

# British Winter Sim Pairs



**Monday**  
4<sup>th</sup> January 2016

Happy New Year and welcome to the British Winter 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 Heather Dhondy.

We have a prize structure which awards 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 2016. You can find all the full details and results at [www.ebu.co.uk/sims/](http://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

<div><div><div>♠653</div><div>♥542</div><div>♦J9</div><div>♣QJ1097</div></div><div><div>♠A7</div><div>♥QJ10</div><div>♦AQ1086</div><div>♣AK3</div></div><div><div>♠Q984</div><div>♥97</div><div>♦K753</div><div>♣854</div></div><div><div>♠KJ102</div><div>♥AK863</div><div>♦42</div><div>♣62</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>4</td><td>5</td></tr><tr><td>20</td><td>11</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>4</td><td>1</td><td>1</td><td>3</td><td></td></tr><tr><td>W</td><td>1</td><td>4</td><td>1</td><td>1</td><td>3</td><td></td></tr></table></div>	HCP		4	5	20	11	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	1	4	1	1	3		W	1	4	1	1	3		<div>Board 1 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1♥</td></tr><tr><td>Dbl</td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All pass</td></tr></table> <div>Not a hugely exciting board, and 3NT will be a very popular contract on the combined 25 count. With no entry to the long clubs in the North hand, West can go about developing the ninth trick in hearts even on a club lead.</div> <div>An overtrick is a possibility if South ducks a heart, and later gets thrown in with a heart to lead away from the spades.</div>	West	North	East	South		Pass	Pass	1♥	Dbl	Pass	1♠	Pass	2NT	Pass	3NT	All pass
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<div><div><div>♠94</div><div>♥A94</div><div>♦843</div><div>♣AQ762</div></div><div><div>♠832</div><div>♥Q1065</div><div>♦976</div><div>♣K84</div></div><div><div>♠QJ1075</div><div>♥K83</div><div>♦KQ10</div><div>♣J5</div></div><div><div>♠AK6</div><div>♥J72</div><div>♦AJ52</div><div>♣1093</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>12</td></tr><tr><td>5</td><td>13</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>3</td><td>1</td><td>1</td><td>2</td><td></td></tr><tr><td>S</td><td>3</td><td>3</td><td>2</td><td>1</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		10	12	5	13	Makeable contracts								♣	♦	♥	♠	NT		N	3	3	1	1	2		S	3	3	2	1	2		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 2 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♠</td><td>Pass</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <div>I would expect the field to be divided between 3♣ and no-trump part scores, with a few going overboard and getting to game. On the expected spade lead, or alternatively a heart lead, declarer should make eight tricks by establishing clubs.</div> <div>In clubs, declarer can come to nine tricks by leading towards the ♦AJ, but obviously a no-trump contract will still outscore this.</div>	West	North	East	South			1♠	Pass	Pass	2♣	Pass	2NT	All Pass			
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<div><div>♠AJ108</div><div>♥AKJ10</div><div>♦K862</div><div>♣A</div><div>♠Q9732</div><div>♥83</div><div>♦97</div><div>♣8654</div><div>♠64</div><div>♥Q754</div><div>♦Q1043</div><div>♣Q102</div><div>♠K5</div><div>♥962</div><div>♦AJ5</div><div>♣KJ973</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>20</td><td>6</td></tr><tr><td>2</td><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>6</td><td>6</td><td>6</td><td>5</td><td>6</td><td></td></tr><tr><td>S</td><td>6</td><td>6</td><td>6</td><td>5</td><td>6</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		20	6	2	12	Makeable contracts								♣	♦	♥	♠	NT		N	6	6	6	5	6		S	6	6	6	5	6		E	-	-	-	-	-		W	-	-	-	-	-		<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>2NT</td><td>Pass</td><td>6NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <div>Everyone's least favourite bidding problem, the dreaded 4-4-4-1! Here it is just practical to open 2NT. Your singleton is the ace, and there is no alternative adequate way to describe your hand unless you are fortunate enough to be playing a system bid to show this. South knows that there are at least 32 high card points and expects the long clubs to provide a source of tricks, so will probably just raise directly to 6♣. The contract is not a good one, however the clubs are rather fortunate for declarer, playing for four tricks. The lead is likely to be a red card and this will either give a third trick in hearts, or allow the winning diamond finesse to be taken. This gets declarer up to eleven tricks. On a diamond lead, declarer will have to guess whether to finesse in hearts and spades for the twelfth trick, but on a heart lead it is almost certain to make since either a spade or a diamond finesse will work.</div>	West	North	East	South	Pass	2NT	Pass	6NT	All Pass											
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<div><div><div>♠ 92</div><div>♥ 975</div><div>♦ AQJ10</div><div>♣ AQ62</div></div><div><div>♠ 107</div><div>♥ KQ432</div><div>♦ 74</div><div>♣ K953</div></div><div><div>♠ K8643</div><div>♥ A</div><div>♦ K865</div><div>♣ J107</div></div><div><div>♠ AQJ5</div><div>♥ J1086</div><div>♦ 932</div><div>♣ 84</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td>11</td></tr><tr><td>8</td><td>8</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>3</td><td>2</td><td>3</td><td>2</td><td></td></tr><tr><td>S</td><td>1</td><td>3</td><td>2</td><td>3</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		13	11	8	8	Makeable contracts								♣	♦	♥	♠	NT		N	1	3	2	3	2		S	1	3	2	3	2		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 8 : Dealer West : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1NT</td><td>2♦</td><td>Pass</td></tr><tr><td>2♥</td><td>pass</td><td>2♠</td><td>Pass</td></tr><tr><td>pass</td><td>pass</td><td></td><td></td></tr></table> <div>The vulnerability makes it tempting for East to enter the auction over a weak no-trump, especially if you have a suitable convention to show this hand. The action above assumes some variation of Astro, where the 2♠ rebid denies hearts and shows five spades and a minor. This is not a happy resting place for E/W and will go several down, since there is no entry to West's heart winners.</div> <div>E/W do better to defend, even though N/S will make 1NT with an overtrick, making three spades, three diamonds and two clubs. Who ever said that this was a bidder's vulnerability?</div>	West	North	East	South	Pass	1NT	2♦	Pass	2♥	pass	2♠	Pass	pass	pass														
