

Autumn Sim Pairs for



Monday

8th September 2014

We hope that you have enjoyed this session of the Autumn Simultaneous Pairs for the benefit of English Bridge Education & Development, the new charity focused on supporting the growth of bridge in England.

Did you have a good time tonight: plenty of tables, lively discussion, a few laughs and not too many tears?

If so, you'll be concerned to learn that the number of people taking up bridge is declining. We see far too few under-25's playing duplicate bridge regularly in England nowadays, and while more people are taking up the game later in life, this is not proving enough to stop table numbers from dropping.

Remove from your mind's eye 80% of those at your club who are aged under 70 - and then consider how many empty seats that would create. That is how bridge clubs would look in 30 years time without action now to boost out number. Simply put, nights like tonight will become a thing of the past without a fresh influx of people to the game. This can be done: countries such as France, Poland, Netherlands, Israel and Denmark, for example, have successful programs in place which we can hope to emulate – but it takes time.

With many people playing well beyond their retirement, the numbers will seem healthy for some years. But if we are not to fall into an irreversible path of decline, now is the moment to create a new generation of bridge players when we have so many who love the game and can impart their knowledge and enthusiasm.

Thank you for playing tonight. The money you have helped raise will be vital in putting in place programs which will start to reverse these trends. Learn how you can help further by looking on our website

<http://www.ebedcio.org.uk>

Thanks for the commentary on this set of deals goes to Mike Pomfrey from Derbyshire,

<p>♠ 5 ♥ Q10642 ♦ Q9 ♣ KJ432</p> <p>♠ AK ♠ J943 ♥ A53 ♥ J987 ♦ AJ107652 ♦ 4 ♣ 5 ♣ Q1097</p> <p>♠ Q108762 ♥ K ♦ K83 ♣ A86</p> <table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>8</td><td></td><td></td><td>N</td><td>2</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>16</td><td></td><td>4</td><td></td><td>S</td><td>2</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>12</td><td></td><td></td><td>E</td><td>-</td><td>3</td><td>1</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>3</td><td>1</td><td>-</td><td>2</td></tr></table>	HCP					Makeable contracts										♣	♦	♥	♠	NT		8			N	2	-	-	1	-	16		4		S	2	-	-	1	-		12			E	-	3	1	-	2					W	-	3	1	-	2	<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>Pass</td><td>Pass</td><td>1 ♠</td></tr><tr><td>2 ♦</td><td>2 ♥</td><td>Pass</td><td>2 ♠</td></tr><tr><td>3 ♦</td><td>All Pass</td><td></td><td></td></tr></table> <p>This is a fairly normal auction. North might choose to double rather than bid 2♥, but that won't affect the rest of the bidding. With a distinct lack of entries to dummy there is very little choice in how to play the contract, and nine tricks duly roll home.</p> <p>Is there a case for West to try 2NT on the second round? That would prove a success, making 120 for a very good score. Less successful would be a punt of 3NT on the first round; the defence have plenty of chances to come to their five tricks.</p>	West	North	East	South		Pass	Pass	1 ♠	2 ♦	2 ♥	Pass	2 ♠	3 ♦	All Pass		
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<p>♠ Q103 ♥ 105 ♦ K862 ♣ K986</p> <p>♠ 9862 ♠ K54 ♥ AKJ84 ♥ Q972 ♦ Q9 ♦ J753 ♣ A4 ♣ 102</p> <p>♠ AJ7 ♥ 63 ♦ A104 ♣ QJ753</p> <table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>8</td><td></td><td></td><td></td><td>N</td><td>3</td><td>2</td><td>-</td><td>-</td><td>1</td></tr><tr><td>14</td><td></td><td>6</td><td></td><td></td><td>S</td><td>3</td><td>2</td><td>-</td><td>-</td><td>1</td></tr><tr><td></td><td>12</td><td></td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr></table>	HCP					Makeable contracts										♣	♦	♥	♠	NT		8				N	3	2	-	-	1	14		6			S	3	2	-	-	1		12				E	-	-	1	-	-						W	-	-	1	-	-	<p>Board 9 : Dealer North : EW 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>1NT</td></tr><tr><td>2♦</td><td>Pass</td><td>2♥</td><td>All Pass</td></tr></table> <p>Although this hand should really belong to N/S, after a weak no trump it's likely that E/W will get to 2♥ via Asptro or Landy. Careful defence will defeat this. You need to set up a club trick before declarer can establish a diamond; then when spades are played North must insert an honour to prevent an endplay on South.</p> <p>3♣ is an easy make, as it happens, but it's just too rich to expect North to compete.</p> <p>It's different if South is able to start with 1♣. West overcalls but North can raise pre-emptively to 3♣, scoring 110 or at least 200 if E/W get too busy.</p>	West	North	East	South		Pass	Pass	1NT	2♦	Pass	2♥	All Pass				
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<p>♠ 743 ♥ QJ8 ♦ AQ8 ♣ KQ106</p> <p>♠ Q6 ♠ K9 ♥ AK4 ♥ 10973 ♦ 9632 ♦ K1075 ♣ 9852 ♣ J73</p> <p>♠ AJ10852 ♥ 652 ♦ J4 ♣ A4</p> <table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>14</td><td></td><td></td><td></td><td>N</td><td>3</td><td>1</td><td>1</td><td>4</td><td>3</td></tr><tr><td>9</td><td></td><td>7</td><td></td><td></td><td>S</td><td>3</td><td>1</td><td>1</td><td>4</td><td>3</td></tr><tr><td></td><td>10</td><td></td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP					Makeable contracts										♣	♦	♥	♠	NT		14				N	3	1	1	4	3	9		7			S	3	1	1	4	3		10				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>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♠</td></tr><tr><td>Pass</td><td>?</td><td></td><td></td></tr></table> <p>Another of those nasty 3NT/4 of a major decisions. Despite the 6-3 fit I would be very tempted to go for 3NT with the North hand. Unless your opponents have access to the EBU computer this will probably get you the best possible score. Only a heart lead and a diamond switch at trick 2 or 3 holds 3NT to nine tricks.</p> <p>A small psychological point. If East leads a low heart and West cashes both top honours, don't play the queen at trick 2. West knows you have another one which must be the jack..</p>	West	North	East	South				1♠	Pass	2♣	Pass	2♠	Pass	?		
