

# Monday

7<sup>th</sup> April 2014

## British



## Sim Pairs

<p>♠ QJ543 ♥ 7 ♦ KQ974 ♣ KJ</p> <p>♠ 1087 ♥ A1042 ♦ J106 ♣ 1065</p> <p>♠ AK2 ♥ J865 ♦ 532 ♣ Q93</p> <p>♠ 96 ♥ KQ93 ♦ A8 ♣ A8742</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>12</td><td>10</td></tr><tr><td>5</td><td>13</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>4</td><td>1</td><td>3</td><td>2</td><td></td></tr><tr><td>S</td><td>3</td><td>4</td><td>1</td><td>3</td><td>2</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		12	10	5	13	Makeable contracts								♣	♦	♥	♠	NT		N	3	4	1	3	2		S	3	4	1	3	2		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♠</td><td>Pass</td><td>2♣</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>3NT</td></tr></table> <p>This looks like a universal auction to a universal contract, the only alternative bidding I can see being a 4<sup>th</sup> suit 2♥ from South on the second round, which might result in North playing the contract in 4♠. It really makes little difference, in that after a heart lead to king and ace the defenders against 4♠ can wait for three trump tricks to fall into their laps, whilst 3NT seems certain to fail by one trick after a likely heart lead to jack and queen: declarer can't play either spades or clubs to immediate advantage and is therefore doomed to lose two spades, two hearts and a club. Anyone who plays the hand in diamonds, at the four-level or below, or in 2NT, has surely read these comments in advance!</p> <p>It's up to declarer on the one hand, and defenders on the other, to avoid silly actions resulting in a score below average for their side. Short of the defence starting with a low spade from West against 3NT, it's difficult to envisage even that.</p>	West	North	East	South		1♠	Pass	2♣	Pass	2♦	Pass	3NT								
HCP																																																																					
12	10																																																																				
5	13																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	3	4	1	3	2																																																																
S	3	4	1	3	2																																																																
E	-	-	-	-	-																																																																
W	-	-	-	-	-																																																																
West	North	East	South																																																																		
	1♠	Pass	2♣																																																																		
Pass	2♦	Pass	3NT																																																																		
<p>♠ 108 ♥ AK98 ♦ AQ76 ♣ K109</p> <p>♠ Q9432 ♥ J4 ♦ J1083 ♣ 53</p> <p>♠ AJ65 ♥ Q753 ♦ 4 ♣ AQJ8</p> <p>♠ K7 ♥ 1062 ♦ K952 ♣ 7642</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>16</td><td>14</td></tr><tr><td>4</td><td>6</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>1</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td><td></td></tr></table>	HCP		16	14	4	6	Makeable contracts								♣	♦	♥	♠	NT		N	1	1	1	-	-		S	-	1	-	-	-		E	-	-	-	3	-		W	-	-	-	3	-		<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♣</td><td>Pass</td></tr><tr><td>Pass</td><td>Dbl</td><td>Pass</td><td>1♦</td></tr><tr><td>Pass</td><td>2♦</td><td>Dbl</td><td>Pass</td></tr><tr><td>2♠</td><td>3♦</td><td>3♠</td><td>All Pass</td></tr></table> <p>This is perhaps a slightly fanciful auction to the par spot. Nothing is certain, including even East's opening bid. Strong clubbers will open 1♦ and Acol bidders will vary according to style (except that it's difficult to imagine anyone kicking off with 1♠). Well done to those Easts who re-awaken with a take-out double after 2♦ if the auction takes my predicted course (note that North is too strong for a protective 1NT by most people's standards and doubles in the hope of being able to show his extra strength by converting a possible spade response by partner to NTs, or by raising a response in a suit by one level). Despite the advertised lack of values, West is likely to have some sort of playable fit for clubs, hearts or spades, and selling out to a partscore in diamonds will yield at best a modest return. Note that even defending 3♦ is preferable to defending in the same strain a level lower.</p>	West	North	East	South			1♣	Pass	Pass	Dbl	Pass	1♦	Pass	2♦	Dbl	Pass	2♠	3♦	3♠	All Pass
HCP																																																																					
16	14																																																																				
4	6																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	1	1	1	-	-																																																																
S	-	1	-	-	-																																																																
E	-	-	-	3	-																																																																
W	-	-	-	3	-																																																																
West	North	East	South																																																																		
		1♣	Pass																																																																		
Pass	Dbl	Pass	1♦																																																																		
Pass	2♦	Dbl	Pass																																																																		
2♠	3♦	3♠	All Pass																																																																		
<p>♠ J1093 ♥ AQ3 ♦ 854 ♣ Q103</p> <p>♠ AK4 ♥ J82 ♦ K109 ♣ K965</p> <p>♠ 652 ♥ K74 ♦ AJ76 ♣ 842</p> <p>♠ Q87 ♥ 10965 ♦ Q32 ♣ AJ7</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td>8</td></tr><tr><td>14</td><td>9</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>2</td><td>2</td><td>1</td><td>1</td><td>2</td><td></td></tr><tr><td>W</td><td>2</td><td>2</td><td>1</td><td>1</td><td>2</td><td></td></tr></table>	HCP		9	8	14	9	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	2	2	1	1	2		W	2	2	1	1	2		<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Short and sweet! The only likely variation is where E/W are playing a strong NT and , even then, 1♣-1♦-1NT is unlikely to draw competition from N/S. So it all comes down to the play. After ♠J lead from North, West has a double-dummy line for 8 tricks: win, overtake ♦9 with the ace, finesse ♦10, cash DK and lead a heart up to gain entry (now or later) to the long diamond, subsequently playing a club towards the king. However, this line is strictly for the birds: as locating ♦Q is a complete guess, it's more convenient to cash ♦K in hand and run the 10.</p> <p>This losing option appears to limit declarer to 2 spades, a heart, 3 diamonds and club: however, it's very difficult for N/S to disentangle their defensive tricks and I predict that declarer will arrive at eight tricks more often than not.</p> <p>I also predict that the play of the hand will take more than the regulation 7.5 minutes!</p>	West	North	East	South				Pass	1NT	All Pass										
HCP																																																																					
9	8																																																																				
14	9																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	-	-	-	-	-																																																																
S	-	-	-	-	-																																																																
E	2	2	1	1	2																																																																
W	2	2	1	1	2																																																																
West	North	East	South																																																																		
			Pass																																																																		
1NT	All Pass																																																																				