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<p>♠ 2 ♥ K976 ♦ AKQ753 ♣ Q10</p> <p>♠ J106                      ♠ K974 ♥ Q5432                    ♥ J8 ♦ J42                        ♦ 106 ♣ 95                         ♣ A7642</p> <p>♠ AQ853 ♥ A10 ♦ 98 ♣ KJ83</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>14</td><td>8</td></tr><tr><td>4</td><td>14</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>5</td><td>6</td><td>4</td><td>4</td><td>6</td><td></td></tr><tr><td>S</td><td>5</td><td>6</td><td>4</td><td>4</td><td>6</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		14	8	4	14	Makeable contracts								♣	♦	♥	♠	NT		N	5	6	4	4	6		S	5	6	4	4	6		E	-	-	-	-	-		W	-	-	-	-	-		<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>1♦</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>3NT</td></tr></table> <p>All Pass</p> <p>North's 2♦ rebid is a little heavy, but a reverse would be an overstatement after partner has responded in your singleton, and a 1NT rebid has too many flaws. Having said that, it is almost impossible to reach a slam unless North does make an aggressive rebid. What gives this slam play is the ♣Q10 facing ♣KJxx, and this is hard to identify.</p> <p>On the likely heart lead, wherever declarer chooses to win it, East does best to duck both rounds of clubs from dummy, and this gives declarer the problem of what to do next. One option is to take the spade finesse, which you may do in 6NT but you are unlikely to do this in 3NT. The likely line is to cash a heart and run the diamonds. Coming down to a three card ending, you may have to take a view as to who holds the ♠K since if it is with West you can exit with a heart to end-play him, but if it is with East you must take the finesse. Eleven or twelve tricks in 3NT will be most likely.</p>	West	North	East	South		1♦	Pass	1♠	Pass	2♦	Pass	3NT								
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<p>♠ Q6 ♥ K97642 ♦ 82 ♣ Q97</p> <p>♠ 832                      ♠ 95 ♥ 5                        ♥ Q108 ♦ AJ43                    ♦ Q9765 ♣ 106542                ♣ K83</p> <p>♠ AKJ1074 ♥ AJ3 ♦ K10 ♣ AJ</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>7</td></tr><tr><td>5</td><td>21</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>2</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>6</td><td>6</td><td>6</td><td></td></tr><tr><td>E</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>1</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		7	7	5	21	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	5	5	2		S	-	-	6	6	6		E	1	1	-	-	-		W	1	1	-	-	-		<p>Board 10 : Dealer East : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>4♠</td></tr></table> <p>All Pass</p> <p>In the good old days of Acoll 2s, South would not have a problem with their opening bid, since this is an easy 2♠ opening. Those playing Benjamin Acoll will similarly have no problem, however, without those methods, you have to decide between 2♣, 2NT and 1♠. On the actual deal, you need to avoid 3NT played by North since the diamond lead through dummy's king will be fatal.</p> <p>On the auction above, West will probably make the entirely reasonable, but entirely disastrous singleton heart lead, enabling declarer to wrap up all thirteen tricks without any guessing needed.</p>	West	North	East	South			Pass	1♠	Pass	1NT	Pass	4♠								
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<p>♠ QJ96 ♥ 6 ♦ 1097 ♣ J8753</p> <p>♠ A75                      ♠ 10843 ♥ AQ10987                ♥ KJ4 ♦ 65                        ♦ AKQ ♣ 94                        ♣ A106</p> <p>♠ K2 ♥ 532 ♦ J8432 ♣ KQ2</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>4</td><td>17</td></tr><tr><td>10</td><td>9</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>5</td><td>3</td><td>5</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>5</td><td>3</td><td>5</td><td></td></tr></table>	HCP		4	17	10	9	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	-	2	5	3	5		W	-	2	5	3	5		<p>Board 11 : Dealer South : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>3♣</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>3NT</td><td>All pass</td></tr></table> <p>Another marginal opening bid decision this time for West. The hand looks a little strong for a weak two opening bid, with two aces and a robust suit. There is too much danger that partner will pass when there is a making game, although clearly on this hand partner will make a move over a 2♥ opening bid.</p> <p>The key to a good result on this hand is to play in no-trumps. There are eleven tricks in hearts or no-trumps, and no prospect of a twelfth unless there is a misdefence, so those ten extra points are crucial.</p>	West	North	East	South				Pass	1♥	Pass	1♠	Pass	2♥	Pass	3♣	Pass	3♠	Pass	3NT	All pass