HCP					Makeable contracts																																																																												
					♣	♦	♥	♠	NT																																																																								
	14				N	3	1	1	4	3																																																																							
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<div><div><div>♠ K103</div><div>♥ QJ</div><div>♦ KJ1053</div><div>♣ Q87</div></div><div><div>♠ -</div><div>♥ AK975432</div><div>♦ 942</div><div>♣ 53</div></div><div><div>♠ J985</div><div>♥ 1086</div><div>♦ 8</div><div>♣ KJ1042</div></div><div><div>♠ AQ7642</div><div>♥ -</div><div>♦ AQ76</div><div>♣ A96</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>12</td><td></td><td></td><td>N</td><td>1</td><td>6</td><td>-</td><td>5</td><td>-</td></tr><tr><td>7</td><td></td><td>5</td><td></td><td>S</td><td>1</td><td>6</td><td>-</td><td>5</td><td>-</td></tr><tr><td></td><td>16</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>5</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>5</td><td>-</td><td>-</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		12			N	1	6	-	5	-	7		5		S	1	6	-	5	-		16			E	-	-	5	-	-					W	-	-	5	-	-	<div>Board 12 : Dealer West : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>4♥</td><td>Pass</td><td>Pass</td><td>4♠</td></tr><tr><td>Pass</td><td>Pass</td><td>5♥</td><td>Dbl</td></tr><tr><td>Pass</td><td>5♠</td><td>All Pass</td><td></td></tr></table> <p>North has a slight problem over 4♠, but you don't punish partner for backing in, even vulnerable. At the score East should "save", despite having a likely trump trick. South's double is not for penalties but just shows a good hand; now North can infer heart shortage and bid on. E/W will probably call it a day even though they have a fantastic save in 6♥.</p> <p>Funny, N/S can make 6♦; even 7♦ is unlucky to fail. Should someone have mentioned the suit? Maybe South could start with a double, but 4♠ looks more normal.</p>	West	North	East	South	4♥	Pass	Pass	4♠	Pass	Pass	5♥	Dbl	Pass	5♠	All Pass	
HCP					♣	♦	♥	♠	NT																																																										
	12			N	1	6	-	5	-																																																										
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<div><div><div>♠ K9652</div><div>♥ K</div><div>♦ K73</div><div>♣ K852</div></div><div><div>♠ J743</div><div>♥ Q1052</div><div>♦ 96</div><div>♣ A43</div></div><div><div>♠ AQ10</div><div>♥ J98643</div><div>♦ AJ82</div><div>♣ -</div></div><div><div>♠ 8</div><div>♥ A7</div><div>♦ Q1054</div><div>♣ QJ10976</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>12</td><td></td><td></td><td>N</td><td>3</td><td>2</td><td>-</td><td>1</td><td>1</td></tr><tr><td>7</td><td></td><td>12</td><td></td><td>S</td><td>3</td><td>2</td><td>-</td><td>-</td><td>1</td></tr><tr><td></td><td>9</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>4</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>4</td><td>-</td><td>-</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		12			N	3	2	-	1	1	7		12		S	3	2	-	-	1		9			E	-	-	4	-	-					W	-	-	4	-	-	<div>Board 13 : Dealer North : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♠</td><td>2♥</td><td>3♣</td></tr><tr><td>3♥</td><td>4♣</td><td>4♥</td><td>5♣</td></tr><tr><td>Pass</td><td>Pass</td><td>Dbl</td><td>All Pass</td></tr></table> <p>A number of close decisions on this one. North's opening bid is no thing of beauty but we all do, don't we? Despite the jack high suit an overcall is clearly right. Now comes the first contentious contribution. 3♣ is a distinct overbid but you can't afford to be shut out. The ensuing auction has a sort of inevitability about it. A diamond lead, far from obvious, will get 500 from 5♣ doubled. Declarer can't untangle the hearts in time and will suffer a diamond ruff in addition to three aces. Back to the auction. As North, do you think you've acted in your side's best interests? You've made life easy for East, who has been able to say "I'm happy to go to 4♥ but not five; let's take the money". North knows he doesn't want to defend 4♥, so it might be better to pass and hope they don't bid it or to overbid to 5♣ at once. East should still get it right this time, but at least you've set the problem.</p>	West	North	East	South		1♠	2♥	3♣	3♥	4♣	4♥	5♣	Pass	Pass	Dbl	All Pass
HCP					♣	♦	♥	♠	NT																																																										
	12			N	3	2	-	1	1																																																										
7		12		S	3	2	-	-	1																																																										
