



# The 2025 Celtic Simultaneous Pairs

Monday 12<sup>th</sup> May

We are so pleased to welcome you once again to the Celtic Simultaneous Pairs, supporting the Celtic Nations. Funds raised will be used to support bridge within your own Bridge Union, whether that is the Scottish, Welsh, Northern Ireland or Irish Bridge Union.

We really hope you enjoyed the event and found the hands fun and challenging. Hopefully the commentators managed to get it right but by now you will be able to judge that for yourself !

Anna Newton,  
Simultaneous Pairs Organiser  
on behalf of the SBU, WBU, NIBU and IBU

## Board 1. Love All. Dealer North.

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

At pairs, it is often hard to reach game in a minor when the partnership has a stopper in every suit. If South opens 2NT, it will prove impossible. There is a better chance to reach 5♦ if South opens 2♣ and rebids 3♦. The defenders do not need to lead a club to beat 3NT. It is good enough to lead a major and for West, perhaps having seen a discard from East, to switch to the suit. Of course, there is a danger of blocking the suit. 6♦ is hopeless as the cards lie.

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

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

Can North-South find their 22-point slam? I see a slim chance. East opens 1♠, South overcalls 2♣ and North makes a fit-showing jump of 3♥. South may then judge (possibly after 3♠ from East) to raise to 4♥. Now, if North can bid 4NT and South counts both the ♣K and ♥K as key cards (logical with both suits agreed), they could get there. 6♠ doubled is a very cheap save, down only 500 (300 if North does not get a ruff), so 680 should score above average.

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

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

If you play the weak no-trump at all vulnerabilities, you must accept the occasional large penalty. Here it is probably going to be 800. North leads the ♠K and continues playing the suit to knock out the ace. With only one entry to dummy declarer cannot lead twice up to the clubs and so finesses the ♦10 – but there are always 9 losers if the defenders are careful. If they play the contract, North-South can make 2NT, 2♦ or (but not on a club lead from East) 3♠.

### Board 4. Game All. Dealer West.

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

Left to their own devices North-South would not reach game, 1♦-1♥-3♥ being normal. What will happen if West opens a weak 2♠ (or Multi)? Say South doubles 2♠ for take-out. Without Lebensohl, North bids 3♥ and South may well raise to 4♥. It happens to work less well if North bids 2NT first to show a weak hand. Now South may let matters rest in 3♥. Although trumps break 4-1, the minors are both friendly so 4♥ makes. 5♦ is also on.

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

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

East-West may get their revenge for board 3 here. It is hard to fault a 1♥ opening from North and, after East overcalls 3♠, a raise to 4♥ from South. If West finds an inspired double, they could pick up 800. The ♦8 seems the natural lead for East, which allows the defenders to take the first five tricks (including two ruffs) and a club later. 3♠ is on for East-West, as are the less likely contracts of 2♦ and 2♣. Any plus for North-South will score very well.

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

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

1♠-2♣-2♠-3♠-4♠ is possible if East-West have the bidding to themselves. Nobody could object if West raised 2♠ to 4♠. If South makes a weak jump overcall of 3♥ then North must take care. 4-card support is one thing but the honour location (so much in spades) and flat shape suggest caution. 5♥ doubled could go for 1100 if West leads a minor as East can discard a club on a diamond and score a ruff. A spade lead lets South escape for 500.

### Board 7. Game All. Dealer South.

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

If South opens 1♣, East probably reopens with 1NT (though some might consider the hand too strong). North-South could score a goal after that if South doubles and North leaves it in. A heart lead defeats 1NT. Almost as good is for North to retreat to the cold 2♥. If South opens 1♥, again East has a choice between double and 1NT. North certainly competes to 2♥ but either way it is hard for West to bid 2♠ if East bid 1NT. 2♦ and 2♠ are on for East-West.