<div><div><div>♠ K1097</div><div>♥ A7</div><div>♦ 8653</div><div>♣ AK7</div></div><div><div>♠ Q6</div><div>♥ J8</div><div>♦ QJ104</div><div>♣ QJ863</div></div><div><div>♠ AJ432</div><div>♥ Q642</div><div>♦ K97</div><div>♣ 5</div></div><div><div>♠ 85</div><div>♥ K10953</div><div>♦ A2</div><div>♣ 10942</div></div><div><table><tr><th>HCP</th></tr><tr><td>14</td></tr><tr><td>9      10</td></tr><tr><td>7</td></tr></table></div><div><table><tr><th colspan="6">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>N</td><td>2</td><td>1</td><td>2</td><td>1</td><td>1</td></tr><tr><td>S</td><td>2</td><td>1</td><td>2</td><td>-</td><td>1</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></div></div>	HCP	14	9      10	7	Makeable contracts							♣	♦	♥	♠	NT	N	2	1	2	1	1	S	2	1	2	-	1	E	-	-	-	-	-	W	-	-	-	-	-	<div>Board 4 : Dealer West : All vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1NT</td><td>2♣</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♠</td><td>All Pass</td></tr></table></div> <div>The auction is difficult to predict because many Easts will feel they lack the substance to compete with a bid to show the majors, vulnerable and opposite a passed partner, in which case N/S will buy the contract in 2♥. The grid on the left suggests this is makeable, though I think much depends on good luck and good judgment (on a diamond lead there appear to be at least two spades, a heart, a diamond and a club to lose but two hearts may be lost on a bad day). The modern style favours shaded intervention over 1NT on hands with a bit of shape, allowing East to come in with 2♣ or 2♦ (according to style) to promise nine cards in the majors. South would like to double hearts but has no certainty that either he or partner can double spades profitably, so probably passes, after which 2♦ from West promises equal length in the majors and 2♠ becomes the final contract. One down is the likely outcome, preferable to losing 110 from a making 2♥, if undoubled (as seems likely). Altogether a fascinating hand with a wide variety of possible outcomes.</div>	West	North	East	South	Pass	1NT	2♣	Pass	2♦	Pass	2♠	All Pass
HCP																																																					
14																																																					
9      10																																																					
7																																																					
Makeable contracts																																																					
	♣	♦	♥	♠	NT																																																
N	2	1	2	1	1																																																
S	2	1	2	-	1																																																
E	-	-	-	-	-																																																
W	-	-	-	-	-																																																
West	North	East	South																																																		
Pass	1NT	2♣	Pass																																																		
2♦	Pass	2♠	All Pass																																																		
<div><div><div>♠ 9843</div><div>♥ -</div><div>♦ 87643</div><div>♣ K1074</div></div><div><div>♠ KQJ7</div><div>♥ J632</div><div>♦ 109</div><div>♣ J82</div></div><div><div>♠ A6</div><div>♥ AKQ1075</div><div>♦ Q5</div><div>♣ A65</div></div><div><div>♠ 1052</div><div>♥ 984</div><div>♦ AKJ2</div><div>♣ Q93</div></div><div><table><tr><th>HCP</th></tr><tr><td>3</td></tr><tr><td>8      19</td></tr><tr><td>10</td></tr></table></div><div><table><tr><th colspan="6">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>N</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>-</td><td>-</td><td>5</td><td>2</td><td>2</td></tr><tr><td>W</td><td>-</td><td>-</td><td>5</td><td>3</td><td>2</td></tr></table></div></div>	HCP	3	8      19	10	Makeable contracts							♣	♦	♥	♠	NT	N	-	3	-	-	-	S	-	3	-	-	-	E	-	-	5	2	2	W	-	-	5	3	2	<div>Board 5 : Dealer North : NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>4♥</td><td>All Pass</td></tr></table></div> <div>Some Easts will judge their hand worth an Acoll 2H (just a touch rich with at least 5 losers) so the suggested auction is a modest one, justified by South cashing two top diamonds against the game. It's true that swapping S10 and D10 between South and West would enable a slam to make, but with his hand thus improved West would possibly decide that his hand merited more than a simple 2H raise in the first place. As the cards are, even after an Acoll 2H, accurate cue-bidding should reveal the absence of any diamond control (for instance 2H-3H-4C-4H is one possible sequence – though some Acoll purists require an ace in the West hand for the 3H raise (I for one am not among them). Strong Clubbers will no doubt have their own mechanisms for bidding the hand but, again, it comes down to cue-bidding, proving the point that the purpose is not just to show controls you possess but to pinpoint those you don't. And when it comes to cue-bidding with a suit agreed, singletons are as important as kings, of course.</div>	West	North	East	South		Pass	1♥	Pass	2♥	Pass	4♥	All Pass
HCP																																																					
3																																																					
8      19																																																					
10																																																					
Makeable contracts																																																					
	♣	♦	♥	♠	NT																																																
N	-	3	-	-	-																																																
S	-	3	-	-	-																																																
E	-	-	5	2	2																																																
W	-	-	5	3	2																																																
West	North	East	South																																																		
	Pass	1♥	Pass																																																		
2♥	Pass	4♥	All Pass																																																		
<div><div><div>♠ 742</div><div>♥ A63</div><div>♦ QJ95</div><div>♣ K98</div></div><div><div>♠ A</div><div>♥ J854</div><div>♦ 32</div><div>♣ J76432</div></div><div><div>♠ KJ53</div><div>♥ 97</div><div>♦ AK1076</div><div>♣ Q10</div></div><div><div>♠ Q10986</div><div>♥ KQ102</div><div>♦ 84</div><div>♣ A5</div></div><div><table><tr><th>HCP</th></tr><tr><td>10</td></tr><tr><td>6      13</td></tr><tr><td>11</td></tr></table></div><div><table><tr><th colspan="6">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>N</td><td>-</td><td>-</td><td>1</td><td>2</td><td>2</td></tr><tr><td>S</td><td>-</td><td>-</td><td>1</td><td>2</td><td>1</td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div></div>	HCP	10	6      13	11	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	2	2	S	-	-	1	2	1	E	1	-	-	-	-	W	1	-	-	-	-	<div>Board 6 : Dealer East : EW vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♦</td><td>1♠</td></tr><tr><td>Dbl</td><td>2♦</td><td>Pass</td><td>2♠</td></tr></table></div> <div>Some free spirits in the East seat will prefer a 1NT opening (dubious with two suits unguarded) after which we would be back to a major-showing effort from South. Staying on Planet Earth, however, South will overcall an opening 1♦ with 1♠: note that this is always preferable to a take-out double – if partner wants to investigate further, there could well be a chance to introduce hearts later, and a double might catch partner with two spades and three hearts (5-2 fits play better than 4-3 ones). West's double is on the light side but we like to bid, don't we, and we have the required 4-card holding in the other major and a 6-card minor in reserve. It's then pushy on North's part to use an "unassuming" 2♦ cuebid (many would prefer a simple 2♠ raise) but if that is what he does South should rebid a respectful 2♠, leaving further action to North (2♥ at this stage would be more encouraging).</div> <div>It only remains for South to play carefully for his contract in 2♠. The trump pips are kind.</div>	West	North	East	South			1♦	1♠	Dbl	2♦	Pass	2♠
HCP																																																					
10																																																					
6      13																																																					
11																																																					
Makeable contracts																																																					
	♣	♦	♥	♠	NT																																																
N	-	-	1	2	2																																																
S	-	-	1	2	1																																																
E	1	-	-	-	-																																																
W	1	-	-	-	-																																																
West	North	East	South																																																		
		1♦	1♠																																																		
Dbl	2♦	Pass	2♠																																																		

<p>♠ - ♥ QJ7 ♦ KQ1076 ♣ KJ1097</p> <p>♠ AJ5                      ♠ Q986 ♥ AK984                  ♥ 1065 ♦ J                          ♦ 543 ♣ Q853                    ♣ A64</p> <p>♠ K107432 ♥ 32 ♦ A982 ♣ 2</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>12</td><td></td></tr><tr><td>15</td><td>6</td></tr><tr><td>7</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td><td></td></tr></table>	HCP		12		15	6	7		Makeable contracts								♣	♦	♥	♠	NT		N	-	4	-	-	-		S	-	4	-	-	-		E	-	-	1	-	-		W	-	-	2	1	-		<p>Board 7 : Dealer South : All vulnerable</p> <p><b>West      North      East      South</b></p> <p>Impossible to predict an auction on this hand because not everyone plays weak twos or a Multi and, even where they do, some pairs have strict standards on suit quality when vulnerable and in first or second seat. It's a potential death-trap for E/W, with or without an opening of some sort by South: a free auction of 1♥-1♠-2♣-2♥-P is survivable but how unlikely an outcome is that? North is sure to have something to say, either showing both minors immediately or – if their 2NT overcall is of the “only weak or strong” variety - temporising with a 2♦ overcall. N/S now own the hand either way, providing they don't over-egg it in diamonds (10 tricks being the maximum one can envisage). However, if South does consider he has a sufficient 2♠ opening in his armoury, West is immediately on the edge of a precipice: he wants to bid for sure but 3♥ lacks a sixth heart and the alternative calls of double or 2NT both have drawbacks which are plain to see. In practice, 3♥ offers the best chance of staying alive, providing partner doesn't see a reason to raise.</p> <p>There will be a variety of results here, some of them a mite embarrassing....</p>
HCP																																																			
12																																																			
15	6																																																		
7																																																			
Makeable contracts																																																			
	♣	♦	♥	♠	NT																																														
N	-	4	-	-	-																																														
S	-	4	-	-	-																																														
E	-	-	1	-	-																																														
W	-	-	2	1	-																																														
<p>♠ QJ762 ♥ QJ10652 ♦ 4 ♣ 2</p> <p>♠ AK8                      ♠ 10943 ♥ AK4                      ♥ 987 ♦ 75                          ♦ K83 ♣ A10753                  ♣ QJ4</p> <p>♠ 5 ♥ 3 ♦ AQJ10962 ♣ K986</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td></td></tr><tr><td>18</td><td>6</td></tr><tr><td>10</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>3</td><td>1</td><td>-</td><td>1</td><td>2</td><td></td></tr><tr><td>W</td><td>2</td><td>-</td><td>-</td><td>-</td><td>2</td><td></td></tr></table>	HCP		6		18	6	10		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	1	-	-		S	-	-	2	-	-		E	3	1	-	1	2		W	2	-	-	-	2		<p>Board 8 : Dealer West : Love all</p> <p><b>West      North      East      South</b></p> <p>1♣              3♣              Pass              3♦ Dbl              3♥              Pass              4♦ Dbl              All Pass</p> <p>This is crystal board stuff. The only clear thing seems to be that after West's opening 1♣ North will decide to show the majors via a Ghestem 3♣ or equivalent and South will surely bid 3♦, allowing West to confirm his big hand with an all-purpose double. 3♦ certainly hasn't shown a big diamond suit so 3♥ from North seems inevitable. Will South fold his tent at this point or seek to improve the contract by re-bidding his diamonds? Who knows? Either way N/S seem to be booked for a doubled penalty if the auction follows a course anything like that I've predicted. Best defence against diamonds – a trump to the 8 and 9 allows E/W a minimum of six tricks.</p> <p>Against diamonds, ♣Q lead and repeated forces suggest that North will also lose 6 tricks (three spades, a club and two trumps) at best. Meanwhile E/W have no game on. Congratulations to any N/S pair who manage to avoid a score of -300 or worse.</p>
HCP																																																			
6																																																			
18	6																																																		
10																																																			
Makeable contracts																																																			
	♣	♦	♥	♠	NT																																														
N	-	-	1	-	-																																														
S	-	-	2	-	-																																														
E	3	1	-	1	2																																														
W	2	-	-	-	2																																														
<p>♠ 10 ♥ AK854 ♦ K92 ♣ K863</p> <p>♠ AQJ652                  ♠ K74 ♥ J2                          ♥ Q976 ♦ 7                          ♦ AJ104 ♣ AQ54                    ♣ 92</p> <p>♠ 983 ♥ 103 ♦ Q8653 ♣ J107</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td></td></tr><tr><td>14</td><td>10</td></tr><tr><td>3</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>1</td><td>4</td><td>2</td><td></td></tr><tr><td>W</td><td>1</td><td>-</td><td>1</td><td>4</td><td>3</td><td></td></tr></table>	HCP		13		14	10	3		Makeable contracts								♣	♦	♥	♠	NT		N	-	1	-	-	-		S	-	1	-	-	-		E	1	-	1	4	2		W	1	-	1	4	3		<p>Board 9 : Dealer North : EW vulnerable</p> <p><b>West      North      East      South</b></p> <p>1♥              Pass              Pass 1♠              Pass              2♥              Pass 4♠              All Pass</p> <p>There are points of interest in both bidding and play here: first, how many spades should West bid when the opening 1♥ is passed round? (2♠ clearly should not be a weak jump in this position and most play it as intermediate or even stronger); secondly, if West is content with 1♠ only, should East bid 2♠ or an un-assuming 2♥? Whatever actions E/W favour they seem sure to settle on a safe 3♠ or a pushy game. The question then is: how many tricks can West garner in spades? To arrive at ten, West needs to ruff two clubs in dummy – one low, one high – or to ditch one of his losing clubs on ♥Q. The best defence is a trump lead: if West wins and plays ♥J, North has a problem and must tread very carefully. A club exit will clearly be fatal and a diamond allows declarer to win and play ♣A followed by the Q (how good is that!) to leave North on play again without a trump to lead. Furthermore, cashing a second top heart and playing a third to the 9, ruffed and overruffed, allows declarer to draw the last trump, concede a club and dispose of his two club losers – one ruffed and the other discarded on ♥Q. Congratulations to all who score ten tricks!</p>
HCP																																																			
13																																																			
14	10																																																		
3																																																			
Makeable contracts																																																			
	♣	♦	♥	♠	NT																																														
N	-	1	-	-	-																																														
S	-	1	-	-	-																																														
E	1	-	1	4	2																																														
W	1	-	1	4	3																																														

