



British Spring Sim Pairs

Monday
13th April 2015

Welcome to the British Spring Simultaneous Pairs. Thank you for playing. I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Mike Pomfrey

We now have a revised prize structure with cash prizes both for leading players and also for clubs who run heats. There will be a draw for major prizes at the AGM in November. You can find all the full details and results at www.ebu.co.uk/sims/

You can earn Blue points in these Sim Pairs and they are awarded to the top third of the field. Provisional master points are shown but the event is not finalised until all results are in and score corrections have been made. This usually takes about three weeks. It really helps us if you can keep your scorecard for that period. Clubs should keep the travellers if still used. All players need to check that the correct score and **DECLARER** have been entered when using Bridgemates.

Jeremy Dhondy, Chairman EBU

<p>♠ QJ865 ♥ 87 ♦ 10964 ♣ 62</p> <p>♠ K743 ♠ A2 ♥ AQJ9 ♥ K65 ♦ K532 ♦ AQJ ♣ Q ♣ KJ1084</p> <p>♠ 109 ♥ 10432 ♦ 87 ♣ A9753</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td>18</td></tr><tr><td>15</td><td>4</td></tr></table> <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>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>5</td><td>6</td><td>6</td><td>3</td><td>6</td></tr><tr><td>W</td><td>5</td><td>6</td><td>6</td><td>3</td><td>6</td></tr></table>	HCP		3	18	15	4	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	5	6	6	3	6	W	5	6	6	3	6	<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>1♣</td><td>Pass</td></tr><tr><td>1♦</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>6NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>If your range for a 2NT rebid is 18-19, this one should be an easy starter. Despite the empty suits and singleton queen, West’s hand is just about worth 6NT.</p> <p>Both partners may have to show good judgment if a 2NT rebid is 17-18 or wider range; if so, with a good five card suit East may decide to upgrade this one.</p> <p>There’s nothing in the play; indeed, it’s difficult to imagine many scores other than 990 or 490, unless some enterprising (mad?) North enters the fray with some ultra-weak two bid.</p>	West	North	East	South		Pass	1♣	Pass	1♦	Pass	2NT	Pass	6NT	All Pass		
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<p>♠ A10 ♥ QJ1086 ♦ 64 ♣ AJ72</p> <p>♠ Q8542 ♠ KJ763 ♥ A954 ♥ K73 ♦ 3 ♦ AJ87 ♣ 863 ♣ 4</p> <p>♠ 9 ♥ 2 ♦ KQ10952 ♣ KQ1095</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>12</td><td>12</td></tr><tr><td>6</td><td>10</td></tr></table> <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>4</td><td>4</td><td>1</td><td>-</td><td>-</td></tr><tr><td>S</td><td>4</td><td>4</td><td>1</td><td>-</td><td>-</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>4</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>4</td><td>-</td></tr></table>	HCP		12	12	6	10	Makeable contracts							♣	♦	♥	♠	NT	N	4	4	1	-	-	S	4	4	1	-	-	E	-	-	-	4	-	W	-	-	-	4	-	<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>2NT</td></tr><tr><td>4♠</td><td>5♣</td><td>?</td><td></td></tr></table> <p>Whatever your range for an unusual no trump, vulnerable against not, surely this one qualifies! Both West and North have fairly clear actions and now it’s up to East. At teams you should take the safe course of bidding one more, expecting 5♣ to be a close call. At pairs it’s a tough decision.</p> <p>A diamond lead, or diamond switch after cashing ♥A, defeats 5♣, but that’s far from an obvious choice into South’s second suit. Very well done if you found that defence.</p> <p>5♠ looks to be one down on any defence.</p>	West	North	East	South			1♠	2NT	4♠	5♣	?					
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<div><div><div>♠ AQ4</div><div>♥ J742</div><div>♦ Q74</div><div>♣ K62</div></div><div><div>♠ 8763</div><div>♥ 3</div><div>♦ A10863</div><div>♣ A94</div></div><div><div>♠ 9</div><div>♥ A1085</div><div>♦ 95</div><div>♣ QJ10853</div></div><div><div>♠ KJ1052</div><div>♥ KQ96</div><div>♦ KJ2</div><div>♣ 7</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>12</td></tr><tr><td>87</td></tr><tr><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>-</td><td>1</td><td>2</td><td>3</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>3</td><td>-</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>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP	12	87	13	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	3	-		S	-	1	2	3	-		E	2	-	-	-	-		W	3	-	-	-	-		<div>Board 4 : Dealer West : All vulnerable</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>?</td></tr></table> <p>Who knows what will happen here! North has a repulsive opening (I would pass, vulnerable) and East comes in with another ultra-light Asptro bid.</p> <p>Now South has an interesting problem. You'd like to investigate a spade game but your heart length quite rightly makes you nervous of ruffs.</p> <p>As it happens, 3NT is hopeless on the obvious club lead, while 4♠ is just the one off on a heart ruff. Should East stay silent, 4♥ is a likely contract; not at all nice with the bad breaks.</p> <p>If North passes, I would open 3♣ as East. South has a clear double, which gives North a headache unless West gets too busy.</p>	West	North	East	South	Pass	1NT	2♣	?												
