weak NT so will either open INT or open 1♣ then rebid INT. While East has a very nice hand, with five top tricks and 18 HCP, once it turns out that there is no four-four heart fit, a practical player will give up on slam and settle for the NT game.

If North leads a diamond, declarer can run it to the jack then duck a heart. He wins the return in dummy to take the spade finesse, and can repeat the finesse then, by cashing his minor-suit winners, squeeze South in the majors so that either the fourth spade or fourth heart becomes an extra winner – 12 tricks.

If North avoids giving a trick on opening lead, preferring to lead a club, South can again be squeezed in the majors, but this time declarer will have to duck both a heart and a diamond to rectify the count for the squeeze. This time, with only two diamond winners, declarer's squeeze will be for his eleventh trick.

Once declarer is familiar with the basic concept of squeeze play, this one is not particularly difficult to pull off, the key being to duck a trick so that he has all but one of the remaining tricks, after which the squeeze will operate if the cards lie as hoped for. Plus 690 will still be quite a good score, while there will be a few who receive a club lead and fail to find the squeeze, who will come to only 10 tricks.

### Board 20. All. Dealer West

<p>♠ K 3 ♥ A 10 6 5 2 ♦ 10 ♣ Q J 9 8 3</p> <p>♠ 10 7 6 ♥ K 8 4 ♦ K J 7 ♣ A K 10 4</p> <p>♠ A Q J 8 ♥ Q ♦ A Q 9 5 3 2 ♣ 6 2</p>	<p>♠ 9 5 4 2 ♥ J 9 7 3 ♦ 8 6 4 ♣ 7 5</p>
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This is a messy hand, and the outcome is not totally clear. Three No Trump by N/S should be defeated, but there are a number of 'opportunities' to get the defence wrong and let it through.

Say that West opens a weak NT and North overcalls 2♥, whether to show just hearts or to show hearts and a minor. While South will appreciate that there is something of a misfit, the overcall is vulnerable, and South has a good 15 HCP, so most Souths are likely to drive to game. That game will, presumably, be 3NT.

And if West opens 1♣, North will overcall 1♥ and, once again, South is likely to drive to game, again with 3NT the likely resting place.

Say that West is on lead and chooses a top club. That is a good start for declarer. If West switches to a spade, declarer can win the king, come to hand with a second spade, and lead a club with the intention of putting in the eight. That nets three club winners and nine in all.

If East is on lead and leads a club because that is the suit West opened, West can make life a little more difficult by ducking and letting North win the ♣8. The second club lead must come from the South hand, while North must retain two entries, so the three of spades is led to the jack and the club led up. West wins the king and does best to switch to the king of hearts. Declarer must duck both this and the heart continuation, but wins the third heart and clears the clubs.

Now, suppose that West exits safely with the fourth club. Declarer wins and cashes the fifth club, unblocks the king of spades, then crosses to the ace of diamonds and has two more spades to cash, making nine in all.

A spade return from West after winning the third club is no better, as it untangles the spade winners. Declarer wins the ♠K, cashes the clubs, and leads a diamond to the ace to cash two more spades.

The same general line of play is followed should West win trick one with a top club then switch to the king of hearts.

So, is 3NT unbeatable after a club lead? Let's go back to the point at which West wins the third round of clubs at trick seven. If a club or a spade return permits declarer to untangle the spades and come to nine tricks, that only leaves a diamond – which must be the king or jack to avoid letting the bare ten win the trick. Declarer gets two diamond tricks, but then can either play spades from the top, conceding a diamond at trick 13, or can lead a spade to the king, cash the clubs, and concede a heart at trick 13.

### Board 21. N/S. Dealer North

<p>♠ A Q 9 6 3 ♥ K J 7 3 2 ♦ K ♣ 7 3</p> <p>♠ 7 5 ♥ A Q 9 5 4 ♦ 8 6 4 3 ♣ A 5</p> <p>♠ K J 2 ♥ 10 8 6 ♦ A 10 5 ♣ 9 8 6 4</p>	<p>♠ 10 8 4 ♥ — ♦ Q J 9 7 2 ♣ K Q J 10 2</p>
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North will open 1♠ and East overcall 2NT to show the minors. Facing a potentially four-card opening, South does not have enough to raise spades, nor does he quite have enough for a double. If West bids a quiet 3♦, North might make a brave 3♥ bid, but if he discounts the bare king he has only 10 working HCP and two moderate suits, so this is not without considerable danger. If he does bid 3♥, South may well jump to 4♠ with three good spades and an outside ace.