<p>♠ 107 ♥ K9763 ♦ Q92 ♣ K62</p> <p>♠ 943                      ♠ K865 ♥ 42                        ♥ A105 ♦ K1086                  ♦ 543 ♣ AQ53                   ♣ 1094</p> <p>♠ AQJ2 ♥ QJ8 ♦ AJ7 ♣ J87</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td></td></tr><tr><td>9</td><td>7</td></tr><tr><td>16</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>2</td><td>4</td><td>2</td><td>2</td><td></td></tr><tr><td>S</td><td>2</td><td>3</td><td>4</td><td>2</td><td>3</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		8		9	7	16		Makeable contracts								♣	♦	♥	♠	NT		N	2	2	4	2	2		S	2	3	4	2	3		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 10 : Dealer East : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>2NT</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>4♥</td></tr></table> <p>This is a typical problem hand for those playing weak NT and 4-card majors. A stronger 1NT allows North to show a 5-card heart suit and invitational values, and Strong Club systems were invented in the first place to make games easier to bid with 16 HCPs opposite 8/9. But for traditionalists, where 1NT shows 12-14, a 1NT response to one of a suit shows 6-9 and a two-over-one response in a suit is either game-forcing or at least 10+, a decision has to be made whether to raise NTs on 16 or to pass and risk losing a thin game. It all comes down to how pro-active you are. We all know, of course, that bidding thin games at pairs is less attractive than at teams and vulnerability doesn't come into it – it's just a question of going plus or minus: here, 4H only makes thanks to a favourable lie of the cards. +620 is sure to score well but +170 probably won't be awful: there are always some who contrive to slip the odd trick for no good reason... Note that 3NT is a good alternative game, but only if played by South (otherwise, ♣ 10 lead means doom).</p>	West	North	East	South			Pass	1♠	Pass	1NT	Pass	2NT	Pass	3♥	Pass	4♥
HCP																																																																			
8																																																																			
9	7																																																																		
16																																																																			
Makeable contracts																																																																			
	♣	♦	♥	♠	NT																																																														
N	2	2	4	2	2																																																														
S	2	3	4	2	3																																																														
E	-	-	-	-	-																																																														
W	-	-	-	-	-																																																														
West	North	East	South																																																																
		Pass	1♠																																																																
Pass	1NT	Pass	2NT																																																																
Pass	3♥	Pass	4♥																																																																
<p>♠ A10 ♥ AK108 ♦ 8754 ♣ AQ6</p> <p>♠ KJ932                      ♠ Q54 ♥ 75                        ♥ Q6 ♦ 1096                      ♦ KJ3 ♣ K94                        ♣ J10732</p> <p>♠ 876 ♥ J9432 ♦ AQ2 ♣ 85</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>17</td><td></td></tr><tr><td>7</td><td>9</td></tr><tr><td>7</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>5</td><td>5</td><td>2</td><td>4</td><td></td></tr><tr><td>S</td><td>2</td><td>5</td><td>5</td><td>2</td><td>4</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		17		7	9	7		Makeable contracts								♣	♦	♥	♠	NT		N	2	5	5	2	4		S	2	5	5	2	4		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 11 : Dealer South : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>Pass</td><td>1♥</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>2NT</td><td>Pass</td><td>4♥</td></tr></table> <p>This is all about bidding style responding to 1 of a major. Common modern practice is to use 2NT as a high-card raise to 3 of the suit or better, a raise to 3 as pre-emptive and weak and a raise to 4 as pre-emptive but stronger. This leaves a raise to 2 as relatively wide-ranging (say a flat 5-9 HCPs or equivalent). The South hand here is a bit good for a pre-emptive 3♥ and not good enough for 2NT or 4♥, hence the bid suggested. North is just worth a game try, bearing the above in mind, and 2NT suggests a strong balanced hand with only four hearts. South will accept the try gleefully. With trumps 2-2 and both minor-suit kings onside, this is an easy 11 tricks.</p> <p>The cards won't always lie so kindly, of course, but game is just worth bidding, needing trumps to come in for no losers and one winning finesse out of two – reasonable odds.</p>	West	North	East	South				Pass	Pass	1♥	Pass	2♥	Pass	2NT	Pass	4♥
HCP																																																																			
17																																																																			
7	9																																																																		
7																																																																			
Makeable contracts																																																																			
	♣	♦	♥	♠	NT																																																														
N	2	5	5	2	4																																																														
S	2	5	5	2	4																																																														
E	-	-	-	-	-																																																														
W	-	-	-	-	-																																																														
West	North	East	South																																																																
			Pass																																																																
Pass	1♥	Pass	2♥																																																																
Pass	2NT	Pass	4♥																																																																
<p>♠ 9 ♥ Q7 ♦ AJ102 ♣ AJ7654</p> <p>♠ AQ103                      ♠ J765 ♥ J843                        ♥ K65 ♦ 6543                      ♦ KQ7 ♣ Q                            ♣ K102</p> <p>♠ K842 ♥ A1092 ♦ 98 ♣ 983</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>12</td><td></td></tr><tr><td>9</td><td>12</td></tr><tr><td>7</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>1</td><td>2</td><td>2</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>1</td><td>2</td><td>2</td><td></td></tr></table>	HCP		12		9	12	7		Makeable contracts								♣	♦	♥	♠	NT		N	2	-	-	-	-		S	2	-	-	-	-		E	-	1	1	2	2		W	-	1	1	2	2		<p>Board 12 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♣</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>Pass</td></tr><tr><td>Dbl</td><td>Pass</td><td>2♠</td><td>3♣</td></tr></table> <p>All Pass</p> <p>A delicate auction in which East can't participate safely unless obliged to, given the defensive nature of his hand. Is West worth his eventual protective double? – some will say not, but defending 2 of a minor is not a winning tactic when partner is marked with decent values, as here. 2♠ won't be doubled so -50 is very acceptable, but the contract may well make provided the defence can be forced to open up the "frozen" heart suit. Note also that either North or South is likely to push on to 3♣, which has two trump losers to go with one in each of the other suits. East has only to avoid leading a low heart, which would be ruinous. The play in a club contract is otherwise straightforward. That in a spade contract will take a good deal longer!</p> <p>This hand illustrates perfectly the cut and thrust of pairs bridge.</p>	West	North	East	South	Pass	1♣	Pass	1♥	Pass	2♣	Pass	Pass	Dbl	Pass	2♠	3♣
HCP																																																																			
12																																																																			
9	12																																																																		
7																																																																			
Makeable contracts																																																																			
	♣	♦	♥	♠	NT																																																														
N	2	-	-	-	-																																																														
S	2	-	-	-	-																																																														
E	-	1	1	2	2																																																														
W	-	1	1	2	2																																																														
West	North	East	South																																																																
Pass	1♣	Pass	1♥																																																																
Pass	2♣	Pass	Pass																																																																
Dbl	Pass	2♠	3♣																																																																