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3♥	4♣	4♥	5♣																																																																
Pass	Pass	Dbl	All Pass																																																																
<div><div><div>♠ KQ108</div><div>♥ Q86</div><div>♦ AQ1086</div><div>♣ 7</div></div><div><div>♠ 65</div><div>♥ KJ1032</div><div>♦ 9</div><div>♣ A9862</div></div><div><div>♠ A97</div><div>♥ A754</div><div>♦ KJ732</div><div>♣ 5</div></div><div><div>♠ J432</div><div>♥ 9</div><div>♦ 54</div><div>♣ KQJ1043</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>13</td><td></td><td></td><td>N</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td>8</td><td></td><td>12</td><td></td><td>S</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td></td><td>7</td><td></td><td></td><td>E</td><td>-</td><td>1</td><td>4</td><td>-</td><td>1</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>4</td><td>-</td><td>1</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		13			N	1	-	-	2	-	8		12		S	1	-	-	2	-		7			E	-	1	4	-	1					W	-	1	4	-	1	<div>Board 14 : Dealer East : Love all</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>3♣</td></tr><tr><td>Pass</td><td>Pass</td><td>Dbl</td><td>All Pass</td></tr></table> <p>Do you like South's weak jump overcall with four spades on the side? With a weak, aceless hand and such disparity between the suits, I can't see much wrong with it.</p> <p>3♣ sets West a problem – to play for penalties or go for a possible game? I would certainly go for blood; unless partner has four hearts, game looks a long way away. As it happens, 4♥ should make on a cross-ruff. But that's why people pre-empt.</p> <p>The play in 3♣ doubled is an interesting battle. On a diamond lead declarer should win and set about spades. To get the maximum, East can win the second spade and switch to a low heart, playing a forcing game. An alternative defence of a spade ruff at trick four, ace of hearts, king of diamonds and another diamond promotes a trump for two down.</p>	West	North	East	South			1♦	3♣	Pass	Pass	Dbl	All Pass				
HCP					♣	♦	♥	♠	NT																																																										
	13			N	1	-	-	2	-																																																										
8		12		S	1	-	-	2	-																																																										
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<p>♠ Q98765 ♥ K9 ♦ 5 ♣ K1087</p> <p>♠ A32 ♠ K4 ♥ A54 ♥ J82 ♦ AKJ3 ♦ Q942 ♣ 943 ♣ AJ62</p> <p>♠ J10 ♥ Q10763 ♦ 10876 ♣ Q5</p> <table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>8</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>16</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>2</td><td>3</td><td>2</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>3</td><td>2</td><td>-</td><td>2</td></tr></table>	HCP			Makeable contracts									♣	♦	♥	♠	NT		8		N	-	-	-	1	-	16		11	S	-	-	-	1	-		5		E	2	3	2	-	2				W	2	3	2	-	2	<p>Board 18 : 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>Pass</td><td>Pass</td></tr><tr><td>1 ♦</td><td>2 ♠</td><td>2NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>East has a tough decision over 2 ♠; 2NT looks a more constructive choice than 3 ♦. However, 3NT looks to have no chance, especially on a spade lead.</p> <p>An under-strength 1NT opening bid by East gets South on lead against 3NT with no bidding to help. However, a heart lead is just as bad for declarer, with ♣Q a certain entry for South.</p> <p>I would expect a string of minus fifties. Only the wimps get a plus score! Even then, defending 2 ♠^x you have to be careful.</p>	West	North	East	South			Pass	Pass	1 ♦	2 ♠	2NT	Pass	3NT	All Pass														
HCP			Makeable contracts																																																																															
				♣	♦	♥	♠	NT																																																																										
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<p>♠ J108754 ♥ J6 ♦ 6542 ♣ J</p> <p>♠ 92 ♠ A ♥ K ♥ AQ9853 ♦ K98 ♦ AQJ73 ♣ AQ107654 ♣ 2</p> <p>♠ KQ63 ♥ 10742 ♦ 10 ♣ K983</p> <table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>3</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>12</td><td></td><td>17</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>8</td><td></td><td>E</td><td>5</td><td>7</td><td>6</td><td>-</td><td>6</td></tr><tr><td></td><td></td><td></td><td>W</td><td>5</td><td>7</td><td>6</td><td>-</td><td>6</td></tr></table>	HCP			Makeable contracts									♣	♦	♥	♠	NT		3		N	-	-	-	1	-	12		17	S	-	-	-	1	-		8		E	5	7	6	-	6				W	5	7	6	-	6	<p>Board 19 : 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>1 ♣</td><td>Pass</td><td>1 ♥</td><td>Pass</td></tr><tr><td>2 ♣</td><td>Pass</td><td>2 ♦</td><td>Pass</td></tr><tr><td>3 ♣</td><td>Pass</td><td>4 ♦</td><td>Pass</td></tr><tr><td>5 ♦</td><td>Pass</td><td>5 ♠</td><td>Pass</td></tr><tr><td>7 ♦</td><td>All Pass</td><td></td><td></td></tr></table> <p>Tough hand. 2 ♦ is forcing for one round but East has to stress the powerful two suiter on the next round. 