If North passes over 3♦, South can make a balancing double, having already limited his values, and now North can bid the hearts, with South converting to 3♠. If they play there, nine tricks are the limit. It doesn't matter whether East gets a heart ruff. If declarer prevents that by drawing trumps immediately, he no longer

has the dummy entries to avoid a second heart trick by force. One way or another, declarer can manage nine tricks but no more.

But not every N/S will compete to the three level and, where they do, not every West will go quietly and let them play there. West does, after all, have four-card support for one of partner's suits and a good holding in the other, to say nothing of the ace of hearts and a potential ruffing value in spades. He may well judge to go on to 4♦ over 3♠.

Many who play a diamond contract will come to nine tricks, losing two spades and two diamonds. There is a way for the defence to come to a fifth trick, and that is for them to start with three rounds of spades then, when North wins the bare king of diamonds, play a fourth spade. That promotes a trick for the ten of diamonds.

#### Board 22. E/W. Dealer East

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

East has a 2NT opener and West will use whatever version of Stayman is available and find the heart fit. Four Hearts should be the almost universal choice of contract – there is nothing about the West hand to suggest that simply raising to 3NT will find that there are the same tricks in NT as in a major if there is a four-four fit.

As it happens, there is an extra trick to be had by playing in hearts, but that just leads to the same result of down one. Despite the combined 27 HCP and that the heart finesse is successful, there is no way to make either 4♥ or 3NT. Well, OK, in 3NT, if declarer played double dummy and the defence did not, 3NT could be made. But that means winning the club lead, banging down the king of spades, and South continuing with clubs, after which a

spade can be established for the ninth trick. That isn't going to happen, is it?

With a club looking to be the normal lead against either game, and with no reason why the defence should mess things up, there should be very few E/W plus scores, meaning that anyone who does go plus should get a very good score indeed.

#### Board 23. All. Dealer South

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

If South opens with a weak NT, West does not have enough to justify a vulnerable overcall so will pass and North transfer to spades. South will complete the transfer and that will usually be that. Yes, game could be on, but if North bids on the result is far more likely to be to turn a plus score into a minus.

If South opens 1♣, West can come in. Those who bid as if colour-blind will make a weak jump overcall, while the majority may bid only 1♥, taking heed of the vulnerability and the empty heart suit.

A 1♥ overcall sees North bid 1♠, East make a 2♣ unassuming cuebid, and South raise to 2♠. Will there be further competition from E/W? There probably should not be. West has a sixth heart, but would probably not have overcalled without it, so it is not really an extra value, while the 2♣ UCB showed almost all the East hand so he has no reason to come again. A heart contract is held to seven tricks if North gets the club ruff.

If West overcalls 2♥, many will think that North is not strong enough to bid a forcing 2♠, so will have to double. South may respond 2NT and, if that ends the auction, can come to eight tricks by ducking twice in hearts then taking the spade finesse.

As the cards lie, 10 tricks can be made in a spade contract. That requires that declarer lead a low diamond to the king, but that is more convenient than running the jack and I would expect the majority to be successful.

#### Board 24. None. Dealer West

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

The double dummy analysis tells us that North can make 3NT. Yes, well, while that is technically correct, I don't think we need to worry about that.

West will open either 1♠ or 4♠, according to personal style. A 4♠ opening will normally shut everyone out – South has too many losers for a 5♣ overcall at equal vulnerability and, if he cannot resist temptation, will turn a plus into a minus by bidding. Four Spades has four top losers, while 5♣ has three top losers and one slow one.

Where West opens 1♠, this will often be followed by two passes and a 3♣ overcall from South. Players often forget about it, because they are so used to making weak jump overcall after weak jump overcall, but in fourth seat a jump overcall is intermediate – we don't preempt once the opposition have passed it out at the one level. So, a sound opening bid with a decent six-card suit is a 3♣ overcall. West will rebid 3♠, knowing that his passed-hand partner cannot have two top cards to cover two of his five losers, and that will normally be that; +140 and a solid result for E/W.