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<p>♠ QJ105 ♥ AJ ♦ 85 ♣ K10432</p> <p>♠ K74                      ♠ A32 ♥ KQ8                      ♥ 1065 ♦ KQ76                    ♦ A1043 ♣ AJ9                      ♣ Q76</p> <p>♠ 986 ♥ 97432 ♦ J92 ♣ 85</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>11</td><td>10</td></tr><tr><td>18</td><td>1</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>4</td><td>2</td><td>1</td><td>3</td><td></td></tr><tr><td>W</td><td>2</td><td>4</td><td>2</td><td>3</td><td>3</td><td></td></tr></table>	HCP		11	10	18	1	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	2	4	2	1	3		W	2	4	2	3	3		<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>1♦</td><td>Pass</td><td>3♦</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Are you tempted to overcall 2♣ with the North cards? You really shouldn't be, the suit is far too poor to overcall at the two level, and if the opponents could find a way to penalise you, it would be very expensive on this deal. One question that it can be worth asking yourself when you are thinking of overcalling is "do I want partner to overrule their own natural lead in order to lead my suit?" If the answer is no (as it surely would be here), then you might consider not overcalling.</p> <p>Given the lucky heart position, there are ten tricks in no-trumps, however if the defence begin with a spade lead (as they are likely to if the hand is played by West), you do not have the tempo to establish the clubs and the hearts before North's long spades therefore the defence can hold you to nine tricks provided they begin with, and continue, spades.</p>	West	North	East	South	1♦	Pass	3♦	Pass	3NT	All Pass										
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<p>♠ A94 ♥ K642 ♦ Q53 ♣ 1062</p> <p>♠ 65                      ♠ QJ83 ♥ A73                    ♥ 1085 ♦ J96                    ♦ A10842 ♣ K9753                ♣ 4</p> <p>♠ K1072 ♥ QJ9 ♦ K7 ♣ AQJ8</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td>7</td></tr><tr><td>8</td><td>16</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>-</td><td>3</td><td>2</td><td>1</td><td></td></tr><tr><td>S</td><td>2</td><td>1</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>	HCP		9	7	8	16	Makeable contracts								♣	♦	♥	♠	NT		N	2	-	3	2	1		S	2	1	3	2	1		E	-	-	-	-	-		W	-	-	-	-	-		<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>Pass</td><td>Pass</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>1NT</td><td>All pass</td><td></td></tr></table> <p>Despite the combined twenty five count, there is not much chance of making game in this deal, however those playing Acoll will probably stop at the one level on the auction above, and that is the limit of the hand.</p> <p>East will lead a diamond, which will establish four diamonds tricks for the defence, and with a certain club and heart loser, declarer should be held to seven tricks.</p> <p>If you are playing a different no-trump range you will invariably get too high, and can count yourself unlucky that you have received such a bad board for a relatively normal point-count game that has no play at all.</p>	West	North	East	South	Pass	Pass	Pass	1♠	Pass	1NT	All pass									
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<p>♠ KJ85 ♥ AK3 ♦ QJ94 ♣ K7</p> <p>♠ A94                      ♠ Q72 ♥ Q42                    ♥ J975 ♦ A8765                ♦ K103 ♣ 109                    ♣ J52</p> <p>♠ 1063 ♥ 1086 ♦ 2 ♣ AQ8643</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>17</td><td>7</td></tr><tr><td>10</td><td>6</td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>4</td><td>1</td><td>1</td><td>3</td><td>3</td><td></td></tr><tr><td>S</td><td>3</td><td>1</td><td>1</td><td>3</td><td>3</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		17	7	10	6	Makeable contracts								♣	♦	♥	♠	NT		N	4	1	1	3	3		S	3	1	1	3	3		E	-	-	-	-	-		W	-	-	-	-	-		<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>Pass</td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♠</td></tr><tr><td>Pass</td><td>2NT</td><td>Pass</td><td>3NT</td></tr><tr><td>All pass</td><td></td><td></td><td></td></tr></table> <p>What do you respond to partner's 1♠ bid with the South cards playing Acoll? Holding a singleton, it is better to raise partner's suit, even though you have only three of them. Now if partner makes a game try in a new suit, that should guarantee five of the first suit, since with a strong balanced hand, declarer should proceed with 2NT, or 3NT with game values facing a response. This gives partner the choice of strain and level. Holding the South cards, it's a bit of a gamble, but if the clubs run, you will probably make 3NT, so you may decide to have a go.</p> <p>In 3NT, you are likely to receive a heart lead. Which card do you play from dummy? Although it is twice as likely that East has led from ♥9xx than ♥QJxx, playing the ♥8 doesn't really gain you anything (especially since you are going to have to throw your heart away on the long clubs, whereas if the ten holds, that is your ninth trick, so you should try that. Now you have to cash the clubs since you are short of entries to your hand, and discard two spades, a heart and a diamond from dummy. Finally you need a good guess in spades to land the contract.</p>	West	North	East	South	Pass		Pass	Pass	Pass	1♠	Pass	2♠	Pass	2NT	Pass	3NT	All pass			