5 ♠ is a brave last try and West has the perfect cards.</p> <p>If you settle for a small slam you score better in hearts; again, not easy to judge.</p> <p>Now try it after a 2 ♠ overcall from North and 4 ♠ from South. Even if you find your slam they can save cheaply.</p>	West	North	East	South				Pass	1 ♣	Pass	1 ♥	Pass	2 ♣	Pass	2 ♦	Pass	3 ♣	Pass	4 ♦	Pass	5 ♦	Pass	5 ♠	Pass	7 ♦	All Pass		
HCP			Makeable contracts																																																																															
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<p>♠ 953 ♥ KQJ975 ♦ AJ6 ♣ 3</p> <p>♠ 4 ♠ QJ876 ♥ 843 ♥ A102 ♦ 853 ♦ K ♣ A87542 ♣ KQJ9</p> <p>♠ AK102 ♥ 6 ♦ Q109742 ♣ 106</p> <table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>11</td><td></td><td>N</td><td>-</td><td>4</td><td>1</td><td>3</td><td>-</td></tr><tr><td>4</td><td></td><td>16</td><td>S</td><td>-</td><td>4</td><td>1</td><td>3</td><td>-</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP			Makeable contracts									♣	♦	♥	♠	NT		11		N	-	4	1	3	-	4		16	S	-	4	1	3	-		9		E	3	-	-	-	-				W	3	-	-	-	-	<p>Board 20 : Dealer West : All 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>1 ♠</td><td>Pass</td></tr><tr><td>Pass</td><td>?</td><td></td><td></td></tr></table> <p>What a curious hand! South is looking to play for penalties but, with three spades, North is unlikely to double. Even if that happens, West will surely rescue to 2 ♣ and the best N/S can do now is make a diamond part score.</p> <p>Should South decide to bid 2 ♦ over 1 ♠ it's possible that N/S may come to rest in a heart contract. The computer holds it to seven tricks on a spade lead but a club will be most people's choice.</p> <p>But the top N/S score goes to those who stop bidding at once. 1 ♠ is a horrible contract and is likely to go for 300.</p>	West	North	East	South	Pass	1 ♥	1 ♠	Pass	Pass	?																		
HCP			Makeable contracts																																																																															
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<div><div><div>♠ KJ74</div><div>♥ Q9872</div><div>♦ A875</div><div>♣ -</div></div><div><div>♠ 952</div><div>♥ AJ543</div><div>♦ 942</div><div>♣ A6</div></div><div><div>♠ 103</div><div>♥ 10</div><div>♦ KQJ103</div><div>♣ KQ932</div></div><div><div>♠ AQ86</div><div>♥ K6</div><div>♦ 6</div><div>♣ J108754</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>2</td><td>3</td><td>-</td></tr><tr><td>9</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>2</td><td>3</td><td>-</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP			Makeable contracts								♣	♦	♥	♠	NT		10		N	-	-	2	3	-	9		11	S	-	-	2	3	-		10		E	-	2	-	-	-				W	-	2	-	-	-	<div>Board 21 : 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>1 ♥</td><td>2NT</td><td>Pass</td></tr><tr><td>3 ♦</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>3 ♠</td><td>All Pass</td><td></td></tr></table></div> <div>Yet another hand with all sorts of decisions for N/S. South might choose to double 2NT and accept partner's decision to double 3 ♦. That should be a comfortable one down on a trump lead.</div> <div>Or South might make a takeout bid on the first round, showing spades and heart tolerance, if that's part of your armoury. However, that might persuade North to carry the side too high.</div> <div>The auction shown is something of a compromise, giving North a straightforward decision. If a trump is led against 3 ♠ you will have to make something of the hearts; without one there are nine easy tricks on a cross-ruff.</div>	West	North	East	South		1 ♥	2NT	Pass	3 ♦	Pass	Pass	Dbl	Pass	3 ♠	All Pass	
HCP			Makeable contracts																																																																		