If East believes in responding INT in hope of improving the contract, West will jump to 4♠ and that will be back to down one. Though it does not work out well on this deal, it is not ridiculous to respond and hope. Of course, when INT works badly, as here, it just looks like a case of standing in a hole holding a shovel,

and trying to dig our way out – only making the hole deeper.

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

<p>♠ A J 10 5 ♥ K J 8 4 3 ♦ 7 6 5 ♣ 7</p> <p>♠ 8 4 2 ♥ 10 9 6 ♦ 9 8 2 ♣ 8 5 4 3</p>	<p>♠ K Q 9 6 ♥ Q 7 ♦ A Q J 3 ♣ A 9 2</p> <p>♠ 7 3 ♥ A 5 2 ♦ K 10 4 ♣ K Q J 10 6</p>
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East is too strong to open a strong NT, so will occasionally open 1♠ if four-card majors are part of the system, otherwise usually 1♦.

Whichever the opposing opening, South has a 2♣ overcall and North is likely to try 2♥. South raises that to 3♥ to invite game but, with a misfit for clubs and only 9 HCP, I think North should pass, declining the invitation. What about East while this is going on? Eighteen HCP is all very well, but the hand has far less playing than high-card strength, and once both opponents are bidding it is likely that the hand belongs to them. Best, then, to keep quiet and defend.

East is likely to lead the king of spades as nothing else looks remotely attractive. Declarer will win and should set up the clubs while he still has entries to dummy. East can win the ♣A and cash the queen of spades, and can then see that dummy's clubs are a danger to East's diamond trick so should cash that as well – this is matchpoints, after all, where an extra overtrick could be very important.

East continues with the queen of diamonds to dummy's king, and declarer has to tackle the trump suit. In isolation, we all know that trumps should be played by cashing the ace then leading low to the jack. Declarer cannot afford that play here as it leaves him without an entry to the clubs. If he wants to play hearts in normal fashion, he must first take a diamond discard on the clubs. But does he want to play hearts in normal fashion?

East has turned up with enough high cards to have opened a strong NT, should that be his system. His hand appears to be balanced,

particularly when taking into account West's carding, so why did he not open INT? This inference is not valid if East is playing a weak NT, of course, but otherwise the most likely explanation is that he has too many points to do so, i.e. he also has the queen of hearts. If declarer thinks this way he will drop the doubleton queen and claim the rest.

#### Board 26. All. Dealer East

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

Most will open 1♣ with the East cards and South will double. Yes, if the five-card suit was a major South might prefer to overcall so as to not risk losing the fifth card, but this is much less a one- than a three-suited hand, with support for both majors, and to overcall then bid again to get the other suits into the auction might be considered a slight overbid.

West will no doubt introduce the six-card heart suit, but North will brush that aside, driving to the spade game. This may be via an immediate jump to 4♠, or perhaps via a cuebid if he doesn't want to commit to spades on a jack-high suit. Either way, 4♠ should be the final contract.

There is nothing to the play. As soon as he gets in, declarer will play two rounds of spades, and will lose one of those and the two top diamonds, leading to an almost universal +620.

#### Board 27. None. Dealer South

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

We started this session with a weak two bid on AJ10xx and, as we approach the end of the session, we come to another such hand. Obviously, it is far from being compulsory to open 2♦ with the South hand, but I would do it and I would not expect to be alone at tournament level in today's aggressive pre-empting world.

Not that the pre-empt will help N/S on this deal. West can jump to 3♥ over 2♦, stronger than 2♥, as we don't play pre-emptive overcalls of pre-emptive openings, and East has an easy raise to game.

The majority will pass with the South hand. Some Wests will open 4♥ and play there, while others will open at the one level. When East responds 1♠, West can rebid 3♥, invitational, and East again has an easy raise to game.

There is nothing to the play, the defence just coming to the two minor-suit aces, and we have another board on which we can expect an almost universal result, +450 to E/W.

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

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

If West opens a weak NT, few Norths will have the methods to compete immediately. East will transfer to hearts and West, though having

four-card support, may well think that his 3-4-3-3 shape and scrappy values do not justify a transfer break. If he simply completes the transfer, North can make a take-out double, and South will bid spades. Should that be a simple 2♠, or should he invite game with a jump response?