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<div><div><div>♠ 953</div><div>♥ Q86</div><div>♦ QJ6</div><div>♣ K987</div></div><div><div>♠ AQJ1062</div><div>♥ 103</div><div>♦ 74</div><div>♣ J105</div></div><div><div>♠ 87</div><div>♥ AK74</div><div>♦ K85</div><div>♣ Q632</div></div><div><div>♠ K4</div><div>♥ J952</div><div>♦ A10932</div><div>♣ A4</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>8</td></tr><tr><td>812</td></tr><tr><td>12</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>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>2</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></div>	HCP	8	812	12	Makeable contracts								♣	♦	♥	♠	NT		N	-	2	1	-	-		S	-	2	1	-	-		E	1	-	-	2	-		W	1	-	-	2	-		<div>Board 5 : Dealer North : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1NT</td><td>2♣</td></tr><tr><td>2♠</td><td>Dbl</td><td>Pass</td><td>3♦</td></tr><tr><td>3♠?</td><td></td><td></td><td></td></tr></table> <p>Yet another Asptro-type bid. Sorry if you play something else but it makes for another interesting auction. If South is constrained by system to pass it will be difficult to recover.</p> <p>Do you and partner agree what North's double means? If it's takeout, that seems a reasonable choice, rather than guess which is your side's 8 card fit.</p> <p>3♦ will go down if East/West find their heart ruff, otherwise a good guess in hearts will see you home. Similarly, a club ruff defeats 3♠. Either side will be content with a plus score.</p>	West	North	East	South		Pass	1NT	2♣	2♠	Dbl	Pass	3♦	3♠?							
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<div><div><div>♠ J103</div><div>♥ 742</div><div>♦ J95</div><div>♣ Q972</div></div><div><div>♠ 2</div><div>♥ KJ93</div><div>♦ 10742</div><div>♣ A653</div></div><div><div>♠ Q9854</div><div>♥ Q8</div><div>♦ Q8</div><div>♣ KJ104</div></div><div><div>♠ AK76</div><div>♥ A1065</div><div>♦ AK63</div><div>♣ 8</div></div><div><table><tr><th colspan="2">HCP</th></tr><tr><td>4</td><td></td></tr><tr><td>8</td><td>10</td></tr><tr><td></td><td>18</td></tr></table></div><div><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>2</td><td>1</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div></div>	HCP		4		8	10		18	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	1	1		S	-	1	2	1	1		E	3	-	-	-	-		W	3	-	-	-	-		<div>Board 8 : Dealer West : Love all</div> <div><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>Dbl</td></tr><tr><td>1NT</td><td>Pass</td><td>2♣</td><td>Dbl</td></tr><tr><td>Pass</td><td>Stop it!</td><td></td><td></td></tr></table></div> <div><p>Most of us would open in 3rd seat (once again a Lucas 2♠ is a possibility) and South has a nasty problem. Double is dangerous but does at least keep most options open. North is relieved to be absolved from the responsibility of bidding but, would you believe it, bloody partner won’t shut up!</p><p>At this point I don’t know why North should choose 2♥, which can make on careful play, rather than 2♦, which can’t. Any plus score will be good.</p><p>Apparently East/West can make 3♣ but that would need a series of inspired guesses.</p></div>	West	North	East	South	Pass	Pass	1♠	Dbl	1NT	Pass	2♣	Dbl	Pass	Stop it!		
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<div><div><div>♠ J7</div><div>♥ 43</div><div>♦ AK1096</div><div>♣ 10963</div></div><div><div>♠ 86</div><div>♥ A10987</div><div>♦ J54</div><div>♣ KQ2</div></div><div><div>♠ AKQ1092</div><div>♥ KJ62</div><div>♦ 83</div><div>♣ 7</div></div><div><div>♠ 543</div><div>♥ Q5</div><div>♦ Q72</div><div>♣ AJ854</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>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>4</td><td>4</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>4</td><td>4</td><td>1</td><td></td></tr></table></div></div>	HCP	8	1013	9	Makeable contracts								♣	♦	♥	♠	NT		N	1	1	-	-	-		S	1	1	-	-	-		E	-	-	4	4	1		W	-	-	4	4	1		<div>Board 9 : Dealer North : EW vulnerable</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>Pass</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <div>4♣ is a Splinter bid, which excites West not at all, and East wisely gives up.</div> <div>On the obvious diamond lead you just have to guess the trumps and there seems every reason to get it right, unless you are doing so badly that you feel the need to play against the odds.</div> <div>Can I stick my neck out and predict near-unanimity on this one?</div>	West	North	East	South		Pass	1♠	Pass	2♥	Pass	4♣	Pass	4♥	All Pass		
HCP																																																															