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<div><div><div>♠ 432</div><div>♥ J1072</div><div>♦ AQ652</div><div>♣ K</div></div><div><div>♠ J109</div><div>♥ Q4</div><div>♦ K984</div><div>♣ 10742</div></div><div><div>♠ Q87</div><div>♥ 86</div><div>♦ 107</div><div>♣ AJ8653</div></div><div><div>♠ AK65</div><div>♥ AK953</div><div>♦ J3</div><div>♣ Q9</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>1</td><td>4</td><td>6</td><td>5</td><td>4</td></tr><tr><td>6</td><td></td><td>7</td><td>S</td><td>1</td><td>4</td><td>6</td><td>5</td><td>4</td></tr><tr><td></td><td>17</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP			Makeable contracts								♣	♦	♥	♠	NT		10		N	1	4	6	5	4	6		7	S	1	4	6	5	4		17		E	-	-	-	-	-				W	-	-	-	-	-	<div>Board 22 : 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>Pass</td><td>1 ♥</td></tr><tr><td>Pass</td><td>4 ♥</td><td>All Pass</td><td></td></tr></table></div> <div>After all the complexities of previous hands, here's a simple one. North has a marginal raise to game but all routes will lead to 4 ♥.</div> <div>With everything breaking, there seems no reason not to discard a spade on ♣Q, draw trumps, finesse in diamonds for a near-universal 480. But no doubt some will find a way to prove me wrong. Maybe somebody desperate to improve their score will take an anti-odds finesse in trumps. That'll be one more zero from which to recover.</div>	West	North	East	South			Pass	1 ♥	Pass	4 ♥	All Pass					
HCP			Makeable contracts																																																																		
			♣	♦	♥	♠	NT																																																														
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<div><div><div>♠ K92</div><div>♥ AJ832</div><div>♦ J2</div><div>♣ AK6</div></div><div><div>♠ Q4</div><div>♥ 96</div><div>♦ 109843</div><div>♣ Q752</div></div><div><div>♠ AJ1053</div><div>♥ KQ10</div><div>♦ 75</div><div>♣ J98</div></div><div><div>♠ 876</div><div>♥ 754</div><div>♦ AKQ6</div><div>♣ 1043</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>16</td><td></td><td>N</td><td>-</td><td>1</td><td>3</td><td>-</td><td>2</td></tr><tr><td>4</td><td></td><td>11</td><td>S</td><td>-</td><td>1</td><td>2</td><td>-</td><td>1</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP			Makeable contracts								♣	♦	♥	♠	NT		16		N	-	1	3	-	2	4		11	S	-	1	2	-	1		9		E	-	-	-	1	-				W	-	-	-	1	-	<div>Board 23 : Dealer South : All vulnerable</div> <div><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>1 ♠</td><td>Dbl</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>?</td></tr></table></div> <div>Is South worth a raise? And, if so, should North accept? Would 2 ♣ be checkback in this auction? And, if so, would you wish to investigate a 5-3 heart fit?</div> <div>I confess I wouldn't try to play in hearts, but it's very close whether you should go for game in no trumps. My view, for what it's worth, is that South should invite but North should decline. An empty suit and two jacks that may not be useful make this a poor 16 count.</div> <div>The defence have plenty of chances to defeat 3NT.</div>	West	North	East	South				Pass	Pass	1 ♥	1 ♠	Dbl	Pass	1NT	Pass	?
HCP			Makeable contracts																																																																		
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<div><div><div>♠ KJ93</div><div>♥ AJ5</div><div>♦ AQ5</div><div>♣ 1095</div></div><div><div>♠ 10842</div><div>♥ KQ1072</div><div>♦ -</div><div>♣ AK76</div></div><div><div>♠ Q5</div><div>♥ 964</div><div>♦ KJ98763</div><div>♣ Q</div></div><div><div>♠ A76</div><div>♥ 83</div><div>♦ 1042</div><div>♣ J8432</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><td></td><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>15</td><td></td><td></td><td>N</td><td>2</td><td>-</td><td>-</td><td>-</td><td>2</td></tr><tr><td>12</td><td></td><td>8</td><td></td><td>S</td><td>2</td><td>-</td><td>-</td><td>-</td><td>2</td></tr><tr><td></td><td>5</td><td></td><td></td><td>E</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td></tr></table></div>	HCP															♣	♦	♥	♠	NT		15			N	2	-	-	-	2	12		8		S	2	-	-	-	2		5			E	-	1	2	-	-					W	-	1	2	-	-	<div>Board 24 : Dealer West : Love all</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Dbl</td><td>2♦</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>2♠</td><td>?</td><td></td></tr></table></div> <div>North might prefer 1NT on the first round; with sub-minimum values and four spades I think double is better. As the auction goes South should not go meekly. I have a sneaking regard for anyone looking to play in a 4-3 spade fit, though it plays a lot worse than 3♣. But, whatever you do, East is unlikely to lie down so you get to defend 3♥ instead.</div> <div>It's far from an obvious choice of lead, but ace and another trump would defeat 3♥.</div> <div>Any other defence and West can ruff enough black losers in dummy.</div> <div>I hope that 2♦ bid didn't escape comment. 2♥ would have been my choice which may buy the contract at once.</div>	West	North	East	South	1♥	Dbl	2♦	Pass	2♥	Pass	Pass	Dbl	Pass	2♠	?					