Matchpoints is more about competing the partscore than about bidding constructively to thin games. South should firstly downgrade the queen of hearts, leaving him with a possible working eight-count, and should then settle for 2♠ rather than possibly punish partner for his enterprise. If West now competes with 3♥, South can double to show good values, and North will take that out to 3♠, ending the auction.

It will not necessarily be any easier for North at tables where west opens 1♣. The clubs are a card short for a natural 2♣ overcall, even should that be an option systemically, while the shape is totally wrong for a take-out double, so once again North will have to pass at his first turn then judge whether to double on the next round of the auction.

If the defence fails to set up a club ruff, it is possible to hold the trump losers to one in a spade contract, but a club lead should put the defence in control and hold declarer to nine tricks. Meanwhile, 3♥ is cold. With trumps dividing evenly, there is just one loser in each suit.

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<p><b>1</b> ♠ 87 ♥ AJT52 ♦ 7632 ♣ K3</p> <p>♠ JT4 ♥ Q7 ♦ J85 ♣ AQJ42</p> <p>8 ♠ A65 11 ♠ 84 12 ♠ KQ9 9 ♠ T8765</p> <p>Dir: N Vul: None</p> <p>NT N - - - 1 - - S - - - 1 - - E 1 1 - 4 1 W 1 1 - 3 1</p>	<p><b>2</b> ♠ T5 ♥ Q85 ♦ KT765 ♣ KT4</p> <p>♠ QJ763 ♥ ♦ A842 ♣ A863</p> <p>8 ♠ K42 11 ♠ KJT432 11 ♠ 3 10 ♠ QJ5</p> <p>Dir: E Vul: N-S</p> <p>NT N - - - 3 - - S - - - 3 - - E 2 1 - 3 1 W 2 1 - 3 1</p>	<p><b>3</b> ♠ KJ75 ♥ T32 ♦ JT ♣ A653</p> <p>♠ AQ8632 ♥ A87 ♦ A73 ♣ 7</p> <p>9 ♠ 94 10 ♠ Q64 14 ♠ KQ42 7 ♠ QJ82</p> <p>Dir: S Vul: E-W</p> <p>NT N - - - - - S - - - - - E 1 2 2 3 1 W 1 2 2 3 1</p>	<p><b>4</b> ♠ T72 ♥ 4 ♦ J2 ♣ JT98432</p> <p>♠ KJ4 ♥ K763 ♦ A87 ♣ AQ5</p> <p>2 ♠ 8 17 ♠ AQJT852 8 ♠ K64 13 ♠ K6</p> <p>Dir: W Vul: Both</p> <p>NT N - - - - - S - - - - - E 1 5 1 5 5 W 1 5 1 5 5</p>