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<div><div><div>♠ -</div><div>♥ AJ10762</div><div>♦ 10763</div><div>♣ KJ6</div></div><div><div>♠ A87654</div><div>♥ 95</div><div>♦ 52</div><div>♣ 732</div></div><div><div>♠ 1092</div><div>♥ K8</div><div>♦ AKQ98</div><div>♣ A105</div></div><div><div>♠ KQJ3</div><div>♥ Q43</div><div>♦ J4</div><div>♣ Q984</div></div><div><table><tr><th>HCP</th></tr><tr><td>9</td></tr><tr><td>416</td></tr><tr><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>2</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>2</td><td>1</td><td></td></tr></table></div></div>	HCP	9	416	11	Makeable contracts								♣	♦	♥	♠	NT		N	2	-	2	-	-		S	2	-	2	-	-		E	-	-	-	2	-		W	-	1	-	2	1		<div>Board 10 : Dealer East : All vulnerable</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>Pass</td></tr><tr><td>1♠</td><td>2♥</td><td>Dbl</td><td>3♥</td></tr></table> <div>All Pass</div> <div>It's important for North to overcall and for South to raise immediately as you may buy the contract in 3♥. Give West the chance to say 2♠ and you may get outbid. True, you can double 3♠ and get 200 on very careful defence – North has to make a risky-looking club switch – but I'd rather take a safe 140.</div> <div>If East's double is "support", promising three spades, West may go on to 3♠ anyway, which South will surely double. So long as you trust partner's defence...</div>	West	North	East	South			1♦	Pass	1♠	2♥	Dbl	3♥				
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<div><div><div>♠ 9</div><div>♥ 103</div><div>♦ 75432</div><div>♣ AKQJ8</div></div><div><div>♠ K875</div><div>♥ J8</div><div>♦ AQJ109</div><div>♣ 105</div></div><div><div>♠ AQJ104</div><div>♥ K52</div><div>♦ K8</div><div>♣ 973</div></div><div><div>♠ 632</div><div>♥ AQ9764</div><div>♦ 6</div><div>♣ 642</div></div><div><table><tr><th>HCP</th></tr><tr><td>10</td></tr><tr><td>1113</td></tr><tr><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>2</td><td>-</td><td>3</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>2</td><td>-</td><td>3</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>3</td><td>-</td><td></td></tr></table></div></div>	HCP	10	1113	6	Makeable contracts								♣	♦	♥	♠	NT		N	2	-	3	-	-		S	2	-	3	-	-		E	-	2	-	3	-		W	-	2	-	3	-		<div>Board 11 : Dealer South : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>2♥</td></tr><tr><td>Dbl</td><td>3♣</td><td>4♠</td><td>?</td></tr></table> <div>This is the sort of hand on which partnerships fall out! West has a marginal double of a weak two, but it's a bidder's game, they say. North's 3♣ is clearly pushy but, she will argue, very reasonably, that it's essential to help South find the defence against 4♠.</div> <div>But will South accept that help or go for what turns out to be a rather expensive phantom sacrifice? From South's point of view it looks as if 5♣ could be cheap, but you can't use the heart suit and are left with a lot of diamond losers.</div> <div>You can write North's script. "Every time I stick my neck out you punish me. Why do I bother?"</div>	West	North	East	South				2♥	Dbl	3♣	4♠	?				
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<p>♠ 64 ♥ Q7 ♦ AK7 ♣ AQJ732</p> <p>♠ 732 ♠ AKJ1095 ♥ KJ93 ♥ A4 ♦ 862 ♦ 1054 ♣ 1095 ♣ 84</p> <p>♠ Q8 ♥ 108652 ♦ QJ93 ♣ K6</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>16</td><td></td><td></td></tr><tr><td>4</td><td>12</td><td></td></tr><tr><td>8</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>3</td><td>3</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>3</td><td>3</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr></table>	HCP			16			4	12		8			Makeable contracts								♣	♦	♥	♠	NT		N	3	3	1	-	-		S	3	3	1	-	-		E	-	-	-	1	-		W	-	-	-	1	-		<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>1♠</td><td>Dbl</td></tr><tr><td>2♠</td><td>3♣</td><td>3♠</td><td>All Pass</td></tr></table> <p>If East/West are allowed to get away with this then minus 100 may be a far better match point score than minus 110. And the defence will have to be spot on to hold spades to seven tricks, cashing the right number of diamonds before going for a trump promotion in clubs. Should North have doubled? And would it be a strong suggestion of penalties?</p> <p>As an aside, I don't much like West's 2♠ bid but, without it, North will jump to 3♣ and there the case will rest for a very dull board.</p>	West	North	East	South	Pass	1♣	1♠	Dbl	2♠	3♣	3♠	All Pass								
HCP																																																																											
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<p>♠ KQJ8 ♥ KJ1075 ♦ - ♣ 9854</p> <p>♠ 74 ♠ 953 ♥ 8 ♥ 632 ♦ AK952 ♦ QJ1074 ♣ AKQ103 ♣ 62</p> <p>♠ A1062 ♥ AQ94 ♦ 863 ♣ J7</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>10</td><td></td><td></td></tr><tr><td>16</td><td>3</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>5</td><td>5</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>5</td><td>5</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>4</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>1</td><td>4</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP			10			16	3		11			Makeable contracts								♣	♦	♥	♠	NT		N	-	-	5	5	-		S	-	-	5	5	-		E	1	4	-	-	-		W	1	4	-	-	-		<p>Board 13 : Dealer North : All 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>2NT</td></tr><tr><td>3NT</td><td>4♥</td><td>5♦</td><td>Dbl</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>There are a number of close decisions on this one. Most of us would open the North hand. South has the values for a raise to 3♥ – a 2NT bid if your Jacoby includes this range. West has an obvious unusual no trump bid, which leaves North with an interesting problem.</p> <p>Clearly North wants to bid game, but might 4♦ on the way help partner decide what to do next? So long as South doesn't take it as a serious slam try.</p> <p>East hasn't a clue who can make what but 5♦ looks normal enough. South has little choice but to take what money there is and North can hardly overrule now. Maybe 4♦ would have been the answer?</p>	West	North	East	South		1♥	Pass	2NT	3NT	4♥	5♦	Dbl	All Pass							