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<p>♠ 83 ♥ AJ10864 ♦ K1095 ♣ 10</p> <p>♠ Q974                      ♠ A10652 ♥ Q53                      ♥ - ♦ AQ62                      ♦ 87 ♣ 95                      ♣ KQJ764</p> <p>♠ KJ ♥ K972 ♦ J43 ♣ A832</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td></td></tr><tr><td>10</td><td>10</td></tr><tr><td>12</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>2</td><td>5</td><td>-</td><td>2</td><td></td></tr><tr><td>S</td><td>-</td><td>2</td><td>5</td><td>-</td><td>2</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>-</td><td>4</td><td>-</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>-</td><td>4</td><td>-</td><td></td></tr></table>	HCP		8		10	10	12		Makeable contracts								♣	♦	♥	♠	NT		N	-	2	5	-	2		S	-	2	5	-	2		E	3	-	-	4	-		W	3	-	-	4	-		<p>Board 15 : 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>1NT</td></tr><tr><td>Pass</td><td>2♦</td><td>3♣</td><td>3♥</td></tr><tr><td>Pass</td><td>4♥</td><td>4♠</td><td>All pass</td></tr></table> <p>A very lively board, with plenty of tricks available to both sides. The favourable diamond position means that N/S can actually make 5♥, provided they get both major suits right, and depending on how much bidding East does, they are likely to get them right.</p> <p>E/W will make ten tricks in spades. The only lead to give a decision is a diamond, on which declarer must rise with the ♦ A and play ♠A and another trump. Now the defence will get their diamond trick, but will avoid the club ruff. If the defence find their ruff straight away, the diamond loser will disappear on the long clubs.</p>	West	North	East	South				1NT	Pass	2♦	3♣	3♥	Pass	4♥	4♠	All pass
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<p>♠ A4 ♥ 1075 ♦ K73 ♣ AQ854</p> <p>♠ QJ5                      ♠ K963 ♥ A943                      ♥ K8 ♦ J1054                      ♦ Q62 ♣ KJ                      ♣ 10963</p> <p>♠ 10872 ♥ QJ62 ♦ A98 ♣ 72</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td></td></tr><tr><td>12</td><td>8</td></tr><tr><td>7</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>-</td><td>1</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>1</td><td>1</td><td></td></tr></table>	HCP		13		12	8	7		Makeable contracts								♣	♦	♥	♠	NT		N	1	-	1	-	-		S	1	-	1	-	-		E	-	1	-	1	1		W	-	1	-	1	1		<p>Board 16 : Dealer West : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1NT</td><td>All pass</td><td></td><td></td></tr></table> <p>The contract is easy enough to predict. If E/W are playing a weak no-trump, West will probably be left there. Playing a strong no-trump, West will open 1♦ and rebid 1NT.</p> <p>The tricky part is predicting the likely number of tricks. The best lead is a heart. Declarer's natural line looks to be winning this in hand, thereby preserving an entry to the long spade, should it become a winner. Now the ♠Q, which North needs to win and continue with a low heart to dummy's king. Now declarer has no way to make the contract since the defence can establish a spade and two of each of the other suits. Instead, what declarer needs to do is to play on diamonds to attack the defence's communication to the hearts before they are unblocked.</p> <p>On a club lead, declarer has time to develop the seven tricks needed for the contract, so I expect it to make more often than not.</p>	West	North	East	South	1NT	All pass										
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<p>♠ 54 ♥ 432 ♦ KQJ85 ♣ J43</p> <p>♠ 87                      ♠ KQ1063 ♥ J1085                      ♥ K976 ♦ A76                      ♦ 42 ♣ AQ62                      ♣ 105</p> <p>♠ AJ92 ♥ AQ ♦ 1093 ♣ K987</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td></td></tr><tr><td>11</td><td>8</td></tr><tr><td>14</td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>2</td><td>-</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>1</td><td>2</td><td>-</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td><td></td></tr></table>	HCP		7		11	8	14		Makeable contracts								♣	♦	♥	♠	NT		N	1	2	-	-	1		S	1	2	-	-	1		E	-	-	2	1	-		W	-	-	2	1	-		<p>Board 17 : 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>1NT</td></tr><tr><td>Pass</td><td>Pass</td><td>2♣</td><td>Pass</td></tr><tr><td>2♥</td><td>3♦</td><td>All pass</td><td></td></tr></table> <p>This is the best vulnerability to compete hard for a part-score at pairs, and here, when 1NT is passed back to East, it is important to be brave and enter the auction holding both majors. 1NT is making by N/S and 2♥ will make either eight or nine tricks depending on whether N/S attack trumps in time. If they don't, declarer will be able to ruff three minor suit cards in dummy.</p> <p>N/S do best to compete further and the likely route is for North to bid 3♦. In order to defeat this contract, the defence must take a club ruff, either by leading the suit at trick one, or by leading the ♠K, and switching to a club if declarer ducks. If declarer wins the spade lead, West must rise with the ace of trumps on the first round of the suit, put partner in with a spade to get a club through. This is not a trivial defence to find, and 3♦ may well get let through at some tables.</p>	West	North	East	South		Pass	Pass	1NT	Pass	Pass	2♣	Pass	2♥	3♦	All pass	
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<div><div><div>♠ A5</div><div>♥ 94</div><div>♦ J106</div><div>♣ KJ10832</div></div><div><div>♠ Q86</div><div>♥ J8532</div><div>♦ Q97</div><div>♣ AQ</div></div><div><div>♠ KJ73</div><div>♥ 10</div><div>♦ K8432</div><div>♣ 965</div></div><div><div>♠ 10942</div><div>♥ AKQ76</div><div>♦ A5</div><div>♣ 74</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td></td></tr><tr><td>11</td><td>7</td></tr><tr><td>13</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>1</td><td>-</td><td>-</td></tr><tr><td>S</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP		9		11	7	13		Makeable contracts							♣	♦	♥	♠	NT	N	3	-	1	-	-	S	3	-	1	-	-	E	-	2	-	1	-	W	-	2	-	1	-	<div>Board 18 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♥</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>This is a likely auction, although on the lie of the defence’s cards, 3♣ is the superior contract. However without the benefit of seeing the bad trump break, many pairs will play in 2♥. The only lead to defeat the contract genuinely is a low trump, which will prevent declarer from being able to ruff a spade in dummy. Looking at East’s holding, and the auction, a trump lead looks unlikely, however. On a spade lead, for example, declarer will win and return a spade. One ruff together with a trick in each of the side suits and three top trumps take declarer to seven tricks, and a likely trump end-play on West will bring home the contract.</p>	West	North	East	South			Pass	1♥	Pass	2♣	Pass	2♥	All Pass			