<p><b>5</b> ♠ T97 ♥ KQT954 ♦ 7 ♣ K93</p> <p>♠ KQ ♥ J63 ♦ KT862 ♣ J87</p> <p>8 ♠ A432 10 ♠ A87 10 ♠ Q954 12 ♠ Q4</p> <p>Dir: N Vul: N-S</p> <p>NT N - - - 3 - 1 S - - - 3 - 1 E 3 3 - - - W 3 3 - - -</p>	<p><b>6</b> ♠ J7 ♥ AQ98 ♦ AT953 ♣ T2</p> <p>♠ AQ5 ♥ 53 ♦ K742 ♣ Q975</p> <p>11 ♠ K98432 11 ♠ J642 14 ♠ 6 4 ♠ 63</p> <p>Dir: E Vul: E-W</p> <p>NT N - - - 1 1 - S - - - 1 1 - E 3 3 - - 3 W 3 3 - - 3</p>	<p><b>7</b> ♠ A862 ♥ A63 ♦ 92 ♣ Q865</p> <p>♠ QT43 ♥ KT8 ♦ A654 ♣ 42</p> <p>10 ♠ 975 9 ♠ J52 12 ♠ KQ83 9 ♠ K93</p> <p>Dir: S Vul: Both</p> <p>NT N - - - - - S - - - - - E 1 2 2 2 2 W 1 2 2 1 2</p>	<p><b>8</b> ♠ 43 ♥ A3 ♦ Q5 ♣ AQT6532</p> <p>♠ KT6 ♥ J9754 ♦ KT72 ♣ J</p> <p>12 ♠ QJ852 8 ♠ T8 13 ♠ J84 7 ♠ K87</p> <p>Dir: W Vul: None</p> <p>NT N 2 - - - 2 S 2 - - - 2 E - 4 4 1 - W - 4 4 1 -</p>
<p><b>9</b> ♠ A743 ♥ KJ52 ♦ 2 ♣ Q985</p> <p>♠ Q82 ♥ Q97 ♦ 7653 ♣ J72</p> <p>10 ♠ JT96 5 ♠ 64 17 ♠ 98 8 ♠ AKT63</p> <p>Dir: N Vul: E-W</p> <p>NT N 4 - - 3 - S 4 - - 3 - E - 4 1 - 1 W - 4 1 - 1</p>	<p><b>10</b> ♠ Q87432 ♥ T5 ♦ K73 ♣ 63</p> <p>♠ AK96 ♥ AQJ98 ♦ T2 ♣ A5</p> <p>5 ♠ 762 18 ♠ AQJ6 7 ♠ AQJ742</p> <p>Dir: E Vul: Both</p> <p>NT N 2 - - - - S 2 - - - - E - 1 4 3 3 W - 1 3 3 3</p>	<p><b>11</b> ♠ QJ76 ♥ 543 ♦ K54 ♣ AJ8</p> <p>♠ 85 ♥ Q976 ♦ J73 ♣ 9742</p> <p>♠ 42 ♥ KJT8 ♦ AQT8 ♣ K53</p> <p>11 ♠ AKT93 3 ♠ A2 13 ♠ 962 13 ♠ QT6</p> <p>Dir: S Vul: None</p> <p>NT N - - - 2 1 S - - - 2 1 E 1 2 2 - - W 1 2 2 - -</p>	<p><b>12</b> ♠ KT52 ♥ J4 ♦ KJ964 ♣ Q9</p> <p>♠ 8 ♥ AKQ93 ♦ A832 ♣ AJ8</p> <p>♠ Q73 ♥ T86 ♦ QT5 ♣ KT54</p> <p>10 ♠ AJ964 18 ♠ 752 7 ♠ 7 5 ♠ 7632</p> <p>Dir: W Vul: N-S</p> <p>NT N - - - 2 - S - - - 2 - E 3 3 5 - 2 W 4 3 5 - 2</p>
<p><b>13</b> ♠ QJ64 ♥ 94 ♦ A87 ♣ 8763</p> <p>♠ 8 ♥ AK65 ♦ QT9532 ♣ T2</p> <p>7 ♠ 97532 9 ♠ Q7 14 ♠ J 10 ♠ AQJ54</p> <p>Dir: N Vul: Both</p> <p>NT N 2 - - 2 - S 2 - - 2 - E - 4 4 - 1 W - 4 3 - 1</p>	<p><b>14</b> ♠ AKQ92 ♥ AT763 ♦ 8 ♣ 65</p> <p>♠ 54 ♥ K42 ♦ KQ97 ♣ T983</p> <p>13 ♠ JT763 8 ♠ Q5 10 ♠ 643 9 ♠ AQ7</p> <p>Dir: E Vul: None</p> <p>NT N - - 3 5 2 S - - 3 5 2 E 1 1 - - - W 1 1 - - -</p>	<p><b>15</b> ♠ QJ62 ♥ KT6 ♦ Q3 ♣ KJT3</p> <p>♠ 83 ♥ A72 ♦ K87 ♣ A7642</p> <p>♠ A5 ♥ Q9843 ♦ AJT42 ♣ 9</p> <p>12 ♠ KT974 11 ♠ J5 11 ♠ 965 6 ♠ Q85</p> <p>Dir: S Vul: N-S</p> <p>NT N - - - 1 - S - - - 1 - E 2 5 5 - 2 W 2 5 5 - 2</p>	<p><b>16</b> ♠ KQT843 ♥ K872 ♦ A9 ♣ 2</p> <p>♠ 6 ♥ QJT963 ♦ T7 ♣ Q953</p> <p>♠ AJ52 ♥ 4 ♦ J5432 ♣ A84</p> <p>12 ♠ 97 5 ♠ A5 10 ♠ KQ86 13 ♠ KJT76</p> <p>Dir: W Vul: E-W</p> <p>NT N 2 2 1 4 3 S 2 2 1 4 3 E - - - - - W - - - - -</p>