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<p>♠ AQ3 ♥ QJ1093 ♦ 2 ♣ KQ74</p> <p>♠ 984 ♠ K1072 ♥ A54 ♥ 62 ♦ QJ1043 ♦ AK75 ♣ 95 ♣ 1086</p> <p>♠ J65 ♥ K87 ♦ 986 ♣ AJ32</p> <table><tr><th colspan="3">HCP</th></tr><tr><td>14</td><td></td><td></td></tr><tr><td>7</td><td>10</td><td></td></tr><tr><td>9</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>4</td><td>-</td><td>4</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>4</td><td>-</td><td>4</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP			14			7	10		9			Makeable contracts								♣	♦	♥	♠	NT		N	4	-	4	-	-		S	4	-	4	-	-		E	-	2	-	-	-		W	-	2	-	-	-		<p>Board 14 : 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>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>1♥</td><td>Dbl</td><td>2♥</td></tr><tr><td>3♦</td><td>Dbl</td><td>Pass</td><td>4♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>South has an interesting problem over the double. Many of us would raise to 2♥ on any old rubbish but I can't see any good alternative on this respectable hand. For sure it's a far better bid than 1NT. Partners always like to hear about limited support and it takes some space away from West. As it happens it's normal for West to compete in diamonds anyway, putting the spotlight on North.</p> <p>If a "game try" double isn't part of your armoury, maybe this hand will make you consider it. With values to spare, at last South can come to life and bid the easy game.</p>	West	North	East	South			Pass	Pass	Pass	1♥	Dbl	2♥	3♦	Dbl	Pass	4♥	All Pass			
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<div><div><div>♠ J3</div><div>♥ AKQ72</div><div>♦ A</div><div>♣ A9865</div></div><div><div>♠ Q96</div><div>♥ 65</div><div>♦ K9432</div><div>♣ KJ2</div></div><div><div>♠ A742</div><div>♥ 1098</div><div>♦ QJ108</div><div>♣ 107</div></div><div><div>♠ K1085</div><div>♥ J43</div><div>♦ 765</div><div>♣ Q43</div></div><div><table><tr><th colspan="3">HCP</th></tr><tr><td>18</td><td></td><td></td></tr><tr><td>9</td><td>7</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>5</td><td>-</td><td>5</td><td>2</td><td>2</td><td></td></tr><tr><td>S</td><td>5</td><td>-</td><td>5</td><td>2</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div></div>	HCP			18			9	7		6			Makeable contracts								♣	♦	♥	♠	NT		N	5	-	5	2	2		S	5	-	5	2	2		E	-	2	-	-	-		W	-	2	-	-	-		<div>Board 15 : Dealer South : NS vulnerable</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>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr></table> <p>Most roads will lead to 4♥ here. If a change of suit by opener isn't forcing in your style then you may consider jumping to 3♣ on the second round.</p> <p>The interest is in the play. On a diamond lead it looks normal to play a club to the queen. It loses and a diamond forces you. You clear the clubs and get forced again. Now you have to guess right in spades while dummy still has hearts to handle a fourth diamond lead.</p> <p>The computer of course makes 11 tricks by means of an "intra-finesse" in clubs – run the nine and later lead the queen to pin the ten. The spade guess is a formality. Smartass!</p>	West	North	East	South				Pass	Pass	1♥	Pass	1♠	Pass	2♣	Pass	2♥	Pass	4♥	All Pass	
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<div><div><div>♠ 7</div><div>♥ Q93</div><div>♦ 109643</div><div>♣ A832</div></div><div><div>♠ AKQ53</div><div>♥ 1074</div><div>♦ AKJ</div><div>♣ K7</div></div><div><div>♠ 842</div><div>♥ K652</div><div>♦ Q872</div><div>♣ Q9</div></div><div><div>♠ J1096</div><div>♥ AJ8</div><div>♦ 5</div><div>♣ J10654</div></div><div><table><tr><th colspan="3">HCP</th></tr><tr><td>6</td><td></td><td></td></tr><tr><td>20</td><td>7</td><td></td></tr><tr><td>7</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>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>2</td><td>2</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>2</td><td>2</td><td>1</td><td></td></tr></table></div></div>	HCP			6			20	7		7			Makeable contracts								♣	♦	♥	♠	NT		N	3	-	-	-	-		S	3	-	-	-	-		E	-	1	2	2	1		W	-	1	2	2	1		<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>2NT</td><td>Pass</td><td>3♣</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>3NT/4♠</td><td>All Pass</td></tr></table> <p>Playing five card Stayman, it's a close decision whether East should go for 4♠ or 3NT. Sadly, bad breaks mean that neither contract will be a success.</p> <p>As it happens, you will get rather closer to 3NT as North has a natural diamond lead, giving you a chance to clear the spades before the defence get their clubs going. Only the diamond blockage makes 3NT just too difficult.</p> <p>If there were any justice in life, then one down should be a very good score for East/West, but who knows?</p>	West	North	East	South	2NT	Pass	3♣	Pass	3♠	Pass	3NT/4♠	All Pass								