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<div><div><div>♠ Q109</div><div>♥ Q87</div><div>♦ Q8642</div><div>♣ K9</div></div><div><div>♠ KJ653</div><div>♥ K</div><div>♦ 95</div><div>♣ QJ852</div></div><div><div>♠ A2</div><div>♥ AJ6542</div><div>♦ A1073</div><div>♣ 7</div></div><div><div>♠ 874</div><div>♥ 1093</div><div>♦ KJ</div><div>♣ A10643</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td></td></tr><tr><td>10</td><td>13</td></tr><tr><td>8</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>2</td><td>2</td><td>3</td><td>3</td><td>1</td></tr><tr><td>W</td><td>2</td><td>2</td><td>3</td><td>3</td><td>1</td></tr></table></div>	HCP		9		10	13	8		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	2	3	3	1	W	2	2	3	3	1	<div>Board 19 : Dealer South : EW 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>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>2♥</td><td>All pass</td></tr></table> <p>It’s very hard to predict this auction and I expect a wide variety of final contracts including many pairs who get way too high on this misfitting combined twenty three count. The problems will arise if West decides to open the bidding. In my view this is not an opening bid, given the singleton king, and lack of aces and intermediates. The next question is East’s rebid after 1♥-1♠. Popular wisdom is that, holding a six-four shape (where you can conveniently show your second suit), is that you rebid your six-card suit with a minimum opening hand, and rebid the four card suit with extra values. The idea is that if partner takes another bid (for example 2NT), you can now complete your shape description on the third round. If you had bid and rebid hearts (with a minimum), you could now bid 3♦ and this would be non-forcing. If you had rebid 2♦ (with extras), you could now return to 3♥, and this would be forcing, offering a choice of games.</p>	West	North	East	South				Pass	Pass	Pass	1♥	Pass	1♠	Pass	2♥	All pass
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<div><div><div>♠ Q72</div><div>♥ KQ43</div><div>♦ Q</div><div>♣ J8632</div></div><div><div>♠ 65</div><div>♥ J8752</div><div>♦ J76</div><div>♣ A105</div></div><div><div>♠ K3</div><div>♥ 106</div><div>♦ AK9542</div><div>♣ K74</div></div><div><div>♠ AJ10984</div><div>♥ A9</div><div>♣ 1083</div><div>♣ Q9</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>13</td></tr><tr><td>6</td><td>11</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>-</td><td>1</td><td>4</td><td>-</td><td></td></tr><tr><td>S</td><td>3</td><td>-</td><td>1</td><td>4</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></div>	HCP		10	13	6	11	Makeable contracts								♣	♦	♥	♠	NT		N	3	-	1	4	-		S	3	-	1	4	-		E	-	2	-	-	-		W	-	2	-	-	-		<div>Board 21 : 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>1♦</td><td>1♠</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>3♠</td></tr><tr><td>Pass</td><td>4♠</td><td>All Pass</td><td></td></tr></table> <p>After Pass- 1♦ - 1♠ - Pass, what call should North make? The hand is worth an unassuming cue-bid, showing around 10-11 points and three card support. The ♦ Q may not be pulling its full two points as a queen, but the fact that it is singleton is what makes the North hand so good for game, and the best that E/W can do is to take their three minor suit winners, since declarer will have no difficulty in ruffing two diamonds in dummy and taking the trump finesse.</p>	West	North	East	South		Pass	1♦	1♠	Pass	2♦	Pass	3♠	Pass	4♠	All Pass					
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<div><div><div>♠ 765</div><div>♥ 643</div><div>♦ J53</div><div>♣ Q642</div></div><div><div>♠ J2</div><div>♥ KJ97</div><div>♦ A1074</div><div>♣ J87</div></div><div><div>♠ AKQ93</div><div>♥ A82</div><div>♦ K8</div><div>♣ A93</div></div><div><div>♠ 1084</div><div>♥ Q105</div><div>♦ Q962</div><div>♣ K105</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td>20</td></tr><tr><td>10</td><td>7</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>5</td><td>5</td><td>7</td><td>6</td><td>6</td><td></td></tr><tr><td>W</td><td>5</td><td>5</td><td>7</td><td>6</td><td>6</td><td></td></tr></table></div>	HCP		3	20	10	7	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	5	5	7	6	6		W	5	5	7	6	6		<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>2NT</td><td>Pass</td></tr><tr><td>3♣</td><td>Pass</td><td>3♠</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>The West hand will entertain some hopes of slam facing a 2NT opener if a heart fit can be found. When East responds to 3♣ with 3♠, however, it is likely that West will give up and settle for 3NT. Given the very favourable heart position, however, those who are brave enough to venture a slam will get a little lucky, since the best realistic hope for twelve tricks in no trumps is for the heart suit to produce four tricks, making it poor odds.</p> <p>In a heart contract it is even possible to make all thirteen tricks, by ruffing a diamond in the East hand before drawing trumps.</p>	West	North	East	South			2NT	Pass	3♣	Pass	3♠	Pass	3NT	All Pass						