<div><div><div>♠KQ643</div><div>♥85</div><div>♦52</div><div>♣K852</div></div><div><div>♠872</div><div>♥J1042</div><div>♦K109</div><div>♣AQ7</div></div><div><div>♠A95</div><div>♥A73</div><div>♦AJ64</div><div>♣1063</div></div><div><div>♠J10</div><div>♥KQ96</div><div>♦Q873</div><div>♣J94</div></div><div><table><tr><th>HCP</th></tr><tr><td>8</td></tr><tr><td>1013</td></tr><tr><td>9</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>2</td><td>-</td><td>1</td><td></td></tr></table></div></div>	HCP	8	1013	9	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	-	1	-		S	1	-	-	1	-		E	-	2	2	-	1		W	-	2	2	-	1		<div>Board 13 : Dealer North : All vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div>Pass1NTAll Pass</div> <div>West’s excellent intermediate cards shouldn’t persuade him to invite game opposite a weak NT, particularly at pairs scoring, and here the unpleasant lie of the cards vindicates any decision to go quietly. Indeed, if South takes a gamble on leading ♠J and North guesses to overtake ♠10 after declarer ducks, so as to continue the suit, declarer will do well to arrive in the promised land of +90. By contrast ♥K lead will turn out very badly and even ♥6 or ♦3 will surrender at least a tempo.</div> <div>Not an exciting hand, though scoring well on offerings such as this can be an important boost to either side.</div>
HCP																																															
8																																															
1013																																															
9																																															
Makeable contracts																																															
	♣	♦	♥	♠	NT																																										
N	1	-	-	1	-																																										
S	1	-	-	1	-																																										
E	-	2	2	-	1																																										
W	-	2	2	-	1																																										
<div><div><div>♠J872</div><div>♥J832</div><div>♦54</div><div>♣Q105</div></div><div><div>♠AKQ654</div><div>♥976</div><div>♦AQ98</div><div>♣-</div></div><div><div>♠3</div><div>♥AK105</div><div>♦10763</div><div>♣9863</div></div><div><div>♠109</div><div>♥Q4</div><div>♦KJ2</div><div>♣AKJ742</div></div><div><table><tr><th>HCP</th></tr><tr><td>4</td></tr><tr><td>157</td></tr><tr><td>14</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</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><td></td></tr><tr><td>W</td><td>-</td><td>6</td><td>5</td><td>5</td><td>1</td><td></td></tr></table></div></div>	HCP	4	157	14	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	-	-	-		S	1	-	-	-	-		E	-	6	5	5	1		W	-	6	5	5	1		<div>Board 14 : Dealer East : Love all</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div>Pass1♣</div> <div>DblPass1♥2♣</div> <div>4♠All Pass</div> <div>West’s powerful hand and fine suit can only be properly expressed by doubling the opening bid and then jumping – to what level remains to be decided at that point, perhaps. East’s 1♥ response, though it promises little in theory, is still encouraging enough to justify a leap to game (and his failure to bid 1NT or 2♦ instead puts any alternative effectively out of the window).</div> <div>As to the play, the deep finesse in diamonds will ensure that 11 tricks are made.</div> <div>That fortunate position in diamonds means that 6♦ is makeable – though with extreme care: ruff the club lead, play ♠A and ruff a spade before running ♦10 and crossing to dummy with a heart to repeat the finesse. Anyone who bids and makes 6♦ is either having an amazingly inspired day or is shooting for tops after a dismal one!</div>
HCP																																															
4																																															
157																																															
14																																															
Makeable contracts																																															
	♣	♦	♥	♠	NT																																										
N	1	-	-	-	-																																										
S	1	-	-	-	-																																										
E	-	6	5	5	1																																										
W	-	6	5	5	1																																										
<div><div><div>♠AQ865</div><div>♥KQ103</div><div>♦10</div><div>♣K84</div></div><div><div>♠K42</div><div>♥974</div><div>♦AJ9</div><div>♣7532</div></div><div><div>♠73</div><div>♥J65</div><div>♦KQ653</div><div>♣Q106</div></div><div><div>♠J109</div><div>♥A82</div><div>♦8742</div><div>♣AJ9</div></div><div><table><tr><th>HCP</th></tr><tr><td>14</td></tr><tr><td>88</td></tr><tr><td>10</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>4</td><td>2</td><td>6</td><td>6</td><td>2</td><td></td></tr><tr><td>S</td><td>4</td><td>2</td><td>6</td><td>6</td><td>2</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table></div></div>	HCP	14	88	10	Makeable contracts								♣	♦	♥	♠	NT		N	4	2	6	6	2		S	4	2	6	6	2		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 15 : Dealer South : NS vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div>P</div> <div>Pass1♠Pass2♣</div> <div>Pass2♥Pass3♠</div> <div>Pass4♠All Pass</div> <div>There’s nothing in the play here: with ♠K and ♣Q both onside, trumps 3-2 and hearts 3-3, even my Grannie could make 12 tricks (and she’s dead).</div> <div>So it’s all about the bidding. The first point to make is that a 2♦ response from South would be a gross misrepresentation of his hand. 2♣ is more expressive of values – and safer, given that South always intends to revert to spades ASAP. North’s hand is improved by the 2♣ response but 2♥ is now forcing and, again expressive. South can’t afford to give simple preference in spades (three good trumps and two aces). The question is, is North now worth a 4♦ cue-bid (assuming he’s able to show first or second-round controls at will)? If he does the Promised Land awaits. However, let’s not forget that 6♠ is a very lucky make.</div>
HCP																																															
14																																															
88																																															
10																																															
Makeable contracts																																															
	♣	♦	♥	♠	NT																																										
N	4	2	6	6	2																																										
S	4	2	6	6	2																																										
E	-	-	-	-	-																																										
W	-	-	-	-	-																																										