### Board 8. Love All. Dealer West.

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

For a change, the cards lie extremely kindly for the declaring side. The fortuitous positions in both red suits mean that 13 tricks are available with spades or diamonds as trumps or in no-trumps. Looking only at the East-West cards I am not sure I would want to be in even 6♠. A club lead would kill the entry to the diamonds while a heart lead would expose a top loser. 1♠-2♦-2♥-2NT-3♠-4♠ is one way to bid; 1♠-2♦-2♥-3NT-6♠ is rather more aggressive.

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

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

P-1♣-1♦-(1♥)-2♠-3♣-3NT is a possible auction. A 1♥ response may lengthen it slightly and make North declarer: P-1♣-1♥-2♠-3♣-3♥-3NT. 660 should be a common score as the defenders lack the communications to make a heart trick, which means that declarer has time to set up a diamond. Even if West leads a spade or East a low heart, there are only 11 tricks. 6♣ is a poor slam and fails easily on a heart lead; it should fail on any lead bar the ♦K.

### Board 10. Game All. Dealer East.

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

The normal start is 1♥ from West in third seat, 1♠ from North and 2♦ from East. Holding a 10-loser hand, South will think twice about jumping to 3♠. It probably makes no difference: all routes seem to lead to 3♠. If, for example, East opens a weak 2♦ and West raises to 3♦, North has enough to come in but South not enough to bid game. The correct technical play in trumps is low to the jack, which brings in 170. 3♦ (doubled) should go two down.

### Board 11. Love All. Dealer South.

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

Both 6♣ and 6♦ look like good contracts. They are cold if both minors split 3-2 and have chances if one suit breaks favourably. Though a 4-1 split in the side may make a ruff a danger, the diamonds come in if North holds the bare jack or South any singleton and the clubs do if South has the bare nine, ten or ace. Tonight South has two club winners to defeat any slam. This being the case, the winning action is to play in a no-trump game, with 460 being available.

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

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

If they scored an unlucky -50 on 11, East-West will feel miffed if North-South bid aggressively on this board. The cards lie so well that they can make 7♣; 6♠ and 6NT are also makeable. In modern methods, 1♣-1♠-2NT-3♣-3NT seems a normal auction. If North makes an old-fashioned 3NT rebid, South bids 4♣ but North will then back-pedal. To make 690 on a diamond lead you finesse the ♣J at trick two; the ♣A and ♣7 will be the entries to use the spades.

### Board 13. Game All. Dealer North.

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

The vulnerability will serve to dampen competition on this deal. A weak 2♥ from North probably buys the contract and East may also judge it unwise to bid after 1♥-1♠-2♥. With the ♣A, ♦A and ♠K all onside, nine tricks roll in for 140. If East does double 2♥ for take-out, West does best to bid 2♠. If you view it right, 2♠ makes. 3♣ might make as well but not if South leads the ♠Q or, less likely, North leads a diamond. 2NT is horrible on the ♥K lead.

### Board 14. Love All. Dealer East.

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

A lot of matchpoints depend on East's action (or inaction) as dealer. A pass (downgrading the short club honours) makes it more or less impossible to reach game. Mind you, 3NT (the only makeable game) is no thing of beauty. You need the diamonds to be such that you have a stopper and guess to take the spade finesse and for it to work. 10 tricks are the limit in a club contract if North leads a trump at trick one or two. 8 tricks are the limit in hearts.

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

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

Even at this vulnerability, I think North is worth 3♥ in third seat. East, who is strong for 3♠ and has the wrong shape to double, probably applies Hamman's rule – bid 3NT if it is an option. The most awkward lead against 3NT is a club but South is unlikely to find that. On a heart or diamond lead, it should be easy to make 9 tricks. If North does not open 3♥, East-West will find their spade fit. Making game in this case all depends upon a winning guess in clubs.

