

EBED



Sim Pairs

Commentary by Robin Barker

Thursday
8th September 2016

Welcome to the **English Bridge Education & Development (EBED)** Autumn Simultaneous Pairs. The proceeds raised by this event will be used by EBED, the national charity for the **promotion and development of bridge**, to support EBED's activities in the areas of medical and or social research into the benefits of playing bridge. An Initial part of this research involved the circulation of an online questionnaire to both bridge and non-bridge players of all ages. By the time you see this commentary, the submission deadline for the questionnaire will have just closed and detailed work commenced to analyse the responses.

In addition EBED supplies Bridge for All teaching materials, organises Minibridge/Duplicate Bridge teacher teaching and club director training courses, and supports county organisations and individual volunteers at the local level to introduce Minibridge and bridge into both primary and secondary schools. More information on any of these activities can be requested through info@ebedcio.org.uk EBED Sims are open to non-affiliated as well as EBU affiliated clubs. If your favourite club hasn't participated this time, please encourage them to do so for next one in May 2017.

Do please encourage your friends to come and play in these events which raise vital funds for our work. We thank you so much for your support!

Richard Banbury

<p>♠ J1093 ♥ Q102 ♦ Q82 ♣ J62</p> <p>♠ AQ8642 ♠ K7 ♥ 98543 ♥ AKJ7 ♦ 10 ♦ 53 ♣ 5 ♣ AKQ103</p> <p>♠ 5 ♥ 6 ♦ AKJ9764 ♣ 9874</p>		<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>4♦</td></tr><tr><td>4♠</td><td>Pass</td><td>5♠ (?)</td><td>All Pass</td></tr></table> <p>E/W will be lucky to get this one right. South creates problems by making E/W investigate their major-suit fits at the 4-level with a pre-emptive 4♦ overcall. Given the difference in the majors (both length and strength), West may decide that 4♠ is the clearest bid at this point.</p> <p>East will want to make at least a try for slam and there are number of features that East might want to know about. The most obvious concern is a diamond control, but East could also worry that spades may not break and North has ♠Jxxx. East is not worried about side-suit tricks, but on other hands East might want 5♠ to be a general try asking for extra values. Perhaps East should try 5♥: is a cue-bid agreeing spades but denying a diamond control? (... and will West raise to the making 6♥??) If East tries the more general try of 5♠, West might suspect that second-round diamond control and only ♠AQxxxx is not enough and avoid the doomed 6♠.</p> <p>In 5♠, the club tricks mean that declarer does not need to make any decision about hearts, but there are always two losers if North leads diamonds.</p>	West	North	East	South		Pass	1♣	4♦	4♠	Pass	5♠ (?)	All Pass																																			
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<p>♠ QJ73 ♥ KQ2 ♦ AQ108 ♣ A2</p> <p>♠ A9854 ♠ 102 ♥ J65 ♥ 1043 ♦ J95 ♦ 742 ♣ 53 ♣ KQ874</p> <p>♠ K6 ♥ A987 ♦ K63 ♣ J1096</p>		<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>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>1♦</td><td>Pass</td><td>1♥</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>The likely contract is 3NT by North and the very likely result is +2. There seems very little scope in the play for declarer to create a twelfth trick or for the defence to create a third trick. Declarer's best chance is that West plays ♠A on nothing, giving declarer a third spade trick.</p> <p>Balanced hands with 18-19 high card points (between a strong 1NT and a 2NT opening bid) are seen as a problem for modern bidding – the 2NT rebid eats up much bidding room. Some systems can open 1♣ and rebid 1NT over a transfer response, other systems show these hands by opening at the two level: either as part of a multi-way opening or a dedicated bid (e.g. 2♦).</p> <p>Traditional bidders will be oblivious to such concerns on this hand.</p>	West	North	East	South			Pass	Pass	Pass	1♦	Pass	1♥	Pass	2NT	Pass	3NT	All Pass																														