<div><div><div>♠ 106</div><div>♥ J732</div><div>♦ A105</div><div>♣ KQ108</div></div><div><div>♠ AJ942</div><div>♥ 5</div><div>♦ 632</div><div>♣ A974</div></div><div><div>♠ 8753</div><div>♥ K108</div><div>♦ J98</div><div>♣ J65</div></div><div><div>♠ KQ</div><div>♥ AQ964</div><div>♦ KQ74</div><div>♣ 32</div></div><div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>5</td></tr><tr><td>9</td><td>16</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>5</td><td>5</td><td>1</td><td>2</td><td></td></tr><tr><td>S</td><td>3</td><td>5</td><td>5</td><td>1</td><td>2</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table></div></div>	HCP		10	5	9	16	Makeable contracts								♣	♦	♥	♠	NT		N	3	5	5	1	2		S	3	5	5	1	2		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 16 : Dealer West : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>Pass</td><td>1♥</td></tr><tr><td>1♠</td><td>2♠</td><td>Pass</td><td>4♥</td></tr></table> <div>All Pass</div> <p>That's the simple auction, ending in a simple contract where declarer is cold for 10 tricks and can make 11 by guessing to pick up trumps for no loser.</p> <p>However, at this vulnerability there is a small danger of E/W getting carried away. Firstly, West may have a Lucas-style 2♠ opening available, tempting East to make a nuisance 3♠ raise. This would be very dangerous as his side is already too high and events may not end there. Even in the auction as shown, West seems sure to overcall 1♠ at his second turn. North's presumed 2♠ bid in this position is how most (?) players these days show an invitational raise to 3 in partner's suit. East should realise that a 3♠ bid now is doubly pointless – (1) it won't prevent the opponents getting to game in hearts and (2) it just might provoke a 4♠ sacrifice.</p> <p>Any E/W following that path will still be licking their wounds as they read...</p>	West	North	East	South	Pass	Pass	Pass	1♥	1♠	2♠	Pass	4♥								
HCP																																																																					
10	5																																																																				
9	16																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	3	5	5	1	2																																																																
S	3	5	5	1	2																																																																
E	-	-	-	-	-																																																																
W	-	-	-	-	-																																																																
West	North	East	South																																																																		
Pass	Pass	Pass	1♥																																																																		
1♠	2♠	Pass	4♥																																																																		
<div><div><div>♠ 94</div><div>♥ A10854</div><div>♦ Q82</div><div>♣ QJ8</div></div><div><div>♠ AK65</div><div>♥ J73</div><div>♦ K93</div><div>♣ 1092</div></div><div><div>♠ Q103</div><div>♥ KQ62</div><div>♦ AJ107</div><div>♣ A6</div></div><div><div>♠ J872</div><div>♥ 9</div><div>♦ 654</div><div>♣ K7543</div></div><div><table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td>16</td></tr><tr><td>11</td><td>4</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>1</td><td>4</td><td>3</td><td>4</td><td>2</td><td></td></tr><tr><td>W</td><td>1</td><td>4</td><td>3</td><td>4</td><td>2</td><td></td></tr></table></div></div>	HCP		9	16	11	4	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	1	4	3	4	2		W	1	4	3	4	2		<div>Board 17 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>3♠</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Above is a typical modern Acoll auction, the 1NT rebid showing 15-17 HCPs, 2♣ being a checkback enquiry and 3♠ showing good values and secondary trump support whilst denying a fifth heart, after which 3NT is a natural end to proceedings. There will be many systemic variations but most if not all roads seem to lead to the same unsatisfactory conclusion, with East the declarer and South able to lead a fourth-highest club. There is no way for declarer to avoid defeat as he can hold up his ♣A once only, and even with a good guess in diamonds he has only eight tricks before broaching hearts. Unlucky. Testing spades first could even mean two down.</p> <p>It seems that 4♠ is a lucky make provided diamonds are guessed correctly, because any heart ruff by South is with a natural trump trick. Still, any plus score for E/W is sure to score exceedingly well.</p>	West	North	East	South		Pass	1♥	Pass	1♠	Pass	1NT	Pass	2♣	Pass	3♠	Pass	3NT	All Pass		
HCP																																																																					
9	16																																																																				
11	4																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	-	-	-	-	-																																																																
S	-	-	-	-	-																																																																
E	1	4	3	4	2																																																																
W	1	4	3	4	2																																																																
West	North	East	South																																																																		
	Pass	1♥	Pass																																																																		
1♠	Pass	1NT	Pass																																																																		
2♣	Pass	3♠	Pass																																																																		
3NT	All Pass																																																																				
<div><div><div>♠ 94</div><div>♥ AQ852</div><div>♦ J532</div><div>♣ 98</div></div><div><div>♠ A62</div><div>♥ 973</div><div>♦ AKQ10</div><div>♣ A74</div></div><div><div>♠ KJ10</div><div>♥ K4</div><div>♦ 874</div><div>♣ Q10532</div></div><div><div>♠ Q8753</div><div>♥ J106</div><div>♦ 96</div><div>♣ KJ6</div></div><div><table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>9</td></tr><tr><td>17</td><td>7</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>5</td><td>4</td><td>1</td><td>2</td><td>2</td><td></td></tr><tr><td>W</td><td>5</td><td>4</td><td>1</td><td>2</td><td>2</td><td></td></tr></table></div></div>	HCP		7	9	17	7	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	5	4	1	2	2		W	5	4	1	2	2		<div>Board 18 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>1♦</td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>E/W seem to be going through a very unlucky stretch. Here they have the combined values for 3NT and once again there is no legitimate play for 9 tricks. On the auction shown there is much to be said for South leading ♥J rather than a low spade, given that he has a possible maximum of one outside entry and partner is marked with limited points. (And it's not impossible that North has made life easy by making a wafer-thin heart overcall.) However, even on a non-heart lead, declarer will need X-ray vision to play clubs to advantage, so there is still the chance to switch to hearts if in with the first of two club winners and, once again, declarer can only hold up once. Very frustrating!</p> <p>The important thing for N/S is to do nothing silly and for E/W, if they fail in 3NT, to minimise losses and, above all, to stay cool - a small minus score won't be a disaster.</p>	West	North	East	South			Pass	Pass	1♦	Pass	1NT	Pass	2NT	Pass	3NT	All Pass				
HCP																																																																					
7	9																																																																				
17	7																																																																				
Makeable contracts																																																																					
	♣	♦	♥	♠	NT																																																																
N	-	-	-	-	-																																																																
S	-	-	-	-	-																																																																
E	5	4	1	2	2																																																																
W	5	4	1	2	2																																																																
West	North	East	South																																																																		
		Pass	Pass																																																																		
1♦	Pass	1NT	Pass																																																																		
2NT	Pass	3NT	All Pass																																																																		

<p>♠AQ6532 ♥5 ♦AK4 ♣KJ9</p> <p>♠8                      ♠KJ109 ♥987                    ♥A10 ♦Q109832             ♦J75 ♣Q73                   ♣A1082</p> <p>♠74 ♥KQJ6432 ♦6 ♣654</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>17</td><td>13</td></tr><tr><td>4</td><td>6</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>4</td><td>2</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>4</td><td>2</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>1</td><td></td></tr><tr><td>W</td><td>1</td><td>3</td><td>-</td><td>-</td><td>1</td><td></td></tr></table>	HCP		17	13	4	6	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	4	2	-		S	-	-	4	2	-		E	-	3	-	-	1		W	1	3	-	-	1		<p>Board 19 : Dealer South : EW vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass      4♥      All Pass      3♥</p> <p>I suppose some buccaneering Souths may open 4♥, given the vulnerability and the excellent suit, in which case North has a clear-cut pass. Otherwise, interest centres on North's response to 3♥. I hope everyone knows that 3NT is an absolute no-no, for the reason made obvious here – it takes only a single hold-up to render dummy neither use nor ornament. 3♠ might be an acceptable alternative response, in case South is blessed with a doubleton honour or three small, but that too should lead to a final contract of 4♥. Unluckily, a spade lead places declarer in a perilous position. A losing finesse leads to immediate defeat, providing East ignores declarer's ♠7 false card and returns the suit for a ruff, with two aces to come. If declarer rises with ♠A and leads a trump East has to avoid rushing in with the ace (otherwise declarer can afford to ruff the third round of spades high). Even if he plays ♥10 declarer can guess to win and exit with a <b>low</b> trump to again avoid a trump promotion. And there's still the club guess to come. Interesting!... I'll guarantee that +420 will score extremely well.</p>
HCP																																																	
17	13																																																
4	6																																																
Makeable contracts																																																	
	♣	♦	♥	♠	NT																																												
N	-	-	4	2	-																																												
S	-	-	4	2	-																																												
E	-	3	-	-	1																																												
W	1	3	-	-	1																																												
<p>♠A974 ♥Q107 ♦962 ♣J86</p> <p>♠Q6                      ♠J10532 ♥9865                    ♥K432 ♦AJ4                      ♦108 ♣A1054                  ♣93</p> <p>♠K8 ♥AJ ♦KQ753 ♣KQ72</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>4</td></tr><tr><td>11</td><td>18</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>3</td><td>-</td><td>1</td><td>2</td><td></td></tr><tr><td>S</td><td>3</td><td>3</td><td>1</td><td>1</td><td>2</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		7	4	11	18	Makeable contracts								♣	♦	♥	♠	NT		N	3	3	-	1	2		S	3	3	1	1	2		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 20 : Dealer West : All vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass      Pass      Pass      1♦</p> <p>Pass      1♠      Pass      2NT</p> <p>Pass      3NT      All Pass</p> <p>How many HCPs does South show with a 2NT rebid? Modern practice is to play a 1NT rebid as 15-17 and 2NT therefore shows 18-19 – just enough here to persuade North to take the push perhaps: opposite the more traditional 17-18 he might well decide to stay low at pairs scoring. That would be a wise decision as the cards lie here, with neither minor suit behaving well.</p> <p>Mind you, the defence has to be careful to score well. A club lead to 9 and Q and a club back to the 8 would give declarer a fighting chance, whilst on ♥8 lead, East must grit his teeth and play low (not difficult, hopefully), repeating the same play when West gains the lead and plays the suit again.</p> <p>I would guess that +600 will be magic for N/S but +150 should be above average too.</p>
HCP																																																	
7	4																																																
11	18																																																
Makeable contracts																																																	
	♣	♦	♥	♠	NT																																												
N	3	3	-	1	2																																												
S	3	3	1	1	2																																												
E	-	-	-	-	-																																												
W	-	-	-	-	-																																												
<p>♠107 ♥AJ108 ♦A9653 ♣72</p> <p>♠KQ8532                ♠J6 ♥Q43                    ♥765 ♦K72                    ♦J4 ♣K                      ♣QJ9843</p> <p>♠A94 ♥K92 ♦Q108 ♣A1065</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td>5</td></tr><tr><td>13</td><td>13</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>4</td><td>4</td><td>2</td><td>4</td><td></td></tr><tr><td>S</td><td>2</td><td>4</td><td>4</td><td>2</td><td>4</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		9	5	13	13	Makeable contracts								♣	♦	♥	♠	NT		N	2	4	4	2	4		S	2	4	4	2	4		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 21 : Dealer North : NS vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass      Pass      Pass      1NT</p> <p>2♠      2NT      Pass      3♣</p> <p>Pass      3♦      All Pass</p> <p>2NT in this sequence would not be invitational but an example of the Lebensohl convention whereby North seeks to buy the contract in his best suit. South's 3♣ is forced (in case that's North's suit) and 3♦ is to play. It follows that 3♦ over the 2♠ intervention would show a stronger hand with at least game interest. Good guessing in the red suits should realise 10 tricks in diamonds for N/S – a decent score provided they can't otherwise defeat 2♠ by 3 tricks (or double it, which seems a touch unlikely).</p> <p>As the cards lie, double dummy play all round would mean the same 10 tricks for N/S in NTs (try it for fun!). If any are brave or foolhardy enough to get to game and make it, good luck to them!</p>
HCP																																																	
9	5																																																
13	13																																																
Makeable contracts																																																	
	♣	♦	♥	♠	NT																																												
N	2	4	4	2	4																																												
S	2	4	4	2	4																																												
E	-	-	-	-	-																																												
W	-	-	-	-	-																																												