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<p>♠ AKQ6 ♥ J432 ♦ Q10 ♣ A109</p> <p>♠ J983 ♠ 107 ♥ K106 ♥ AQ985 ♦ A742 ♦ K963 ♣ KJ ♣ 52</p> <p>♠ 542 ♥ 7 ♦ J85 ♣ Q87643</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>16</td><td></td></tr><tr><td>12</td><td>9</td></tr><tr><td>3</td><td></td></tr></table> <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>3</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>S</td><td>3</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>E</td><td>-</td><td>3</td><td>3</td><td>-</td><td>2</td></tr><tr><td>W</td><td>-</td><td>3</td><td>3</td><td>-</td><td>2</td></tr></table>	HCP		16		12	9	3		Makeable contracts							♣	♦	♥	♠	NT	N	3	-	-	1	-	S	3	-	-	1	-	E	-	3	3	-	2	W	-	3	3	-	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>1NT</td><td>Dbl</td><td>Pass</td><td>2♣</td></tr><tr><td>Pass</td><td>Pass</td><td>2♥</td><td>3♣</td></tr><tr><td>Pass</td><td>Pass</td><td>3♦</td><td>Pass</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>As so often, a grotty 1NT opening leads to a free-for-all. Those who play artificial rescue manoeuvres will have a different auction, but essentially East will show fair values in hearts and South will compete in clubs, having shown a very weak hand initially.</p> <p>At the vulnerability, 3♥ is the par contract; the bidding should enable you to guess well and make it.</p> <p>Anyone fancy opening the East hand? Lucas enthusiasts certainly will, but I still can't see anything but a heart part score.</p>	West	North	East	South			Pass	Pass	1NT	Dbl	Pass	2♣	Pass	Pass	2♥	3♣	Pass	Pass	3♦	Pass	3♥	All Pass		
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<p>♠ KJ1065 ♥ Q106 ♦ J5 ♣ K86</p> <p>♠ Q9874 ♠ 3 ♥ AKJ7 ♥ 92 ♦ 1073 ♦ 9642 ♣ Q ♣ J109742</p> <p>♠ A2 ♥ 8543 ♦ AKQ8 ♣ A53</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td></td></tr><tr><td>12</td><td>1</td></tr><tr><td>17</td><td></td></tr></table> <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>1</td><td>4</td><td>3</td><td>3</td><td>4</td></tr><tr><td>S</td><td>1</td><td>4</td><td>3</td><td>3</td><td>4</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>	HCP		10		12	1	17		Makeable contracts							♣	♦	♥	♠	NT	N	1	4	3	3	4	S	1	4	3	3	4	E	-	-	-	-	-	W	-	-	-	-	-	<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>1♦</td></tr><tr><td>1♠</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>Pass</td><td>2♣</td><td>Dbl</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>Yes, I play four card majors (and would have opened 1♥ 50 years ago) but I think the principle of not bidding bad suits on good hands should prevail here. West has a normal overcall, but it's a bad time as alert opponents can punish you.</p> <p>With the major suit honours well placed for North/South it's easy to make ten tricks in no trumps, but 500 from 2♣ doubled trumps that. Even an accident crashing the diamond honours shouldn't affect the outcome, so long as North still has a small trump to deal with the fourth round.</p>	West	North	East	South				1♦	1♠	Pass	Pass	Dbl	Pass	Pass	2♣	Dbl	All Pass							
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<p>♠ J98632 ♥ A983 ♦ J ♣ 105</p> <p>♠ A7 ♠ Q1054 ♥ 54 ♥ 762 ♦ KQ7632 ♦ A8 ♣ 964 ♣ AK83</p> <p>♠ K ♥ KQJ10 ♦ 10954 ♣ QJ72</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td></td></tr><tr><td>9</td><td>13</td></tr><tr><td>12</td><td></td></tr></table> <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>1</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr><tr><td>E</td><td>2</td><td>4</td><td>-</td><td>-</td><td>2</td></tr><tr><td>W</td><td>2</td><td>4</td><td>-</td><td>-</td><td>2</td></tr></table>	HCP		6		9	13	12		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	1	-	S	-	-	1	1	-	E	2	4	-	-	2	W	2	4	-	-	2	<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>2♦</td><td>Pass</td><td>Pass</td><td>?</td></tr></table> <p>If you play a weak 2♦ opening, that may end proceedings, unless South decides to get busy. Protecting with 2♥ will encourage North to compete to 3♥, which East/West will find it difficult to double.</p> <p>If West passes, East may get the chance to open 1NT, which might well buy the contract, unless either opponent fancies a speculative intervention.</p> <p>There's an entertaining possibility if East plays in no trumps. South has an easy heart lead and the defence probably cash the first four tricks. Fatal! Whatever you play next, the king of spades falls under the ace and two more spades squeeze South to smithereens for nine tricks.</p>	West	North	East	South	2♦	Pass	Pass	?																