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<div><div><div>♠ -</div><div>♥ QJ876</div><div>♦ K865</div><div>♣ KJ86</div></div><div><div>♠ J10754</div><div>♥ 53</div><div>♦ Q3</div><div>♣ 10975</div></div><div><div>♠ Q962</div><div>♥ 1092</div><div>♦ 97</div><div>♣ A432</div></div><div><div>♠ AK83</div><div>♥ AK4</div><div>♦ AJ1042</div><div>♣ Q</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><td></td><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>10</td><td></td><td></td><td>N</td><td>4</td><td>6</td><td>6</td><td>3</td><td>6</td></tr><tr><td>3</td><td></td><td>6</td><td></td><td>S</td><td>4</td><td>6</td><td>6</td><td>3</td><td>6</td></tr><tr><td></td><td>21</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP															♣	♦	♥	♠	NT		10			N	4	6	6	3	6	3		6		S	4	6	6	3	6		21			E	-	-	-	-	-					W	-	-	-	-	-	<div>Board 25 : Dealer North : EW vulnerable</div> <div><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>3♦</td><td>Pass</td><td>4NT</td></tr><tr><td>Pass</td><td>5♦</td><td>Pass</td><td>6NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table></div> <div>I play 3♥ as non-forcing over 3♦ so that's not an option for me here. Even if it were forcing, I don't see how South can find out everything she needs, so I'm afraid it's the bludgeon, rather than the rapier.</div> <div>It seems a reasonable bet to play partner for at least ♣K and ♥Q for her opening bid so let's go for the highest scoring contract. Any slam simply depends on getting the diamonds right.</div>	West	North	East	South		1♥	Pass	2♦	Pass	3♦	Pass	4NT	Pass	5♦	Pass	6NT	All Pass			
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<div><div><div>♠ 107643</div><div>♥ Q</div><div>♦ 9</div><div>♣ AQ7654</div></div><div><div>♠ K</div><div>♥ AJ98654</div><div>♦ Q86</div><div>♣ J2</div></div><div><div>♠ AQJ852</div><div>♥ 73</div><div>♦ K7</div><div>♣ 983</div></div><div><div>♠ 9</div><div>♥ K102</div><div>♦ AJ105432</div><div>♣ K10</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><td></td><td></td><td></td><td></td><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td></td><td>8</td><td></td><td></td><td>N</td><td>2</td><td>3</td><td>-</td><td>-</td><td>2</td></tr><tr><td>11</td><td></td><td>10</td><td></td><td>S</td><td>2</td><td>3</td><td>-</td><td>-</td><td>2</td></tr><tr><td></td><td>11</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td></tr></table></div>	HCP															♣	♦	♥	♠	NT		8			N	2	3	-	-	2	11		10		S	2	3	-	-	2		11			E	-	-	2	1	-					W	-	-	2	1	-	<div>Board 26 : Dealer East : All 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>2♦</td></tr><tr><td>2♥</td><td>Pass</td><td>2♠</td><td>Pass</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table></div> <div>You would be disappointed to fail in 3♥ but, as the cards lie, just about any defence will take it off. However, minus 100 won't be too bad with 3♦ making for N/S and other pairs getting far too high with your cards.</div> <div>Maybe South should have overcalled 3♦; now E/W will be in a lot more trouble. It will take superhuman restraint to stay out of game.</div>	West	North	East	South			1♠	2♦	2♥	Pass	2♠	Pass	3♥	All Pass						
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<div><div><div>♠ K653</div><div>♥ J7</div><div>♦ KJ92</div><div>♣ J104</div></div><div><div>♠ 974</div><div>♥ 842</div><div>♦ AQ863</div><div>♣ 83</div></div><div><div>♠ A1082</div><div>♥ KQ53</div><div>♦ 75</div><div>♣ Q75</div></div><div><div>♠ QJ</div><div>♥ A1096</div><div>♦ 104</div><div>♣ AK962</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td></td><td>N</td><td>4</td><td>3</td><td>3</td><td>2</td><td>4</td></tr><tr><td>6</td><td></td><td>11</td><td></td><td>S</td><td>4</td><td>3</td><td>3</td><td>2</td><td>4</td></tr><tr><td></td><td>14</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		9			N	4	3	3	2	4	6		11		S	4	3	3	2	4		14			E	-	-	-	-	-					W	-	-	-	-	-	<div>Board 27 : Dealer South : Love all</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div>Pass</div><div>1♦</div><div>Pass</div><div>1♣</div></div> <div><div>Pass</div><div>1NT</div><div>All Pass</div><div></div></div> <div>What's this? A combined 23 count and you can make ten tricks in no trumps? I'm afraid it's true; with successful finesses in three suits it's cold.</div> <div>But don't despair; hardly anyone will bid game here. All you have to do is make your ten tricks. Whatever the lead, play a diamond to the nine and pick up the clubs. There's still a bit of careful timing left in order to get a second heart trick without letting the defence establish a second spade winner. Get it right and 180 should be a fine score.</div>
HCP					♣	♦	♥	♠	NT																																										