<p>♠KQ6 ♥AK8732 ♦Q9 ♣A5</p> <p>♠842                      ♠J1075 ♥J54                      ♥10 ♦K52                      ♦J873 ♣QJ84                    ♣9763</p> <p>♠A93 ♥Q96 ♦A1064 ♣K102</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>18</td><td>2</td></tr><tr><td>7</td><td>13</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>4</td><td>7</td><td>5</td><td>7</td><td></td></tr><tr><td>S</td><td>3</td><td>5</td><td>7</td><td>5</td><td>7</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		18	2	7	13	Makeable contracts								♣	♦	♥	♠	NT		N	3	4	7	5	7		S	3	5	7	5	7		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 22 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1NT</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>3♠</td></tr><tr><td>Pass</td><td>4♣</td><td>Pass</td><td>4♦</td></tr><tr><td>Pass</td><td>4NT</td><td>Pass</td><td>5♠</td></tr><tr><td>Pass</td><td>5NT</td><td>Pass</td><td>6♣</td></tr><tr><td>Pass</td><td>6NT</td><td>All Pass</td><td></td></tr></table> <p>A simple auction to the top spot: 3♥ is natural, forcing and inviting a cue-bid (spades, clubs and diamond cue-bids follow). 4NT is RCB and 5♠ promises 2 aces and ♥Q. 5NT asks for specific kings and 6♣ shows ♣K only. North can now count three spades, 6 hearts, a diamond and 2 clubs but knows ♦K is missing. He knows by counting points that ♣Q is also missing (though it's just possible South may hold ♠AJ to four). It's important at pairs to go for the higher-scoring slam. It's equally important to look for a possible overtrick – rewarded here by the lie of the cards: declarer wins the opening lead (a spade?), cashes three spades and ♦A, then runs six rounds of hearts throwing diamonds from hand. On the last of these West can't keep ♦K and ♣QJ8 and surrenders. Any who scores 1020, take a bow!</p>	West	North	East	South			Pass	1NT	Pass	3♥	Pass	3♠	Pass	4♣	Pass	4♦	Pass	4NT	Pass	5♠	Pass	5NT	Pass	6♣	Pass	6NT	All Pass	
HCP																																																																													
18	2																																																																												
7	13																																																																												
Makeable contracts																																																																													
	♣	♦	♥	♠	NT																																																																								
N	3	4	7	5	7																																																																								
S	3	5	7	5	7																																																																								
E	-	-	-	-	-																																																																								
W	-	-	-	-	-																																																																								
West	North	East	South																																																																										
		Pass	1NT																																																																										
Pass	3♥	Pass	3♠																																																																										
Pass	4♣	Pass	4♦																																																																										
Pass	4NT	Pass	5♠																																																																										
Pass	5NT	Pass	6♣																																																																										
Pass	6NT	All Pass																																																																											
<p>♠A9643 ♥A95 ♦875 ♣Q8</p> <p>♠KJ107                      ♠Q852 ♥QJ7                      ♥K1042 ♦KQJ1093                  ♦62 ♣-                      ♣K65</p> <p>♠- ♥863 ♦A4 ♣AJ1097432</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>8</td></tr><tr><td>13</td><td>9</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>5</td><td>-</td><td>-</td><td>-</td><td>5</td><td></td></tr><tr><td>S</td><td>5</td><td>-</td><td>-</td><td>-</td><td>5</td><td></td></tr><tr><td>E</td><td>-</td><td>3</td><td>1</td><td>4</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>3</td><td>1</td><td>3</td><td>-</td><td></td></tr></table>	HCP		10	8	13	9	Makeable contracts								♣	♦	♥	♠	NT		N	5	-	-	-	5		S	5	-	-	-	5		E	-	3	1	4	-		W	-	3	1	3	-		<p>Board 23 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♣</td></tr><tr><td>1♦</td><td>1♠</td><td>Pass</td><td>2♣</td></tr><tr><td>2♦</td><td>3♣</td><td>Pass</td><td>5♣</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>Who knows how the auction might go on Planet Earth? Certainly South's hand is unsuitable for a pre-empt (too much chance of better things if partner has a good hand and any sort of fit for clubs) so opening 1♣ and rebidding clubs until the cows come home looks like the right approach. After that it's anyone's guess but whether West bids twice or not, the key is North finding a 3♣ raise at his second turn.</p> <p>There's nothing to the play: win any opening lead, throw a loser on dummy's two aces, then run ♣Q. Phew!</p> <p>It's lucky that North does hold two aces and that the club finesse works, so perhaps bidding game is no more than a fortunate punt. Note that 3NT would produce the same 11 tricks but would be even more hair-raising: not recommended!</p>	West	North	East	South				1♣	1♦	1♠	Pass	2♣	2♦	3♣	Pass	5♣	All Pass											
HCP																																																																													
10	8																																																																												
13	9																																																																												
Makeable contracts																																																																													
	♣	♦	♥	♠	NT																																																																								
N	5	-	-	-	5																																																																								
S	5	-	-	-	5																																																																								
E	-	3	1	4	-																																																																								
W	-	3	1	3	-																																																																								
West	North	East	South																																																																										
			1♣																																																																										
1♦	1♠	Pass	2♣																																																																										
2♦	3♣	Pass	5♣																																																																										
All Pass																																																																													
<p>♠5 ♥976532 ♦K1093 ♣Q5</p> <p>♠Q107                      ♠K9832 ♥AJ                      ♥104 ♦AQJ72                  ♦65 ♣642                      ♣AK107</p> <p>♠AJ64 ♥KQ8 ♦84 ♣J983</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>5</td><td>10</td></tr><tr><td>14</td><td>11</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>2</td><td>2</td><td>-</td><td>2</td><td>-</td><td></td></tr><tr><td>W</td><td>2</td><td>2</td><td>-</td><td>2</td><td>-</td><td></td></tr></table>	HCP		5	10	14	11	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	2	-	-		S	-	-	2	-	1		E	2	2	-	2	-		W	2	2	-	2	-		<p>Board 24 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1NT</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>2♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>There's reward here for conservative pairs bidding. With the diamond finesse failing and an awkward trump position to cope with, this is not the time for optimism on East's part, particularly if E/W have agreements as to rebids after a transfer. Many pairs have an arrangement whereby they always jump rebid when holding four cards in the suit they're asked to transfer to, whereas if they hold four cards and are maximum they cue-bid a doubleton (or they may have agreed to break transfer into another genuine suit).</p> <p>As so often, the advantage of playing special conventions lies in negative inferences as much as positive ones: here the knowledge that West holds only two or three spades means that from East's point of view the chances of game on minimum values are reduced: yes, on a good day 10 tricks might still roll in but on a bad one, 8 tricks could be the limit. So we're back to pairs philosophy again.</p>	West	North	East	South	1NT	Pass	2♥	Pass	2♠	All Pass																		
HCP																																																																													
5	10																																																																												
14	11																																																																												
Makeable contracts																																																																													
	♣	♦	♥	♠	NT																																																																								
N	-	-	2	-	-																																																																								
S	-	-	2	-	1																																																																								
E	2	2	-	2	-																																																																								
W	2	2	-	2	-																																																																								
West	North	East	South																																																																										
1NT	Pass	2♥	Pass																																																																										
2♠	All Pass																																																																												