<p><b>17</b> ♠ K4 ♥ AT7652 ♦ 82 ♣ Q53</p> <p>♠ J953 ♥ Q3 ♦ 954 ♣ JT82</p> <p>9 ♠ Q862 4 ♠ K4 11 ♠ KJT7 16 ♠ AK7</p> <p>Dir: N Vul: None</p> <p>NT N 3 3 4 3 4 S 3 3 4 2 3 E - - - - - W - - - - -</p>	<p><b>18</b> ♠ KQT85 ♥ AJ ♦ 96 ♣ JT42</p> <p>♠ 63 ♥ K65 ♦ QJ32 ♣ K863</p> <p>11 ♠ A97 9 ♠ Q84 6 ♠ AT54 14 ♠ A97</p> <p>Dir: E Vul: N-S</p> <p>NT N 4 2 1 5 4 S 4 2 1 5 4 E - - - - - W - - - - -</p>	<p><b>19</b> ♠ 96 ♥ T9 ♦ QT432 ♣ T832</p> <p>♠ AQJ5 ♥ 762 ♦ J85 ♣ KQ9</p> <p>♠ 742 ♥ AK83 ♦ AK7 ♣ A64</p> <p>2 ♠ KT83 13 ♠ QJ54 18 ♠ 96 7 ♠ J75</p> <p>Dir: S Vul: E-W</p> <p>NT N - - - - - S - - - - - E 4 4 5 5 5 W 4 4 5 5 5</p>	<p><b>20</b> ♠ K3 ♥ AT652 ♦ T ♣ QJ983</p> <p>♠ T76 ♥ K84 ♦ KJ7 ♣ AKT4</p> <p>♠ 9542 ♥ J973 ♦ 864 ♣ 75</p> <p>10 ♠ AQJ8 14 ♠ Q 1 ♠ AQ9532 15 ♠ 62</p> <p>Dir: W Vul: Both</p> <p>NT N 3 3 2 2 1 S 3 3 2 2 2 E - - - - - W - - - - -</p>
<p><b>21</b> ♠ AQ963 ♥ KJ732 ♦ K ♣ 73</p> <p>♠ 75 ♥ AQ954 ♦ 8643 ♣ A5</p> <p>13 ♠ KJ2 10 ♠ T86 9 ♠ AT5 8 ♠ 9864</p> <p>♠ T84 ♥ ♦ QJ972 ♣ KQJT2</p> <p>Dir: N Vul: N-S</p> <p>NT N - - 2 3 1 S - - 2 2 1 E 1 2 - - - W 2 2 - - -</p>	<p><b>22</b> ♠ Q52 ♥ QT86 ♦ QJ42 ♣ T3</p> <p>♠ T964 ♥ A542 ♦ K87 ♣ 74</p> <p>♠ K8 ♥ KJ73 ♦ A96 ♣ AKQ6</p> <p>7 ♠ AJ73 7 ♠ 9 20 ♠ T53 6 ♠ J9852</p> <p>Dir: E Vul: E-W</p> <p>NT N - - - - - S - - - - - E 2 2 3 2 2 W 2 2 3 2 2</p>	<p><b>23</b> ♠ AT982 ♥ T ♦ JT972 ♣ KJ</p> <p>♠ K6 ♥ Q98643 ♦ Q6 ♣ 532</p> <p>♠ Q73 ♥ K52 ♦ A854 ♣ QT4</p> <p>9 ♠ J54 7 ♠ AJ7 11 ♠ K3 13 ♠ A9876</p> <p>Dir: S Vul: Both</p> <p>NT N 2 3 - 4 2 S 2 3 - 4 2 E - - 1 - - W - - 1 - -</p>	<p><b>24</b> ♠ 9753 ♥ A965 ♦ K85 ♣ 62</p> <p>♠ AKQJ642 ♥ QJ4 ♦ QJ ♣ 5</p> <p>♠ 9542 ♥ K732 ♦ T7643 ♣ JT87</p> <p>7 ♠ T8 16 ♠ T8 4 ♠ A92 13 ♠ AKQ943</p> <p>Dir: W Vul: None</p> <p>NT N 3 2 - - 3 S 3 - - - - E - - 1 3 - W - - 1 3 -</p>