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

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

What should South bid after East opens 1♣ in third seat? If INT shows 15-17, the hand is too good for that and logically it is too good for 1♥ as well. If South doubles and West passes, North bids 1♠, South bids INT and North raises to 3NT. West may well lead a diamond against 3NT. A club also works so long as East wins and switches to a big diamond. If they miss this, declarer has a chance to guess the hearts. 4♥ is two down if West gets two club ruffs.

### Board 17. Love All. Dealer North.

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

The bidding figures to start 1♣-Double-1♠. West, uncertain whether East holds four hearts, probably bids 2♣ (note that 2♠ would be natural, not a cue bid). East then bids 2♥ and I suspect that West raises to game. The lead is crucial. If it is a spade (much easier for North to find), a spade ruff should defeat 4♥ as South can gain the lead in clubs. On a club or trump lead, 4♥ makes. 1♠ and INT are on for East-West as are 1♣ and 1♦ for North-South.

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

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

The vulnerability should ensure an exciting auction. When West overcalls 1♣ with 4♠, North may jump to 6♥ because 4NT is normally take-out rather than Blackwood. East has no defence and bids 6♠. South has first-round spade control and a suitable hand for a grand slam, so makes a forcing pass. North can then bid 7♥ and West may decide to bid 7♠. If so, North passes to invite South to bid 7NT. 7♥ and 7NT are both on. 7♠ doubled is cheap at 1400.

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

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

Playing a weak no-trump, South opens 1♣, in which case West bids 1♦ and North 1♥. Lacking any sort of diamond stopper South rebids 1♠. North might pass this at matchpoints but perhaps West bids 2♦. 170 is available in 1♠ as East can never get in to give West a heart ruff. On repeated diamond leads, the limit in clubs is 9 tricks; dummy cannot take both forces as East can overruff the fourth round. 2♦ is down two on a trump lead (or switch after the ♥K).

### Board 20. Game All. Dealer West.

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

North, having opened 1♦, should rebid 2♦ when East's 2♣ comes back: doubling would be rash with a singleton spade. One of East or West needs to go on to 3♣ but it is not a clear-cut action for either of them. 2♦ makes in comfort and the defenders need to stay off hearts to stop the overtrick. 3♣ makes so long as declarer draws trumps early (to prevent an overruff on the third diamond) and works out that South cannot hold the ♠K-Q on the bidding.

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

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

Although North-South possess the higher-ranking suit, they are outgunned and the vulnerability is against them. Indeed, they may well pass throughout. 1♥-2♦-2♥ is one possible auction. If you play a two-over-one response as stronger, West faces a three-way choice after 1♥-INT-2♣. Pass, 2♦ and 2♥ all have merit but, at matchpoints, 2♥ looks the winner. 140 is available in 2♥. 9 tricks but only 110 is there in 2♣ or 2♦. 2♠ by North is down one.

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

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

East's choice of rebid will be critical if the bidding starts 1♣-1♠. INT seems reasonable but the three strong spades and possible ruffing value make a raise to 2♠ a viable alternative. INT will attract a raise to 3NT and a deadly club lead from South. West may well pass a raise to 2♠ but North might reopen with a double. In this case, South bids 3♣ and West 3♦. Two rounds of clubs followed by a switch to a spade beats 3♦. 3♠ is cold while 3♣ would be down one.

### Board 23. Game All. Dealer South.

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

West has one of those in-between hands on which 1♣ can work better than 1♠. North might scrape up 1♦ overcall (but obviously passes over 1♠) and East responds 1♥. South raises to about 3♦ but West is strong enough to introduce the spades. East then tries 4♦ but it should be easy enough to stop at a safe level. A confident auction may tip North off to cashing the ♦A and ♣A at tricks one and two to stop 12 tricks. 5♦ doubled is very dear: 1400.

### Board 24. Love All. Dealer West.

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

The 'par' result is for East-West to lose 800 in 7♣ doubled sacrificing against South's 6♥. For several reasons this will not happen in practice: (i) West has too much defence to save against a slam, (ii) North will surely bid hearts before South; (iii) it is rarely wise to save against a slam unless you can get out for less than game. 5♣ doubled is a good save (300) over 4♥ but North-South may well judge to go on to 5♥. Only a diamond lead from East stops 480.