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<div><div><div>♠ AQJ86</div><div>♥ 103</div><div>♦ AK76</div><div>♣ A9</div></div><div><div>♠ K1093</div><div>♥ 2</div><div>♦ 842</div><div>♣ KJ1042</div></div><div><div>♠ 754</div><div>♥ KQJ98</div><div>♦ Q1093</div><div>♣ 8</div></div><div><div>♠ 2</div><div>♥ A7654</div><div>♦ J5</div><div>♣ Q7653</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>18</td><td>8</td></tr><tr><td>7</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>3</td><td>2</td><td>3</td><td>2</td><td>1</td><td></td></tr><tr><td>S</td><td>3</td><td>2</td><td>3</td><td>2</td><td>1</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>	HCP		18	8	7	7	Makeable contracts								♣	♦	♥	♠	NT		N	3	2	3	2	1		S	3	2	3	2	1		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 22 : Dealer East : EW 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>Pass</td><td>1♠</td><td>Pass</td><td>1NT</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>3♥</td><td>All Pass</td><td></td></tr></table> <div>What a horrible hand! There's a case for North bidding 2NT on the second round but, after South bids hearts, that looks the best strain. Indeed, many players would raise to 4♥ at this point.</div> <div>I'm still struggling to work out how you make 9 tricks in hearts. Finessing in spades and ruffing them out gives you eight, but that's not enough. Computer, help! *</div> <div>Left to their own devices it's hard to see North/South going plus on this board, but maybe the opposition will let them off the hook by bidding.</div> <div>(* - two spades, 2 diamonds, three ruffs + ♣ A and ♥ A !!)</div>	West	North	East	South			Pass	Pass	Pass	1♠	Pass	1NT	Pass	2♦	Pass	2♥	Pass	3♥	All Pass									
HCP																																																																													
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<div><div><div>♠ 965</div><div>♥ AQ4</div><div>♦ J2</div><div>♣ A10982</div></div><div><div>♠ AK4</div><div>♥ K9</div><div>♦ K9643</div><div>♣ KQ5</div></div><div><div>♠ 832</div><div>♥ J1072</div><div>♦ Q75</div><div>♣ J74</div></div><div><div>♠ QJ107</div><div>♥ 8653</div><div>♦ A108</div><div>♣ 63</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>11</td><td>4</td></tr><tr><td>18</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>1</td><td>-</td><td>1</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>1</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		11	4	18	7	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	1	1	-		S	1	-	1	1	-		E	-	1	-	-	-		W	-	1	-	-	-		<div>Board 23 : Dealer South : All vulnerable</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>1♦</td><td>All Pass</td><td></td><td></td></tr></table> <div>I confess this would be the auction if I occupied all four seats! North definitely shouldn't overcall - bidding a moderate five card suit at the two level is asking for trouble - so it's up to South. Maybe good aggressive pairs players will double, but that's too rich for me, I'm afraid. And if you do take action, how do you stop partner getting too high (that's the two level, by the way).</div> <div>There doesn't seem to be any defence to trouble West's 1♦ contract. Next board please!</div>	West	North	East	South				Pass	1♦	All Pass																		
HCP																																																																													
11	4																																																																												
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<p>♠ J752 ♥ KJ753 ♦ KJ ♣ J10</p> <p>♠ A109 ♠ KQ3 ♥ 8 ♥ A109642 ♦ Q109765 ♦ A83 ♣ K43 ♣ 7</p> <p>♠ 864 ♥ Q ♦ 42 ♣ AQ98652</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td></td></tr><tr><td>9</td><td>13</td></tr><tr><td>8</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>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>5</td><td>2</td><td>2</td><td>3</td><td></td></tr><tr><td>W</td><td>-</td><td>5</td><td>3</td><td>2</td><td>3</td><td></td></tr></table>	HCP		10		9	13	8		Makeable contracts								♣	♦	♥	♠	NT		N	1	-	-	-	-		S	1	-	-	-	-		E	-	5	2	2	3		W	-	5	3	2	3		<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>Pass</td><td>Pass</td><td>1♥</td><td>3♣</td></tr><tr><td>3♦</td><td>Pass</td><td>?</td><td></td></tr></table> <p>Neither West nor North has an opening bid by most people’s standards. East clearly has, South makes a normal weak jump overcall and it looks reasonable for West to mention diamonds.</p> <p>I suspect most Easts will bid 3♥ at this point and there the case will rest. It looks as if an unlikely diamond lead is needed to beat 3♥, as otherwise East can reduce the trumps.</p> <p>But 5♦ is a very playable spot; with the ace of clubs likely to be right you only need the diamonds to behave (leading the queen looks best). Well done if you got there.</p>	West	North	East	South	Pass	Pass	1♥	3♣	3♦	Pass	?									
HCP																																																																							
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<p>♠ 1083 ♥ AQJ102 ♦ 86 ♣ K76</p> <p>♠ Q6 ♠ AK52 ♥ 4 ♥ K75 ♦ AQJ732 ♦ K94 ♣ AJ98 ♣ Q105</p> <p>♠ J974 ♥ 9863 ♦ 105 ♣ 432</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td></td></tr><tr><td>14</td><td>15</td></tr><tr><td>1</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>5</td><td>2</td><td>4</td><td>5</td><td></td></tr><tr><td>W</td><td>5</td><td>5</td><td>2</td><td>5</td><td>5</td><td></td></tr></table>	HCP		10		14	15	1		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	5	5	2	4	5		W	5	5	2	5	5		<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>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♦</td><td>2♥</td><td>2NT</td><td>Pass</td></tr><tr><td>3♣</td><td>Pass</td><td>3♦</td><td>Pass</td></tr><tr><td>?</td><td></td><td></td><td></td></tr></table> <p>I wouldn’t blame West for getting excited at this point and looking for a diamond slam. In that event it won’t be easy to stop in 4NT, so the partnership may feel obliged to hazard the doomed 6♦, doomed that is so long as North leads his ace.</p> <p>Some Norths will open, leading to a completely different auction. East should double – far better than 1NT with four spades and such poor hearts – and once again there may be no restraining West.</p>	West	North	East	South		Pass	1♠	Pass	2♦	2♥	2NT	Pass	3♣	Pass	3♦	Pass	?			