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<div><div><div>♠ 1095</div><div>♥ J3</div><div>♦ K107</div><div>♣ Q10974</div></div><div><div>♠ 763</div><div>♥ KQ9762</div><div>♦ A2</div><div>♣ AK</div></div><div><div>♠ AQJ4</div><div>♥ A84</div><div>♦ Q843</div><div>♣ J3</div></div><div><div>♠ K82</div><div>♥ 105</div><div>♦ J965</div><div>♣ 8652</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td>14</td></tr><tr><td>16</td><td>4</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>2</td><td>3</td><td>5</td><td>5</td><td>5</td><td></td></tr><tr><td>W</td><td>2</td><td>3</td><td>6</td><td>6</td><td>6</td><td></td></tr></table></div>	HCP		6	14	16	4	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	2	3	5	5	5		W	2	3	6	6	6		<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>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>3♥</td><td>Pass</td><td>4NT</td><td>Pass</td></tr><tr><td>5♣</td><td>Pass</td><td>6♥</td><td>All pass</td></tr></table> <p>East has a difficult rebid problem after 1♥-1♠-3♥, being too good for 4♥, but having nothing to cue-bid. It is hardly ideal to jump to Keycard Blackwood with his minor suit holdings, but there seems little alternative. Even on discovering all the keycards are held, partner's non-forcing 3♥ rebid makes a grand slam unlikely to be good, so East may as well settle for 6♥.</p> <p>The contract is fair, needing either the K♦ with the opening leader (so that they are unable to attack the suit to advantage), or the spades to play for four tricks, either because they are three-three, or from a squeeze.</p> <p>Having discovered that the spade finesse is losing, declarer should play out the spade-diamond squeeze, but in the event the spades divide three-three, so all is well.</p>	West	North	East	South				Pass	1♥	Pass	1♠	Pass	3♥	Pass	4NT	Pass	5♣	Pass	6♥	All pass
HCP																																																																					
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<div><div><div>♠ 7</div><div>♥ 7632</div><div>♦ J65</div><div>♣ Q7654</div></div><div><div>♠ 85</div><div>♥ AQJ85</div><div>♦ 43</div><div>♣ A1098</div></div><div><div>♠ AKQ94</div><div>♥ K4</div><div>♦ K1082</div><div>♣ 32</div></div><div><div>♠ J10632</div><div>♥ 109</div><div>♦ AQ97</div><div>♣ KJ</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td>15</td></tr><tr><td>11</td><td>11</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>1</td><td>1</td><td>4</td><td>2</td><td>4</td><td></td></tr><tr><td>W</td><td>1</td><td>1</td><td>4</td><td>2</td><td>4</td><td></td></tr></table></div>	HCP		3	15	11	11	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	1	1	4	2	4		W	1	1	4	2	4		<div>Board 24 : Dealer West : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>3NT</td><td>All pass</td></tr></table> <p>Some players may not open the West cards, however with all your points in your long suits, and good club intermediates, it becomes a hand of some potential so I would favour opening the bidding. The likely spot to finish in is 3NT which will probably end up making nine or ten tricks with the majority making ten since a diamond lead gives declarer the tenth trick straight away, as does a spade lead. A heart lead is probably the most challenging for declarer since it gives nothing away and threatens the entry to dummy to establish a second club. However South will eventually get end-played to lead away from the diamonds once declarer discovers the whereabouts of the black suit holdings.</p>	West	North	East	South	1♥	Pass	1♠	Pass	2♣	Pass	3NT	All pass												
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<div><div><div>♠ AQ1063</div><div>♥ 10</div><div>♦ K103</div><div>♣ A1092</div></div><div><div>♠ -</div><div>♥ AQ432</div><div>♦ AQ984</div><div>♣ 653</div></div><div><div>♠ J9872</div><div>♥ J8</div><div>♦ J52</div><div>♣ QJ4</div></div><div><div>♠ K54</div><div>♥ K9765</div><div>♦ 76</div><div>♣ K87</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td>6</td></tr><tr><td>12</td><td>9</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>-</td><td>-</td><td>3</td><td>1</td><td></td></tr><tr><td>S</td><td>3</td><td>-</td><td>-</td><td>3</td><td>1</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>1</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		13	6	12	9	Makeable contracts								♣	♦	♥	♠	NT		N	2	-	-	3	1		S	3	-	-	3	1		E	-	1	1	-	-		W	-	1	-	-	-		<div>Board 25 : Dealer North : EW vulnerable</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>2♠</td><td>Pass</td><td>Pass</td></tr><tr><td>3♦</td><td>Pass</td><td>Pass</td><td>3♠</td></tr></table> <p>All pass</p> <p>This is another hand where there will be a variety of approaches and resulting contracts. About the only obvious calls are the 1♠ opening from North and East's pass. Now the South hand is borderline for a two-level response, but the partial spade fit makes it too powerful a hand for 1NT in Acol. Now does West enter the auction, and if so, when? Since South has shown five hearts the only possible suit to call is diamonds and it seems a little dangerous to come in now at the three-level in an unlimited auction. When North's 2♠ rebid is passed back to West, however, he must be tempted to come in, even though it is still far from safe. South, who might have raised spades a round earlier, will certainly compete now and 3♠ will be a common spot.</p> <p>Declarer can ruff a diamond early on and will then discover the bad trump break, but ruffing one heart in hand and end-playing East with a club will see the contract home.</p>	West	North	East	South		1♠	Pass	2♥	Pass	2♠	Pass	Pass	3♦	Pass	Pass	3♠								