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<p>♠ Q10652 ♥ Q742 ♦ J84 ♣ 10</p> <p>♠ K9 ♠ A43 ♥ K1098 ♥ J5 ♦ 96 ♦ A1032 ♣ AQJ62 ♣ K874</p> <p>♠ J87 ♥ A63 ♦ KQ75 ♣ 953</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1 ♣</td><td>Pass</td><td>1 ♦</td><td>Pass</td></tr><tr><td>1 ♥</td><td>Pass</td><td>2 ♠ *</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>On this auction, East’s jump to 2 ♠ is “Fourth Suit Forcing”. It is forcing to game and East might not be worth it, depending on how light West’s opening bids can be. It is common to play the fourth-suit 1 ♠ rebid by responder as natural – this ensures the partnership finds their spade fit when opener is 4-4-1-4 or 4-4-0-5. Against 3NT, North is likely to lead a spade unless they are impressed by E/W’s show of stoppers in that suit; a diamond lead instead sets up tricks directly. 3NT can always make nine tricks by playing a heart to king but at match-points it will look attractive to run ♥ J, if the ♥ Q is with South there may be some valuable overtricks. If North gets in with ♥ Q, a spade continuation or a diamond can defeat 3NT.</p>	West	North	East	South				Pass	1 ♣	Pass	1 ♦	Pass	1 ♥	Pass	2 ♠ *	Pass	2NT	Pass	3NT	All Pass																																	
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<p>♠ J72 ♥ J73 ♦ AQ109 ♣ KJ4</p> <p>♠ 6543 ♠ KQ109 ♥ K98 ♥ A42 ♦ J75 ♦ K862 ♣ A105 ♣ 86</p> <p>♠ A8 ♥ Q1065 ♦ 43 ♣ Q9732</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td></td><td></td><td></td></tr></table> <p>When N/S are playing a weak no-trump there could be a short auction. If 1NT from North would be strong then North will open one of a minor: traditionally 1 ♦, but some play that all weak no-trump hands open 1 ♣, even with 4 (or 5) diamonds and 2 or 3 clubs. East could double a minor suit opener for takeout and E/W will get to play in spades. The play in 1NT by North is delicate: if a spade is led then declarer will not have any easy entries to South later in the play. The defence can make seven tricks if West uses his entries to play spades and diamonds but both defender and declarer have ways to go wrong. In 2 ♠ by West, declarer will need to get the spades right. But if declarer uses both of West’s entries to play spade through North, then they may have to play diamonds from East’s hand and avoid three diamonds losers; North’s diamonds are too good and he will usually have to concede a trick to ♦ K.</p>	West	North	East	South	Pass	1NT	Pass	Pass	Pass																																												
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<p>♠ 10 ♥ KJ763 ♦ K1072 ♣ 982</p> <p>♠ J943 ♠ 76 ♥ 1085 ♥ A942 ♦ A93 ♦ J5 ♣ AKJ ♣ 76543</p> <p>♠ AKQ852 ♥ Q ♦ Q864 ♣ Q10</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1 ♠</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>2 ♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>N/S may have the auction to themselves as West does not have anything useful to say when South bids West’s only suit. Sometimes N/S will reach 3 ♦ if South bids diamonds rather than rebidding his spades but otherwise South will play in spades. Both 3 ♦ and 2 ♠ can make, for the same score, but both contracts depend on not losing two diamond tricks. In 2 ♠, it will be difficult for the defence to keep playing clubs: there is a lack of entries to North but a diamond from the defence will solve that suit for declarer, and a heart when ♥ A had been knocked out will allow two diamonds to be discarded on ♥ KJ. In 3 ♦, the defence will make things difficult for declarer if they start with three rounds of clubs. The defence will not solve the diamond suit for declarer and the threat of East playing further clubs may mean declarer will not be able to draw trumps even if he only loses to ♦ A.</p>	West	North	East	South		Pass	Pass	1 ♠	Pass	1NT	Pass	2 ♠	All Pass																																								
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<p>♠985 ♥KJ54 ♦A9642 ♣3</p> <p>♠KQ432 ♠10 ♥AQ ♥10972 ♦K7 ♦QJ10 ♣A1076 ♣KJ854</p> <p>♠AJ76 ♥863 ♦853 ♣Q92</p>		<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Not a very convincing sequence for traditional methods. East is perhaps worth upgrading to above average for 6-9 1NT response and accept the invitation with 3NT. West would rather be the declarer in no-trumps but this will be difficult to achieve without some artificial opening bid.</p> <p>Whether E/W declare 2NT or 3NT, they will want to make nine tricks and that will require picking up the club suit. There does not appear to be a good reason not to play for the drop in clubs and even if declarer does get the clubs right there may be some trouble in setting up tricks in the other suits without setting up tricks for the defence.</p> <p>If E/W find their way to 5♣, then again it would be better declared by West: 5♣ by East is off on a heart lead through ♥AQ. 5♣ will always need to pick up the clubs and even then there is lots of hard work to come to eleven tricks.</p>	West	North	East	South			Pass	Pass	1♠	Pass	1NT	Pass	2NT	All Pass																																		