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<p><b>25</b>    ♠ AJT5    Dir: N                   ♥ KJ843    Vul: E-W                   ♦ 765                   ♣ 7</p> <p>♠ 842            ♠ KQ96          ♥ T96           ♥ Q7          ♦ 982           ♦ AQJ3          ♣ 8543          ♣ A92</p> <table border="1" style="font-size: small;"> <tr><td>9</td><td>♠ 73</td><td>♣♦♥♠NT</td></tr> <tr><td>0</td><td>♥ A52</td><td>N 3 2 4 1 3</td></tr> <tr><td>18</td><td>♦ KT4</td><td>S 3 2 4 1 3</td></tr> <tr><td>13</td><td>♣ KQJT6</td><td>E - - - - -</td></tr> <tr><td></td><td></td><td>W - - - - -</td></tr> </table>	9	♠ 73	♣♦♥♠NT	0	♥ A52	N 3 2 4 1 3	18	♦ KT4	S 3 2 4 1 3	13	♣ KQJT6	E - - - - -			W - - - - -	<p><b>26</b>    ♠ J9832    Dir: E                   ♥ KQ7    Vul: Both                   ♦ 97                   ♣ AK4</p> <p>♠ 65            ♠ KQ          ♥ 986532      ♥ T          ♦ KT           ♦ AJ84          ♣ QT9          ♣ J87632</p> <table border="1" style="font-size: small;"> <tr><td>13</td><td>♠ AT74</td><td>♣♦♥♠NT</td></tr> <tr><td>5</td><td>♥ AJ4</td><td>N - 2 1 4 3</td></tr> <tr><td>11</td><td>♦ Q6532</td><td>S - 2 1 4 3</td></tr> <tr><td></td><td>♣ 5</td><td>E 2 - - - -</td></tr> <tr><td></td><td></td><td>W 2 - - - -</td></tr> </table>	13	♠ AT74	♣♦♥♠NT	5	♥ AJ4	N - 2 1 4 3	11	♦ Q6532	S - 2 1 4 3		♣ 5	E 2 - - - -			W 2 - - - -	<p><b>27</b>    ♠ QT76    Dir: S                   ♥ 6        Vul: None                   ♦ K76                   ♣ A9432</p> <p>♠ A8            ♠ K954          ♥ AK87432    ♥ Q95          ♦ 8            ♦ Q954          ♣ QJ6          ♣ K7</p> <table border="1" style="font-size: small;"> <tr><td>9</td><td>♠ J32</td><td>♣♦♥♠NT</td></tr> <tr><td></td><td>♥ JT</td><td>N 1 1 - - -</td></tr> <tr><td>14</td><td>♦ AJT32</td><td>S 1 1 - - -</td></tr> <tr><td>7</td><td>♣ T85</td><td>E - - 5 - 1</td></tr> <tr><td></td><td></td><td>W - - 5 - 1</td></tr> </table>	9	♠ J32	♣♦♥♠NT		♥ JT	N 1 1 - - -	14	♦ AJT32	S 1 1 - - -	7	♣ T85	E - - 5 - 1			W - - 5 - 1	<p><b>28</b>    ♠ A543    Dir: W                   ♥ K7        Vul: N-S                   ♦ 74                   ♣ AQT53</p> <p>♠ K96           ♠ Q2          ♥ AJ98          ♥ T6542          ♦ KJ5           ♦ QT983          ♣ J42           ♣ 7</p> <table border="1" style="font-size: small;"> <tr><td>13</td><td>♠ JT87</td><td>♣♦♥♠NT</td></tr> <tr><td></td><td>♥ Q3</td><td>N 4 - - 3 2</td></tr> <tr><td>4</td><td>♦ A62</td><td>S 4 - - 3 2</td></tr> <tr><td>10</td><td>♣ K986</td><td>E - 3 3 - -</td></tr> <tr><td></td><td></td><td>W - 3 3 - -</td></tr> </table>	13	♠ JT87	♣♦♥♠NT		♥ Q3	N 4 - - 3 2	4	♦ A62	S 4 - - 3 2	10	♣ K986	E - 3 3 - -			W - 3 3 - -
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## RECAP

	N	S	E	W
AvgHCP	9.29	10.04	10.68	9.99
Bal-anced	9	16	16	16
Voids/Singles*	0/10	1/8	2/11	1/7
Suit with 7+	2	1	0	2
* Number of voids/ Number of singletons in all hands.				