<p>♠KQ76 ♥AJ652 ♦A ♣A85</p> <p>♠-                    ♠J852 ♥103                ♥KQ987 ♦KJ109642        ♦Q53 ♣J1097            ♣3</p> <p>♠A10943 ♥4 ♦87 ♣KQ642</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>18</td><td>8</td></tr><tr><td>5</td><td>9</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>6</td><td>-</td><td>2</td><td>6</td><td>4</td><td></td></tr><tr><td>S</td><td>6</td><td>-</td><td>2</td><td>6</td><td>4</td><td></td></tr><tr><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		18	8	5	9	Makeable contracts								♣	♦	♥	♠	NT		N	6	-	2	6	4		S	6	-	2	6	4		E	-	3	-	-	-		W	-	3	-	-	-		<p>Board 25 : Dealer North : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>1♠</td></tr><tr><td>3♦</td><td>4♦</td><td>5♦</td><td>5♠</td></tr><tr><td>Pass</td><td>6♠</td><td>All Pass</td><td></td></tr></table> <p>What a great hand! if West doesn't fancy a vulnerable 3♦ overcall life is much easier for N/S (1♥-1♠-4♦-5♣-6♠ for example, 4♦ being a splinter bid and 5♣ a cue – many pairs cue-bid 1<sup>st</sup> and 2<sup>nd</sup> round controls at random, which is so much more flexible).</p> <p>However, if West does decide to join the party life becomes very hard for N/S. 4♦ is now either a control or a splinter but it's difficult for South to justify 6♣ or 6♠ over 5♦. The best he can do is show some intent by pushing on to 5♠ (surely not a sacrifice). North will know that he must have something decent to offer outside the spade suit and it's certainly not in diamonds, so the slam becomes a reasonable gamble. The Grand would surely be too much of a punt, however. There's nothing to the play of course, provided North is sufficiently awake to cash ♠K first! Note that the foul club break rules out 13 tricks as declarer just has too much to do.</p>	West	North	East	South		1♥	Pass	1♠	3♦	4♦	5♦	5♠	Pass	6♠	All Pass	
HCP																																																																	
18	8																																																																
5	9																																																																
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	6	-	2	6	4																																																												
S	6	-	2	6	4																																																												
E	-	3	-	-	-																																																												
W	-	3	-	-	-																																																												
West	North	East	South																																																														
	1♥	Pass	1♠																																																														
3♦	4♦	5♦	5♠																																																														
Pass	6♠	All Pass																																																															
<p>♠A72 ♥A8765 ♦1065 ♣63</p> <p>♠Q9654            ♠10 ♥J104              ♥9 ♦AQ2               ♦J943 ♣98                ♣QJ107542</p> <p>♠KJ83 ♥KQ32 ♦K87 ♣AK</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td>4</td></tr><tr><td>9</td><td>19</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>2</td><td>4</td><td>3</td><td>4</td><td></td></tr><tr><td>S</td><td>-</td><td>2</td><td>4</td><td>3</td><td>4</td><td></td></tr><tr><td>E</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		8	4	9	19	Makeable contracts								♣	♦	♥	♠	NT		N	-	2	4	3	4		S	-	2	4	3	4		E	2	-	-	-	-		W	2	-	-	-	-		<p>Board 26 : Dealer East : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>3♣</td><td>Dbl</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>4♥    All Pass</td></tr></table> <p>Not many will risk the vulnerable 3♣ pre-empt but those cavaliers who do can plead the attractive feature of the 4-card side-suit and the zero defensive value of the hand. South will presumably double, holding both majors, making North the declarer in 4♥. Given a free run, South is likely to play the same contract and the trick is to avoid losing three diamonds and a spade. If North is declarer an opening spade lead makes this easy and a diamond isn't fatal because West can't continue the suit after winning the queen. In fact no lead is fatal whoever plays the hand: declarer can draw trumps, eliminate clubs, play ♠A and run ♠7, endplaying West.</p> <p>So is +620 the optimum result? Not at all! Any South who hears a 3♣ opening and opts for an unscientific 3NT can make the same 10 tricks: a diamond or spade lead gives it straight away and after a heart or club lead declarer can cash five hearts (throwing a diamond from hand) and two clubs followed by ace, king and another spade – again endplaying West.</p>	West	North	East	South			3♣	Dbl	Pass	3♥	Pass	4♥    All Pass				
HCP																																																																	
8	4																																																																
9	19																																																																
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	-	2	4	3	4																																																												
S	-	2	4	3	4																																																												
E	2	-	-	-	-																																																												
W	2	-	-	-	-																																																												
West	North	East	South																																																														
		3♣	Dbl																																																														
Pass	3♥	Pass	4♥    All Pass																																																														
<p>♠Q8 ♥4 ♦10943 ♣AQ8763</p> <p>♠AKJ74            ♠102 ♥Q109876        ♥AKJ2 ♦K                 ♦Q862 ♣K                ♣J104</p> <p>♠9653 ♥53 ♦AJ75 ♣952</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td>11</td></tr><tr><td>16</td><td>5</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>5</td><td>4</td><td>4</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>5</td><td>4</td><td>4</td><td></td></tr></table>	HCP		8	11	16	5	Makeable contracts								♣	♦	♥	♠	NT		N	2	1	-	-	-		S	2	1	-	-	-		E	-	-	5	4	4		W	-	-	5	4	4		<p>Board 27 : Dealer South : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>P</td></tr><tr><td>1H</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5♥</td><td>All Pass</td></tr></table> <p>This is a bare bones auction because North may not have a weak 3♣ bid available (thanks to Mr Ghestem or associate gadget) and may not fancy it anyway. I'm assuming that the 2NT response is the commonplace raise to three or more hearts and 5♥ in response to 4NT promises two of the five aces and no ♥Q. Even if North does get in the way it's difficult to envisage E/W failing to register their big heart fit, or West failing to check on aces at an early opportunity.</p> <p>Blackwood is alive and well, and there to serve you. Don't let him down...</p>	West	North	East	South				P	1H	Pass	2NT	Pass	4NT	Pass	5♥	All Pass
HCP																																																																	
8	11																																																																
16	5																																																																
Makeable contracts																																																																	
	♣	♦	♥	♠	NT																																																												
N	2	1	-	-	-																																																												
S	2	1	-	-	-																																																												
E	-	-	5	4	4																																																												
W	-	-	5	4	4																																																												
West	North	East	South																																																														
			P																																																														
1H	Pass	2NT	Pass																																																														
4NT	Pass	5♥	All Pass																																																														