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<p>♠106 ♥Q542 ♦K987 ♣J85</p> <p>♠A3 ♠9752 ♥A103 ♥KJ986 ♦A105 ♦32 ♣Q9764 ♣103</p> <p>♠KQJ84 ♥7 ♦QJ64 ♣AK2</p>		<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>2♦</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>I am sure that E/W will not pass throughout at many tables. On the first round, West might bid 2♣, or West might bid 1NT ("14 high card points and two tens ", partner), or West might double ("I had to do something"). If West does not act, East might want to compete with 2♥ over 2♦ but the auction so far does not guarantee that either side has a fit.</p> <p>When South declares 2♦ (or 3♦ if E/W do compete) then there are ten tricks, losing just three aces: the club loser can be discarded on spades. If North declares a diamond contract, then a club lead (and subsequent under-lead of ♥A) can hold declarer to nine tricks. If South declares 2♠, there are only eight tricks if the defence get their diamond ruff: there is nowhere for the club loser to go.</p> <p>The play in hearts played by East is interesting: declarer does best to play to ruff spades twice in dummy with the ♥A10, and then East's hearts are good enough.</p>	West	North	East	South				1♠	Pass	1NT	Pass	2♦	All Pass																																			
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<p>♠KQ87 ♥K3 ♦KQ1054 ♣K4</p> <p>♠J542 ♠A93 ♥AQ965 ♥102 ♦62 ♦AJ7 ♣A3 ♣J9765</p> <p>♠106 ♥J874 ♦983 ♣Q1082</p>		<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Dble</td><td>Redble</td><td>2♣</td></tr><tr><td>2♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>Most will think the West hand worth opening and then North looks right to make a take-out double. East can redouble to get his values across. Now South can pass as this will force North to bid but South can bid clubs as the only suit they want to play in. When the opening bid is (sub-)minimum, less than traditional opening values, it is usually right to bid again immediately on this sort of auction. This probably leaves everyone else with nowhere to go, and the auction ends abruptly. If West does not open, N/S may stumble their way to 1NT or 2♦.</p> <p>2♥ by West will not always make: there is a danger of only making four trumps and three side-suit aces. An extra trick can come from ♦J but that requires diamonds to be played early as there may be no entry to dummy.</p> <p>On the other hand, 2♦ by North is likely to make; but it can be defeated if the defence organise their entries to attack trumps and prevent dummy from ruffing spades. (1NT by South will not play well.)</p>	West	North	East	South	1♥	Dble	Redble	2♣	2♥	All Pass																																						
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<div><div><div>♠ 1097</div><div>♥ QJ63</div><div>♦ J972</div><div>♣ 32</div></div><div><div>♠ A8653</div><div>♥ 1075</div><div>♦ AQ53</div><div>♣ 6</div></div><div><div>♠ KQJ</div><div>♥ K9</div><div>♦ K84</div><div>♣ AQJ85</div></div><div><div>♠ 42</div><div>♥ A842</div><div>♦ 106</div><div>♣ K10974</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>4</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>10</td><td></td><td>19</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>3</td><td>4</td><td>2</td><td>5</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>4</td><td>1</td><td>5</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		4		N	-	-	-	-	10		19	S	-	-	-	-		7		E	3	4	2	5				W	2	4	1	5	<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>1♠</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3♦</td><td>Pass</td><td>3♠</td><td>Pass</td></tr><tr><td>4♦ (?)</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> <p>It may not be clear to stay out of slam but even if the ♥A is onside there is still a diamond loser which will need diamonds to break or the club finesse; so the odds are against bidding 6♠.</p> <p>East's 2NT rebid shows 18-19 balanced and you can play artificial rebids, for example 3♣ as checkback, asking about major suits. In the absence of artificial agreements, West bids 3♦ which is forcing and East shows three-card spade support. If West wants to make a slam try then all they have is 4♦, which may be ambiguous. East can show the heart control but may conclude that that is enough and pass out 4♠. When South has ♥A and ♣K, E/W will do well to make eleven tricks; if the defence give nothing away, the real chance is the ruffing finesse in clubs.</p>	West	North	East	South		Pass	1♣	Pass	1♠	Pass	2NT	Pass	3♦	Pass	3♠	Pass	4♦ (?)	Pass	4♥ (?)	Pass	4♠	All Pass		