HCP																																																																							
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<p>♠ J75 ♥ 3 ♦ KQ8742 ♣ 843</p> <p>♠ 1064 ♠ AK9 ♥ Q852 ♥ AJ97 ♦ 953 ♦ AJ6 ♣ J72 ♣ K109</p> <p>♠ Q832 ♥ K1064 ♦ 10 ♣ AQ65</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td></td></tr><tr><td>3</td><td>20</td></tr><tr><td>11</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>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>2</td><td>-</td><td>2</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>-</td><td>1</td><td></td></tr></table>	HCP		6		3	20	11		Makeable contracts								♣	♦	♥	♠	NT		N	1	1	-	-	-		S	1	1	-	-	-		E	-	-	2	-	2		W	-	-	2	-	1		<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>2NT</td><td>All Pass</td></tr></table> <p>The computer can make 2NT but I suspect most will go down, even on a helpful heart lead. Declarer continues hearts and South will probably take the third round and exit passively in hearts.</p> <p>You may get some clue from North’s discards but it looks normal to use your entry to dummy to play a club, rather than a diamond. South clears the clubs and should be in control now.</p> <p>I wouldn’t blame anyone who decides this isn’t a 2NT opening – sterile shape and two jacks. But that may not keep you out of trouble, especially if West unwisely raises hearts.</p>	West	North	East	South			2NT	All Pass												
HCP																																																																							
6																																																																							
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<div><div><div>♠ 1073</div><div>♥ 85</div><div>♦ A1043</div><div>♣ J873</div></div><div><div>♠ AK9</div><div>♥ J76</div><div>♦ 92</div><div>♣ AK965</div></div><div><div>♠ QJ82</div><div>♥ AK32</div><div>♦ QJ75</div><div>♣ 10</div></div><div><div>♠ 654</div><div>♥ Q1094</div><div>♦ K86</div><div>♣ Q42</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>5</td><td></td></tr><tr><td>15</td><td>13</td></tr><tr><td>7</td><td></td></tr></table><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>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>3</td><td>3</td><td>4</td><td>4</td><td>3</td></tr><tr><td>W</td><td>3</td><td>3</td><td>4</td><td>4</td><td>3</td></tr></table></div>	HCP		5		15	13	7		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	3	4	4	3	W	3	3	4	4	3	<div>Board 27 : Dealer South : Love all</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>1♣</td><td>Pass</td><td>1♦</td><td>Pass</td></tr><tr><td>1NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>Although a “Moysian” 4-3 fit in a major is a possibility, most of the field should be in 3NT.</p> <p>North has a tricky lead, with most players picking a major suit on this bidding. After a heart lead, the defence will have to be very sharp to prevent an overtrick, which will make a lot of difference to the match point score. South wins and does best to switch to the queen of clubs, followed by another club when in with the king of diamonds.</p> <p>On a passive spade lead it will be harder for declarer to give the defence any problems.</p>	West	North	East	South				Pass	1♣	Pass	1♦	Pass	1NT	Pass	3NT	All Pass
HCP																																																													
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<div><div><div>♠ K7</div><div>♥ KJ762</div><div>♦ AQ4</div><div>♣ 853</div></div><div><div>♠ J532</div><div>♥ 1043</div><div>♦ 973</div><div>♣ AQ6</div></div><div><div>♠ AQ10964</div><div>♥ 85</div><div>♦ 865</div><div>♣ KJ</div></div><div><div>♠ 8</div><div>♥ AQ9</div><div>♦ KJ102</div><div>♣ 109742</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td></td></tr><tr><td>7</td><td>10</td></tr><tr><td>10</td><td></td></tr></table><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>3</td><td>3</td><td>3</td><td>-</td><td>-</td></tr><tr><td>S</td><td>3</td><td>3</td><td>3</td><td>-</td><td>-</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr></table></div>	HCP		13		7	10	10		Makeable contracts							♣	♦	♥	♠	NT	N	3	3	3	-	-	S	3	3	3	-	-	E	-	-	-	2	-	W	-	-	-	2	-	<div>Board 28 : Dealer West : NS vulnerable</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>Dbl</td></tr><tr><td>3♠</td><td>?</td><td></td><td></td></tr></table> <p>I much prefer 1NT to 1♥ on the North hand but, as it happens, this risks losing the heart suit. Those of you who can double 2♠ for takeout will do so and West raises defensively. Now what? You couldn’t blame North for having a shot at 4♥, rather than take an inadequate penalty. The king of spades is of dubious value but the rest of the hand is tempting.</p> <p>4♥ should go down but East has to be brave, playing clubs before one goes away on the diamonds.</p> <p>An unlikely 3NT is almost certain to succeed, however. Who on earth would lead a club at trick one?</p>	West	North	East	South	Pass	1NT	2♠	Dbl	3♠	?						