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<div><div><div>♠ 9876</div><div>♥ K752</div><div>♦ A86</div><div>♣ 64</div></div><div><div>♠ KJ10</div><div>♥ Q3</div><div>♦ J542</div><div>♣ J1095</div></div><div><div>♠ 2</div><div>♥ J1094</div><div>♦ K107</div><div>♣ AKQ82</div></div><div><div>♠ AQ543</div><div>♥ A86</div><div>♦ Q93</div><div>♣ 73</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>7</td><td></td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>8</td><td></td><td>13</td><td></td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>12</td><td></td><td></td><td>E</td><td>2</td><td>2</td><td>2</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>2</td><td>2</td><td>2</td><td>-</td><td>2</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		7			N	-	-	-	1	-	8		13		S	-	-	-	1	-		12			E	2	2	2	-	2					W	2	2	2	-	2	<div>Board 28 : Dealer West : NS vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div>Pass</div><div>Pass</div><div>1♣</div><div>1♠</div></div> <div><div>1NT</div><div>2♠</div><div>Pass</div><div>Pass</div></div> <div><div>3♣</div><div>All Pass</div><div></div><div></div></div> <div>A curious hand, which once again seems to refute the Law of Total Tricks. Two nine card fits and yet the total tricks are only 15. It results from West's spade holding, worth two tricks in defence but none in offence; E/W's soft values in the red suits are also better suited to defence.</div> <div>Many would bid 3♠ on the North hand but it proves too expensive. You should be warned off by 1NT on your right.</div> <div>Is there any case for West bidding 2NT on the second round? That must imply you are happy for partner to revert to clubs. Or is that asking too much?</div>
HCP					♣	♦	♥	♠	NT																																										
	7			N	-	-	-	1	-																																										
8		13		S	-	-	-	1	-																																										
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				W	2	2	2	-	2																																										
<div><div><div>♠ K87</div><div>♥ A9</div><div>♦ AKQ9</div><div>♣ 10843</div></div><div><div>♠ 94</div><div>♥ K76432</div><div>♦ J4</div><div>♣ Q96</div></div><div><div>♠ Q632</div><div>♥ Q85</div><div>♦ 87653</div><div>♣ 5</div></div><div><div>♠ AJ105</div><div>♥ J10</div><div>♦ 102</div><div>♣ AKJ72</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>16</td><td></td><td></td><td>N</td><td>6</td><td>4</td><td>1</td><td>5</td><td>5</td></tr><tr><td>6</td><td></td><td>4</td><td></td><td>S</td><td>6</td><td>4</td><td>1</td><td>5</td><td>5</td></tr><tr><td></td><td>14</td><td></td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP					♣	♦	♥	♠	NT		16			N	6	4	1	5	5	6		4		S	6	4	1	5	5		14			E	-	-	-	-	-					W	-	-	-	-	-	<div>Board 29 : Dealer North : All vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div></div><div>1♦</div><div>Pass</div><div>2♣</div></div> <div><div>Pass</div><div>2NT</div><div>Pass</div><div>4NT</div></div> <div><div>Pass</div><div>6♣</div><div>All Pass</div><div></div></div> <div>6♣ is a pretty good contract for N/S and you may be disappointed to find it depends on a successful spade guess, once the trumps don't break.</div> <div>There are several close decisions in the bidding. I normally open 1♣ with 4-4 in the minors, but the disparity in suit quality is too great here. And should South mention spades on the second round, rather than make a natural raise in no trumps? You will be wise not to in this instance, as West may oblige with a spade lead, solving your problems at a stroke.</div> <div>North's final bid is pretty clear with four trumps, good controls and a source of tricks on the side.</div>
HCP					♣	♦	♥	♠	NT																																										
	16			N	6	4	1	5	5																																										
6		4		S	6	4	1	5	5																																										
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<div><div><div>♠ AK64</div><div>♥ A4</div><div>♦ Q54</div><div>♣ J843</div></div><div><div>♠ QJ108</div><div>♥ 9872</div><div>♦ K763</div><div>♣ 7</div></div><div><div>♠ 953</div><div>♥ KQ1063</div><div>♦ 102</div><div>♣ AQ5</div></div><div><div>♠ 72</div><div>♥ J5</div><div>♦ AJ98</div><div>♣ K10962</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>14</td><td></td><td>N</td><td>4</td><td>2</td><td>-</td><td>1</td><td>2</td></tr><tr><td>6</td><td></td><td>11</td><td>S</td><td>4</td><td>2</td><td>-</td><td>1</td><td>2</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr></table></div>	HCP			Makeable contracts									♣	♦	♥	♠	NT		14		N	4	2	-	1	2	6		11	S	4	2	-	1	2		9		E	-	-	2	-	-				W	-	-	2	-	-	<div>Board 30 : Dealer East : Love all</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div>1♥</div><div>Pass</div></div> <div><div>3♥</div><div>Dbl</div><div>Pass</div><div>4♣</div></div> <div>All Pass</div> <div>It's really useful to have a pre-emptive raise to 3♥ at your disposal. North isn't enamoured of his hand but you have to grit your teeth and double. Now South has a big problem. Should you commit your side to game in one of the minors? Maybe the unpromising doubleton heart will dissuade you.</div> <div>To make even 4♣ depends on getting the trumps right; East is likely to have the ace, but what about the queen? It's a close decision.</div>