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<div><div><div>♠Q1065</div><div>♥652</div><div>♦94</div><div>♣A765</div></div><div><div>♠KJ43</div><div>♥AJ109</div><div>♦K107</div><div>♣Q2</div></div><div><div>♠A</div><div>♥K7</div><div>♦AQJ8632</div><div>♣KJ4</div></div><div><div>♠9872</div><div>♥Q843</div><div>♦5</div><div>♣10983</div></div></div> <table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>6</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>14</td><td></td><td>18</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>2</td><td></td><td>E</td><td>3</td><td>6</td><td>5</td><td>3</td><td>6</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>6</td><td>5</td><td>3</td><td>6</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		6		N	-	-	-	-	-	14		18	S	-	-	-	-	-		2		E	3	6	5	3	6				W	3	6	5	3	6	<div>Board 13 : Dealer North : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♦</td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>3NT</td><td>Pass</td></tr><tr><td>6NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Perhaps this auction is a bit too straightforward but E/W will need to bid slam and 6NT will score more match-points. 3NT shows the values for 3NT based on a long suit, perhaps East could be weaker than this and perhaps West is only worth and invitation – so E/W pairs will need to know what they are doing. A more sophisticated pair will be able to show a game-force below 3NT which should make the route to slam more confident.</p> <p>I am not sure that a “benji” 2♣ opening will help to solve this one.</p> <p>After 2♣ – 2♦ – 3♦ (showing a strong hand, less than a game-force, with diamonds), West has to bid something other than a non-forcing 3NT and then who is going to bid no trumps and is 4NT by either E/W going to be natural?</p> <p>Twelve tricks in easy in 6♦ or 6NT, by just setting up a club trick. It is very difficult to make thirteen tricks – only ♥Q lead from South concedes the overtrick.</p>	West	North	East	South		Pass	1♦	Pass	1♥	Pass	3NT	Pass	6NT	All Pass		
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<div><div>♠AK7</div><div>♥86</div><div>♦107</div><div>♣KQ10942</div><div>♠108</div><div>♥9743</div><div>♦AQ532</div><div>♣A5</div><div>♠Q9</div><div>♥AKQJ10</div><div>♦84</div><div>♣J863</div><div>♠J65432</div><div>♥52</div><div>♦KJ96</div><div>♣7</div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>12</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>10</td><td></td><td>13</td><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>-</td><td>2</td><td>4</td><td>-</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>2</td><td>4</td><td>-</td><td>1</td></tr></table></div>	HCP		Makeable contracts											♣	♦	♥	♠	NT		12		N	-	-	-	1	-	10		13	S	-	-	-	1	-		5		E	-	2	4	-	1				W	1	2	4	-	1	<div>Board 15 : Dealer South : NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>Pass</td><td>1♣</td><td>1♥</td><td>1♠</td></tr><tr><td>3♦*</td><td>3♠</td><td>4♥(?)</td><td>All Pass</td></tr></table></div> <div>South's spades are not worth a vulnerable weak two but surely South can bid the suit once partner has opened. As a passed hand, West bids 3♦ to show his suit as well as support for partner's heart suit. West will probably go on to 4♥, even though the diamonds are not ideal, not sure of how many tricks they can take against 3♠.</div> <div>The hand lies well for E/W in offence or defence. The 2-2 heart split means that there are two club ruffs in 4♥, making ten tricks. The 2-2 heart split also gives two heart tricks in defence, and if the East takes two hearts before playing diamonds the third round of diamonds promotes a trick for ♠Q, holding declarer to seven tricks.</div>	West	North	East	South				Pass	Pass	1♣	1♥	1♠	3♦*	3♠	4♥(?)	All Pass
HCP		Makeable contracts																																																																					