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

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

If you have had the director hovering all evening because you have been playing slowly then this deal could be manna from heaven. None of the players have an opening bid in my book. West has 12 points but the vulnerability, doubleton spade, poor spot cards and bare honours are all negatives. I would rather open the North hand, though honour location is again a problem. If someone bids, North-South might make 2♠ or 1♥, East-West INT, 2♣ or 2♦.

### Board 26. Game All. Dealer East.

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

If South opens 4♥, West's double should end the auction. You would need to interchange East's black suits to make pulling to 4♠ justified; West has not promised four-card spade support. As the cards lie, 4♥ doubled should go for 800. An early diamond ruff allows the defenders to take the first five tricks and West should make the ♣K later. 4♠ is on with careful play but the 4-1 trump division complicates matters and losing view in clubs might mean defeat.

### Board 27. Love All. Dealer South.

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

In contrast to West on 23, North has a minimum opening and should start with 1♠. When East bids INT, South probably jumps to 3♦. As a passed hand, this must show spades and diamonds. North will be slightly concerned that any trump finesses will fail but probably goes to 4♠ anyway – the shape is too good to sign off in 3♠. With careful play (finesse the ♦Q and proceed to crossruff clubs and hearts), 10 tricks are there even on the ♠K lead.



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

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

After East opens 1♥ in third seat and South bids INT, what should West do? A raise to 2♥ is risky in a 4-card major system. Maybe it is better to try to defend INT. In practice, North goes to 2♠ (maybe via a transfer). South has good trump support and a bit of shape so raises or breaks to 3♠. On a heart lead, declarer has a shot at 12 tricks by rejecting the second-round trump finesse and going after the diamonds. 1♥ and 1♣ are all East-West can make.

### Board 29. Game All. Dealer North.

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

If East-West stay silent, North has a tricky rebid after 1♣-1♥. 2♥ is an overbid but the diamonds are weakness for INT. A raise to 2♥ leads to a missed game but West may well reopen with 2♠ (if 2♥ was in tempo at any rate). North doubles this and South can double any retreat to 3♦. 800 may be the penalty from 2♠ doubled or 3♦ doubled. 3NT makes so long as South's ♦Q does not go on the first trick. 3♥ and 4♣ are also makeable.

### Board 30. Love All. Dealer East.

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

South may regret having stayed for so many boards, especially if West winds up in 6♣. Five spade tricks, four club tricks, an unloseable heart guess, a heart ruff and the ♦A add up to 12 tricks. In real life the best East-West might do is to play in 3NT. If they do not get a heart lead or if declarer decides against taking the diamond finesse after getting one, 11 tricks are there. 11 tricks are easier in 4♠ but 450 will not look so good compared to all the 460s.

### Board 31. N/S Vul. Dealer South.

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

After South opens 1♠, the non-vulnerable West overcalls 2♣. East probably raises to 3♣ and South would reopen anyway. 3♣ fails by a trick after the normal ♠J lead. West may discard a heart on the third spade to avoid being overruffed but South can simply play a fourth round. 3♦ is a better spot as the cards lie. The trump promotion (which you can avoid anyway) does not matter as North cannot attack hearts. 3♠ and 3♥ are on for North-South.



**Board 32. E/W Vul. Dealer West.**

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

If South remains silent, 1♣-1♥-2♣-3♣-3♠-3NT sounds a reasonable sequence. If South overcalls 2♦, East reopens with 2NT and West raises to 3NT. Declarer can always come to 9 tricks with a winning club view. To stop the overtrick South must lead a black card or a high diamond. If it is North on lead, a diamond or a club does it. 3♣ is also on for East-West while 2♠ doubled by North or 2♦ doubled by South are cheaper at 500 than game.