HCP			Makeable contracts																																																			
				♣	♦	♥	♠	NT																																														
	14		N	4	2	-	1	2																																														
6		11	S	4	2	-	1	2																																														
	9		E	-	-	2	-	-																																														
			W	-	-	2	-	-																																														
<div><div><div>♠ K86</div><div>♥ 42</div><div>♦ Q8432</div><div>♣ KQ8</div></div><div><div>♠ Q75</div><div>♥ 9653</div><div>♦ 105</div><div>♣ A742</div></div><div><div>♠ 4</div><div>♥ AKQ10</div><div>♦ AKJ9</div><div>♣ J965</div></div><div><div>♠ AJ10932</div><div>♥ J87</div><div>♦ 76</div><div>♣ 103</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>6</td><td></td><td>18</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>6</td><td></td><td>E</td><td>4</td><td>1</td><td>4</td><td>-</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>4</td><td>2</td><td>4</td><td>-</td><td>3</td></tr></table></div>	HCP			Makeable contracts									♣	♦	♥	♠	NT		10		N	-	-	-	1	-	6		18	S	-	-	-	1	-		6		E	4	1	4	-	1				W	4	2	4	-	3	<div>Board 31 : Dealer South : NS vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div>2♠</div></div> <div><div>Pass</div><div>3♠</div><div>Dbl</div><div>Pass</div></div> <div><div>4♥</div><div>All Pass</div></div> <div>It looks normal to raise the ante to 3♠, but you may wish you hadn't. East has an obvious double and West might as well bid a game contract (though passing the double may get you an even better 500).</div> <div>Against 4♥, two rounds of spades threaten to promote a trump for the defence, so West is really forced into playing a club to the ace and finessing twice in diamonds, breathing a sigh of relief when everything works..</div>
HCP			Makeable contracts																																																			
				♣	♦	♥	♠	NT																																														
	10		N	-	-	-	1	-																																														
6		18	S	-	-	-	1	-																																														
	6		E	4	1	4	-	1																																														
			W	4	2	4	-	3																																														
<div><div><div>♠ QJ64</div><div>♥ 9</div><div>♦ A842</div><div>♣ A653</div></div><div><div>♠ 10972</div><div>♥ AJ74</div><div>♦ 103</div><div>♣ J94</div></div><div><div>♠ A3</div><div>♥ KQ65</div><div>♦ J9765</div><div>♣ K10</div></div><div><div>♠ K85</div><div>♥ 10832</div><div>♦ KQ</div><div>♣ Q872</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th><th colspan="5">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>11</td><td></td><td>N</td><td>3</td><td>-</td><td>-</td><td>2</td><td>1</td></tr><tr><td>6</td><td></td><td>13</td><td>S</td><td>3</td><td>-</td><td>-</td><td>2</td><td>1</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td></tr></table></div>	HCP			Makeable contracts									♣	♦	♥	♠	NT		11		N	3	-	-	2	1	6		13	S	3	-	-	2	1		10		E	-	1	2	-	-				W	-	1	2	-	-	<div>Board 32 : Dealer West : EW vulnerable</div> <div><div>West</div><div>North</div><div>East</div><div>South</div></div> <div><div>1NT</div><div>Pass</div></div> <div><div>2♦</div><div>Pass</div><div>2♥</div></div> <div><div>2NT</div><div>Pass</div><div>3♣</div></div> <div>All Pass</div> <div>I don't suppose for a moment that your auction went like this!</div> <div>Weak-ish 4441 hands are horrible; they always seem to perform better in defence, so I have no qualms about passing as North. Now, what should East open? 1♦ would be my last choice. 1♥ is better for the lead, planning to pass any response, but 1NT cuts out the spade suit. North backs in with an off-centre Asptro bid and shows both minors with 2NT.</div> <div>Some experts advocate using Stayman on weak hands with 4-4 in the majors, arguing that you have a better than even chance of finding a fit. That would work well for West here, but North should double in the pass-out seat and get his side to 3♣.</div>
HCP			Makeable contracts																																																			
				♣	♦	♥	♠	NT																																														
	11		N	3	-	-	2	1																																														
6		13	S	3	-	-	2	1																																														
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