<p>♠ J1074 ♥ 1076 ♦ A9 ♣ KJ53</p> <p>♠ 985 ♥ 95432 ♦ K654 ♣ 9</p> <p>♠ Q62 ♥ QJ8 ♦ Q72 ♣ AQ107</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>9</td><td></td><td></td></tr><tr><td>3</td><td>15</td><td></td></tr><tr><td>13</td><td></td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>2</td><td>1</td><td>1</td><td></td></tr></table>	HCP			9			3	15		13			Makeable contracts								♣	♦	♥	♠	NT		N	2	-	-	-	-		S	2	-	-	-	-		E	-	2	2	1	1		W	-	2	2	1	1		<p>Board 28 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>1♦</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>Pass</td><td>?</td></tr></table> <p>If East is playing a stronger NT he'll be able to open it and play 2♥ after a transfer. This is the best-scoring contract available to E/W and is reasonably comfortable even after a trump lead. 2♦ also makes but it's difficult to see where an overtrick comes from to make the more modest contract at least as worthwhile.</p> <p>The main interest comes if/when South protects with a red card in preference to a green one when 2♦ comes round to him in the auction shown. By that stage North is marked with some values and it will perhaps feel less than manly to defend so modest a contract. If all this comes to pass N/S may end up playing spades – which could be ruinous, bearing in mind the vulnerability, if the defence contrive enough club ruffs and a heart ruff to boot. And to confuse the issue further, E/W might take the push in diamonds and go minus. This is what makes pairs play so fascinating to those with enough stomach to try and make the most of even the smallest deals.</p>	West	North	East	South	Pass	Pass	1♦	Pass	2♦	Pass	Pass	?				
HCP																																																																							
9																																																																							
3	15																																																																						
13																																																																							
Makeable contracts																																																																							
	♣	♦	♥	♠	NT																																																																		
N	2	-	-	-	-																																																																		
S	2	-	-	-	-																																																																		
E	-	2	2	1	1																																																																		
W	-	2	2	1	1																																																																		
West	North	East	South																																																																				
Pass	Pass	1♦	Pass																																																																				
2♦	Pass	Pass	?																																																																				
<p>♠ J54 ♥ A1082 ♦ 987 ♣ 1074</p> <p>♠ AQ1097 ♥ J65 ♦ AJ2 ♣ KJ</p> <p>♠ 62 ♥ 93 ♦ Q643 ♣ AQ962</p> <p>♠ K83 ♥ KQ74 ♦ K105 ♣ 853</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>5</td><td></td><td></td></tr><tr><td>16</td><td>8</td><td></td></tr><tr><td>11</td><td></td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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><td></td></tr><tr><td>E</td><td>5</td><td>4</td><td>1</td><td>3</td><td>3</td><td></td></tr><tr><td>W</td><td>5</td><td>4</td><td>1</td><td>3</td><td>3</td><td></td></tr></table>	HCP			5			16	8		11			Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	5	4	1	3	3		W	5	4	1	3	3		<p>Board 29 : Dealer North : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♠</td><td>All Pass</td></tr></table> <p>A slightly modern-looking auction to some, perhaps. It's assumed firstly that responding at the two-level on an 8-count is pretty much discounted nowadays, despite the good-ish suit and overall shape, hence the 1NT response. West's 2♦ rebid is a sound manoeuvre providing the partnership has an agreement that it only promises three or more cards. The alternatives – 2♠ or 2NT (particularly the latter) – look rather un-attractive and inflexible by comparison. At teams scoring East might well be tempted to let 2♦ go – even though it opens the door to possible intervention in hearts - but at pairs, opposite a known 5-card suit and with a heart ruff possibly available, the scoring system offers the chance of a better score in the major.</p> <p>The chart on the left bears this out, though anyone scoring the suggested +150 in clubs must be daft as well as lucky.</p>	West	North	East	South		Pass	Pass	Pass	1♠	Pass	1NT	Pass	2♦	Pass	2♠	All Pass
HCP																																																																							
5																																																																							
16	8																																																																						
11																																																																							
Makeable contracts																																																																							
	♣	♦	♥	♠	NT																																																																		
N	-	-	-	-	-																																																																		
S	-	-	-	-	-																																																																		
E	5	4	1	3	3																																																																		
W	5	4	1	3	3																																																																		
West	North	East	South																																																																				
	Pass	Pass	Pass																																																																				
1♠	Pass	1NT	Pass																																																																				
2♦	Pass	2♠	All Pass																																																																				
<p>♠ AQJ8 ♥ Q8632 ♦ 63 ♣ A10</p> <p>♠ 1065 ♥ 94 ♦ AK7 ♣ K8743</p> <p>♠ K74 ♥ AKJ1075 ♦ 109 ♣ 95</p> <p>♠ 932 ♥ - ♦ QJ8542 ♣ QJ62</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>13</td><td></td><td></td></tr><tr><td>10</td><td>11</td><td></td></tr><tr><td>6</td><td></td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>3</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>3</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr><tr><td>W</td><td>1</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr></table>	HCP			13			10	11		6			Makeable contracts								♣	♦	♥	♠	NT		N	-	3	-	1	-		S	-	3	-	1	-		E	1	-	3	-	2		W	1	-	3	-	2		<p>Board 30 : Dealer East : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♥</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2♥</td><td>All Pass</td></tr></table> <p>Those who play 2-over-1 responses as game forcing will prefer a 1NT response to the opening 1♥, which does nothing to affect the final contract. North really has nothing to say in the pass-out seat. Maybe once in a while South will show up with a good 5-card spade suit opposite a re-opening double (after all, no one has bid the suit yet) but the rest of the time, a minor suit will be offered instead and that won't be welcome news. Here, as luck would have it, South at least has a 6-carder and should escape with a decent yield in 3♦, if allowed to play there.</p> <p>Having said that, East is certainly favourite to score 140 in hearts, at whatever level he's allowed to play. He can set up and enjoy his spade trick early, then sit back and exit with black cards in order to accept all ruffs and/or free trump finesses offered him.</p>	West	North	East	South			1♥	Pass	2♣	Pass	2♥	All Pass				
HCP																																																																							
13																																																																							
10	11																																																																						
6																																																																							
Makeable contracts																																																																							
	♣	♦	♥	♠	NT																																																																		
N	-	3	-	1	-																																																																		
S	-	3	-	1	-																																																																		
E	1	-	3	-	2																																																																		
W	1	-	3	-	2																																																																		
West	North	East	South																																																																				
		1♥	Pass																																																																				
2♣	Pass	2♥	All Pass																																																																				

<p>♠ 7 ♥ 109765 ♦ K9874 ♣ 54</p> <p>♠ Q42      ♠ KJ108653 ♥ KJ      ♥ 4 ♦ AJ53      ♦ 6 ♣ J1096      ♣ K872</p> <p>♠ A9 ♥ AQ832 ♦ Q102 ♣ AQ3</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td></td></tr><tr><td>12</td><td>7</td></tr><tr><td>18</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>4</td><td>4</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>4</td><td>4</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td><td></td></tr></table>	HCP		3		12	7	18		Makeable contracts								♣	♦	♥	♠	NT		N	-	4	4	-	-		S	-	4	4	-	-		E	1	-	-	3	-		W	1	-	-	2	-		<p>Board 31 : Dealer South : NS vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass      4♥ (end?)      1♥</p> <p>There are too many uncertainties here to predict a typical auction. Firstly, some Wests won't be able to resist doubling for take-out, despite holding only three spades, after which I venture to suggest that the contract is virtually guaranteed to be played in 4♠*. However, if West passes primly and properly, North has a choice as to how many hearts he lays on the table: it's difficult to imagine anyone at all being satisfied with two of them but some will say that a pre-emptive 3♥ is enough (if that's in their armoury) and others will go all the way to four with that shape, trusting partner not to get too excited. Is East worth 4♠ now opposite a passed partner? Maybe, at this vulnerability and given the side-suit as possible back-up.</p> <p>In fact 4S* is a splendid save against a vulnerable game but may persuade N/S to push on to 5♥, which fails against the attacking defence of ace and another diamond and may succeed otherwise whenever South fails to pick up ♦J.</p>
HCP																																																			
3																																																			
12	7																																																		
18																																																			
Makeable contracts																																																			
	♣	♦	♥	♠	NT																																														
N	-	4	4	-	-																																														
S	-	4	4	-	-																																														
E	1	-	-	3	-																																														
W	1	-	-	2	-																																														
<p>♠ J9 ♥ 42 ♦ K1094 ♣ KQ542</p> <p>♠ 1082      ♠ K653 ♥ KQJ8      ♥ 95 ♦ 8      ♦ QJ732 ♣ A10987      ♣ J3</p> <p>♠ AQ74 ♥ A10763 ♦ A65 ♣ 6</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td></td></tr><tr><td>10</td><td>7</td></tr><tr><td>14</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>3</td><td>3</td><td>2</td><td>2</td><td></td></tr><tr><td>S</td><td>2</td><td>3</td><td>3</td><td>2</td><td>2</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table>	HCP		9		10	7	14		Makeable contracts								♣	♦	♥	♠	NT		N	2	3	3	2	2		S	2	3	3	2	2		E	-	-	-	-	-		W	-	-	-	-	-		<p>Board 32 : Dealer West : EW vulnerable</p> <p><b>West      North      East      South</b></p> <p>Pass      Pass      Pass      1♥</p> <p>Pass      1NT      Pass      2♦</p> <p>Pass      2♥      All Pass</p> <p>We had an almost identical auction a few hands ago so, even if you think the explanation is rubbish, at least I don't have to repeat it.</p> <p>The cards lie well for declarer in 2♥ (though not so well in 2♦ if he's left there!), despite having three trump losers.</p> <p>It occurs to me that the prevailing vulnerability is likely to save West from a major indiscretion, which would be to look favourably on his heart holding and picture partner with some sort of black 2-suiter on the bidding. You can amuse yourself in the privacy of your own home, picturing the outcome of a doubled 2♠ or 3♣ contract!</p>
HCP																																																			
9																																																			
10	7																																																		
14																																																			
Makeable contracts																																																			
	♣	♦	♥	♠	NT																																														
N	2	3	3	2	2																																														
S	2	3	3	2	2																																														
E	-	-	-	-	-																																														
W	-	-	-	-	-																																														

Our commentator today is John Williams from Oxfordshire.

The biographies for the authors of all the commentaries can be found on the EBU website via [www.ebu.co.uk/biographies](http://www.ebu.co.uk/biographies)

All results, hand records and commentaries can be seen on the EBU website at [www.ebu.co.uk/sim-pairs](http://www.ebu.co.uk/sim-pairs). Choose the relevant day for the event in which you took part and you will see the overall ranking list. You can see your individual scores for this event by clicking on your partnership. From the resulting page you can then click on a specific board number to see all results, the hands and the commentary for that board. Alternatively all boards can be accessed by using the link to the boards in the menu on the right of each event page.

Master points cannot be allocated until after the event is finalised, usually about three weeks. Please keep your scorecard for that period. Clubs should keep travellers if you still use them. If we find any unusual scores we may need to contact the club scorer and also the players.