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<div><div><div>♠ AJ63</div><div>♥ AQ97</div><div>♦ QJ</div><div>♣ 432</div></div><div><div>♠ KQ8</div><div>♥ 62</div><div>♦ K984</div><div>♣ AQJ5</div></div><div><div>♠ 105</div><div>♥ KJ54</div><div>♦ A75</div><div>♣ K1086</div></div><div><div>♠ 9742</div><div>♥ 1083</div><div>♦ 10632</div><div>♣ 97</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>14</td><td>11</td></tr><tr><td>15</td><td>0</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>4</td><td>3</td><td>3</td><td>1</td><td>3</td><td></td></tr><tr><td>W</td><td>4</td><td>3</td><td>3</td><td>2</td><td>3</td><td></td></tr></table></div>	HCP		14	11	15	0	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	4	3	3	1	3		W	4	3	3	2	3		<div>Board 26 : 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>Pass</td><td>Pass</td></tr><tr><td>1♦</td><td>Dbl</td><td>Rdbl</td><td>Pass</td></tr><tr><td>Pass</td><td>1♥</td><td>Dbl</td><td>1♠</td></tr><tr><td>Pass</td><td>Pass</td><td>2♠</td><td>Pass</td></tr><tr><td>3NT</td><td>All pass</td><td></td><td></td></tr></table> <p>It is likely that West will end up in 3NT most of the time, after making some effort to investigate the possibility of taking a penalty. However when N/S uncover their four-four spade fit E/W will give up and go for game themselves.</p> <p>A spade lead is most likely, although a heart lead works out better on the hand. Declarer can win the spade with ♠10 in dummy and establish a third diamond trick to go with six black suit tricks and a heart, taking him to ten tricks.</p> <p>On a heart lead declarer can always be held to nine tricks since the second spade trick has not been conceded, and declarer can only establish a ninth trick in spades or diamonds before the defence can come to four winners.</p>	West	North	East	South			Pass	Pass	1♦	Dbl	Rdbl	Pass	Pass	1♥	Dbl	1♠	Pass	Pass	2♠	Pass	3NT	All pass		
HCP																																																																									
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<p>♠J53 ♥543 ♦972 ♣AQ97</p> <p>♠10                    ♠Q842 ♥102                   ♥QJ9876 ♦AQJ10843           ♦6 ♣K43                   ♣102</p> <p>♠AK976 ♥AK ♦K5 ♣J865</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>7</td><td>5</td></tr><tr><td>10</td><td>18</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>5</td><td>-</td><td>-</td><td>4</td><td>-</td></tr><tr><td>S</td><td>5</td><td>-</td><td>2</td><td>5</td><td>5</td></tr><tr><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP		7	5	10	18	Makeable contracts							♣	♦	♥	♠	NT	N	5	-	-	4	-	S	5	-	2	5	5	E	-	1	-	-	-	W	-	1	-	-	-	<p>Board 27 : Dealer South : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>2♦</td><td>2♠</td><td>Pass</td><td>4♠</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>What call do you make with the North cards after partner's 1♠ and West's 2♦ overcall? Despite holding only three spades and no ruffing value, it is best to support spades.</p> <p>West might create more of problem if he decides to overcall 3♦, however the hand is a little strong for a weak jump overcall when partner is not a passed hand. South will happily raise to 4♠.</p> <p>The likely defence is to begin with the A♦ and give partner a ruff, however this may not work out too well since it will give declarer some indication of your shape, and make him more likely to take a successful view in the trump suit. Now, even if he loses a club, which seems likely, he will still make the contract.</p>	West	North	East	South				1♠	2♦	2♠	Pass	4♠	All Pass			
HCP																																																											
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<p>♠J8 ♥754 ♦K1083 ♣Q876</p> <p>♠Q96543                ♠K ♥10832                ♥AK9 ♦Q72                    ♦965 ♣-                        ♣AJ10543</p> <p>♠A1072 ♥QJ6 ♦AJ4 ♣K92</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td>15</td></tr><tr><td>4</td><td>15</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>2</td><td>1</td><td>-</td><td>-</td><td>2</td></tr><tr><td>S</td><td>2</td><td>1</td><td>-</td><td>-</td><td>2</td></tr><tr><td>E</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr></table>	HCP		6	15	4	15	Makeable contracts							♣	♦	♥	♠	NT	N	2	1	-	-	2	S	2	1	-	-	2	E	-	-	1	1	-	W	-	-	1	1	-	<p>Board 28 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>1♣</td><td>1NT</td></tr><tr><td>2♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>Various contracts are possible here. The 1♣ opening is normal, however some Souths will choose not to overcall 1NT with a minimum fifteen points and just one stopper. N/S's top spot is 2NT, however even if South does overcall 1NT they are unlikely to reach it since not many pairs play a natural 2NT over West's 2♠ and so North is likely to pass and lose out on the part score battle.</p> <p>Against 2♠ North will do well to lead a diamond, enabling the defence to begin with three tricks in the suit. With a heart and three likely trump losers, the contract will probably drift two down unless West manages to end-play South in trumps. On a different lead, declarer can dispose of a losing diamond on the ♣A.</p>	West	North	East	South	Pass	Pass	1♣	1NT	2♠	All Pass						
HCP																																																											
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Pass	Pass	1♣	1NT																																																								
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<p>♠J96 ♥2 ♦A9 ♣AQ98632</p> <p>♠73                    ♠A102 ♥K109875            ♥QJ ♦1073                ♦KJ8642 ♣K4                   ♣J7</p> <p>♠KQ854 ♥A643 ♦Q5 ♣105</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>11</td><td>12</td></tr><tr><td>6</td><td>11</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>6</td><td>-</td><td>-</td><td>6</td><td>3</td></tr><tr><td>S</td><td>5</td><td>-</td><td>-</td><td>5</td><td>3</td></tr><tr><td>E</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr></table>	HCP		11	12	6	11	Makeable contracts							♣	♦	♥	♠	NT	N	6	-	-	6	3	S	5	-	-	5	3	E	-	-	2	-	-	W	-	-	2	-	-	<p>Board 29 : Dealer North : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♣</td><td>1♦</td><td>1♠</td></tr><tr><td>2♦</td><td>3♣</td><td>3♦</td><td>3♥</td></tr><tr><td>Pass</td><td>4♠</td><td>All pass</td><td></td></tr></table> <p>The favourable club layout means that either black suit contract will make twelve tricks played by North since East cannot attack diamonds from his side. On a diamond lead against the likely 4♠ contract by South, declarer will be held to eleven tricks with the defence taking one diamond and one spade.</p>	West	North	East	South		1♣	1♦	1♠	2♦	3♣	3♦	3♥	Pass	4♠	All pass	