HCP																																																													
13																																																													
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<div><div><div>♠ Q43</div><div>♥ J4</div><div>♦ AQ10642</div><div>♣ 93</div></div><div><div>♠ AJ5</div><div>♥ AK75</div><div>♦ J9</div><div>♣ Q652</div></div><div><div>♠ K10986</div><div>♥ 109</div><div>♦ K5</div><div>♣ A1074</div></div><div><div>♠ 72</div><div>♥ Q8632</div><div>♦ 873</div><div>♣ KJ8</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td></td></tr><tr><td>15</td><td>10</td></tr><tr><td>6</td><td></td></tr></table><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>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>5</td><td>-</td><td>2</td><td>5</td><td>3</td></tr><tr><td>W</td><td>5</td><td>-</td><td>2</td><td>5</td><td>3</td></tr></table></div>	HCP		9		15	10	6		Makeable contracts							♣	♦	♥	♠	NT	N	-	1	-	-	-	S	-	1	-	-	-	E	5	-	2	5	3	W	5	-	2	5	3	<div>Board 29 : Dealer North : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2♦</td><td>Pass</td><td>3♦</td></tr><tr><td>Dbl</td><td>Pass</td><td>4♠</td><td>All Pass</td></tr></table> <p>Whether or not North/South have a weak 2♦ available or, if not, East thinks she has an opening bid, most roads will lead to 4♠.</p> <p>You should get the clubs right in 4♠ but some may misguess the spades. It’s a tough decision. You might try playing a club towards the queen before touching trumps, to get a clue as to how the trumps lie, but it doesn’t really help this time.</p>	West	North	East	South		2♦	Pass	3♦	Dbl	Pass	4♠	All Pass				
HCP																																																													
9																																																													
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<p>♠ A9852 ♥ 1096 ♦ K742 ♣ J</p> <p>♠ 4 ♠ 103 ♥ AJ4 ♥ Q32 ♦ QJ ♦ 1095 ♣ AKQ9763 ♣ 108542</p> <p>♠ KQJ76 ♥ K875 ♦ A863 ♣ -</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td></td></tr><tr><td>17</td><td>2</td></tr><tr><td>13</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>2</td><td>4</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>4</td><td>2</td><td>4</td><td>-</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		8		17	2	13		Makeable contracts								♣	♦	♥	♠	NT		N	-	4	2	4	-		S	-	4	2	4	-		E	3	-	-	-	-		W	3	-	-	-	-		<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>Pass</td><td>1♠</td></tr><tr><td>3♠</td><td>4♠</td><td>Pass</td><td>Pass</td></tr><tr><td>5♣</td><td>Pass</td><td>Pass</td><td>5♠</td></tr></table> <p>All Pass</p> <p>3♠ shows a source of tricks and invites partner to bid 3NT with a spade stop. North makes the obvious raise and it's back to West. You have some defence but there are two possible upsides to bidding – it may be a good save or, as in this case, you may push South over the edge.</p> <p>Sadly, despite the favourable heart position, dummy has too many diamonds and only ten tricks materialise.</p>	West	North	East	South			Pass	1♠	3♠	4♠	Pass	Pass	5♣	Pass	Pass	5♠
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<p>♠ AK5 ♥ KQ8 ♦ K72 ♣ KJ104</p> <p>♠ Q76 ♠ 1043 ♥ 54 ♥ AJ1097 ♦ 109 ♦ AQ54 ♣ AQ8732 ♣ 9</p> <p>♠ J982 ♥ 632 ♦ J863 ♣ 65</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>19</td><td></td></tr><tr><td>8</td><td>11</td></tr><tr><td>2</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>2</td><td>-</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>W</td><td>2</td><td>1</td><td>2</td><td>1</td><td>1</td><td></td></tr></table>	HCP		19		8	11	2		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	2	-	2	1	1		W	2	1	2	1	1		<p>Board 31 : Dealer South : NS 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>Pass</td><td>1♣</td><td>1♥</td><td>Pass</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>Pass</td></tr></table> <p>?</p> <p>Should either East or West bid over 1NT? If you do, you will find the cards well placed to make 2♥.</p> <p>On the other hand, 1NT will be quite a struggle on a heart lead. Other choices of lead would give North a bit more hope.</p> <p>Most East/West pairs should go plus – 100 will be OK and 110 excellent.</p>	West	North	East	South				Pass	Pass	1♣	1♥	Pass	Pass	1NT	Pass	Pass
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<p>♠ K4 ♥ AQJ8 ♦ 1064 ♣ A1095</p> <p>♠ QJ103 ♠ A952 ♥ 9 ♥ K754 ♦ K72 ♦ Q53 ♣ 76432 ♣ K8</p> <p>♠ 876 ♥ 10632 ♦ AJ98 ♣ QJ</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>14</td><td></td></tr><tr><td>6</td><td>12</td></tr><tr><td>8</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>2</td><td>-</td><td>1</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>1</td><td>-</td><td>-</td><td>2</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		14		6	12	8		Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	-	1		S	-	-	2	-	-		E	1	-	-	2	-		W	1	-	-	2	-		<p>Board 32 : Dealer West : EW 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>2♥</td></tr></table> <p>All Pass</p> <p>For me, the North hand is too good for a weak no trump – only 7 losers and really good intermediates. South has an easy raise. The cards lie badly and 8 tricks will be the limit.</p> <p>Clearly East/West would do well in spades, but which of them should get into the auction? West has the shape but, not only would partner expect more for a double, there is the usual downside that you might tip off North/South to the distribution if, as looks likely, they end up declaring (though probably not this time).</p> <p>And East has a horrible hand to re-open, so 2♥ may well buy it.</p>	West	North	East	South	Pass	1♥	Pass	2♥								
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