HCP																																																											
11	12																																																										
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<div><div>♠K7654</div><div>♥84</div><div>♦AQ42</div><div>♣A4</div></div> <div><div>♠32</div><div>♥AK10</div><div>♦98</div><div>♣QJ10976</div></div> <div><div>♠-</div><div>♥J97532</div><div>♦KJ107</div><div>♣532</div></div> <div><div>♠AQJ1098</div><div>♥Q6</div><div>♦653</div><div>♣K8</div></div> <div><div>HCP</div><div>13</div><div>10</div><div>5</div><div>12</div></div> <div><div>Makeable contracts</div><table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>2</td><td>-</td><td>3</td><td>1</td></tr><tr><td>S</td><td>-</td><td>2</td><td>-</td><td>3</td><td>1</td></tr><tr><td>E</td><td>4</td><td>-</td><td>4</td><td>-</td><td>-</td></tr><tr><td>W</td><td>4</td><td>-</td><td>4</td><td>-</td><td>-</td></tr></table></div>		♣	♦	♥	♠	NT	N	-	2	-	3	1	S	-	2	-	3	1	E	4	-	4	-	-	W	4	-	4	-	-	<div>Board 30 : Dealer East : Love all</div> <table><tr><td>West</td><td>North</td><td>East</td><td>South</td></tr><tr><td></td><td></td><td>Pass</td><td>1♠</td></tr><tr><td>2♣</td><td>3♣</td><td>Pass</td><td>3♠</td></tr><tr><td>Pass</td><td>4♠</td><td>All pass</td><td></td></tr></table> <div>N/S have the values for game, and yet it is E/W who can actually make game! 4♥ is a fortunate make, needing no dub ruff and just one diamond loser, but is unlikely to be reached, and N/S will compete on to 4♠ even if it is. 4♠ will be a popular contract, but fails since there are two losers in each of the red suits and nowhere for them to go.</div>	West	North	East	South			Pass	1♠	2♣	3♣	Pass	3♠	Pass	4♠	All pass	
	♣	♦	♥	♠	NT																																										
N	-	2	-	3	1																																										
S	-	2	-	3	1																																										
E	4	-	4	-	-																																										
W	4	-	4	-	-																																										
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2♣	3♣	Pass	3♠																																												
Pass	4♠	All pass																																													
<div><div>♠J10854</div><div>♥Q832</div><div>♦K98</div><div>♣10</div></div> <div><div>♠732</div><div>♥A107</div><div>♦103</div><div>♣A6543</div></div> <div><div>♠A</div><div>♥K654</div><div>♦J7654</div><div>♣Q72</div></div> <div><div>♠KQ96</div><div>♥J9</div><div>♦AQ2</div><div>♣KJ98</div></div> <div><div>HCP</div><div>6</div><div>8</div><div>10</div><div>16</div></div> <div><div>Makeable contracts</div><table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>3</td><td>3</td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>3</td><td>3</td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>		♣	♦	♥	♠	NT	N	-	1	-	3	3	S	-	1	-	3	3	E	1	-	-	-	-	W	1	-	-	-	-	<div>Board 31 : Dealer South : NS vulnerable</div> <table><tr><td>West</td><td>North</td><td>East</td><td>South</td></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>4♠</td><td>All Pass</td><td></td></tr></table> <div>The North hand is a tough problem at this vulnerability playing four-card majors. At other vulnerabilities, or playing five-card majors, it is normal enough to jump to 4♠, but it feels a little much here. However nothing is ideal, and N/S will have missed their only making game of 3NT, but I expect most to be playing in spades at some level. 4♠ suffers the obvious four top losers, and those stopping in a spade part score will do well.</div>	West	North	East	South				1♠	Pass	4♠	All Pass					
	♣	♦	♥	♠	NT																																										
N	-	1	-	3	3																																										
S	-	1	-	3	3																																										
E	1	-	-	-	-																																										
W	1	-	-	-	-																																										
West	North	East	South																																												
			1♠																																												
Pass	4♠	All Pass																																													
<div><div>♠9652</div><div>♥K83</div><div>♦KQ7</div><div>♣A62</div></div> <div><div>♠10743</div><div>♥Q</div><div>♦A962</div><div>♣10753</div></div> <div><div>♠AKJ</div><div>♥AJ962</div><div>♦85</div><div>♣K98</div></div> <div><div>♠Q8</div><div>♥10754</div><div>♦J1043</div><div>♣QJ4</div></div> <div><div>HCP</div><div>12</div><div>6</div><div>16</div><div>6</div></div> <div><div>Makeable contracts</div><table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></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>1</td><td>2</td><td>3</td><td>1</td></tr><tr><td>W</td><td>3</td><td>1</td><td>2</td><td>3</td><td>1</td></tr></table></div>		♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	1	2	3	1	W	3	1	2	3	1	<div>Board 32 : Dealer West : EW vulnerable</div> <table><tr><td>West</td><td>North</td><td>East</td><td>South</td></tr><tr><td>Pass</td><td>1NT</td><td>dbl</td><td>All pass</td></tr></table> <div>Not a good hand for the weak no-trump if E/W can double and extract the maximum of two down since E/W have just a part score. The best lead for the defence is a top spade since this enables the suit to be cashed while West has an entry in diamonds. On a heart lead, declarer can play on diamonds and escape for one down, which won't score too well since those playing strong no-trumps will open a minor and East will steal the contract in 1♥, probably making seven or eight tricks.</div>	West	North	East	South	Pass	1NT	dbl	All pass								
	♣	♦	♥	♠	NT																																										
N	-	-	-	-	-																																										
S	-	-	-	-	-																																										
E	3	1	2	3	1																																										
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