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<div><div>♠Q8652</div><div>♥-</div><div>♦K863</div><div>♣AQ43</div><div>♠10</div><div>♥A84</div><div>♦AQ109</div><div>♣J10862</div><div>♠AJ974</div><div>♥QJ7</div><div>♦742</div><div>♣K9</div><div>♠K3</div><div>♥K1096532</div><div>♦J5</div><div>♣75</div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>11</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>11</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>2</td><td>2</td><td>-</td><td>1</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>2</td><td>-</td><td>2</td><td>2</td></tr></table></div>	HCP		Makeable contracts											♣	♦	♥	♠	NT		11		N	-	-	-	-	-	11		11	S	-	-	-	-	-		7		E	2	2	-	1	2				W	2	2	-	2	2	<div>Board 16 : Dealer West : EW vulnerable</div> <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>3♥</td></tr><tr><td>Pass</td><td>Pass</td><td>Dbl</td><td>All Pass</td></tr></table></div> <div>It is perhaps futile to suggest a <i>likely</i> auction on this hand – surely one of the 11-counts will open and South will bid hearts – but all actions are questionable. The West hand has good minor-suit intermediates, the only problem with opening is that West will have to rebid the club suit after the (almost inevitable) 1♠ response. North may choose not to overcall on that spade suit and will be relieved when East bids spades, but not so happy when South pre-empts in hearts. East has to do something when the auction comes back to him and E/W will probably decide to defend 3♥ doubled. If West passes and North opens, based on his shape rather than his spade suit, then North will again find himself passing out 3♥, but perhaps E/W will pass throughout and there will be no double.</div> <div>Against 3♥, West does best to lead a club and the defence will get to ruff both black suits: eventually the ♥8 can come into play and declarer can be held to six tricks. Otherwise, South will get to play some hearts and manage to make seven tricks.</div>	West	North	East	South	1♣	Pass	1♠	3♥	Pass	Pass	Dbl	All Pass				
HCP		Makeable contracts																																																																					
				♣	♦	♥	♠	NT																																																															
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<div><div>♠3</div><div>♥KJ5</div><div>♦J32</div><div>♣AJ10984</div><div>♠10654</div><div>♥1098764</div><div>♦K</div><div>♣53</div><div>♠AQ2</div><div>♥2</div><div>♦AQ109876</div><div>♣Q6</div><div>♠KJ987</div><div>♥AQ3</div><div>♦54</div><div>♣K72</div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="7">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>10</td><td></td><td>N</td><td>4</td><td>-</td><td>1</td><td>1</td><td>-</td></tr><tr><td>3</td><td></td><td>14</td><td>S</td><td>4</td><td>-</td><td>1</td><td>1</td><td>-</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts											♣	♦	♥	♠	NT		10		N	4	-	1	1	-	3		14	S	4	-	1	1	-		13		E	-	2	-	-	-				W	-	2	-	-	-	<div>Board 17 : Dealer North : Love all</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♦</td><td>1♠</td></tr><tr><td>Pass</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>Pass</td><td>3♣</td><td>All Pass</td><td></td></tr></table></div> <div>This a minor-suit part score battle. There will be different auctions depending on when (if?) North bids clubs. If North opens 3♣ then it is not obvious that South should compete to 4♣ over 3♦ by East. But if North passes on the first round, they may not want to bid over partner's 1♠ overcall, 2♣ may be constructive with some tolerance for spades. However, when nobody acts over East's 2♦ rebid, North will want to bid 3♣. N/S should go plus defending 3♦ but will score more playing in clubs even if they doubled 3♦. In diamonds, the only thing South can do wrong is to play spades, but declarer will never be able to force South to play spades, so there should be two spades, a heart and two clubs for 3♦ -1.</div> <div>Playing in clubs, there are several unlikely things that East can do wrong: fail to win ♠A or fail to cash two diamonds. Declarer can go wrong by taking the club finesse but 10 tricks for +130 looks the most likely outcome.</div>	West	North	East	South		Pass	1♦	1♠	Pass	Pass	2♦	Pass	Pass	3♣	All Pass	
HCP		Makeable contracts																																																																					
				♣	♦	♥	♠	NT																																																															
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<p>♠ A53 ♥ 1082 ♦ 65 ♣ J8742</p> <p>♠ 10762 ♠ KQ4 ♥ Q9 ♥ K7643 ♦ AKQ1094 ♦ - ♣ Q ♣ A10963</p> <p>♠ J98 ♥ AJ5 ♦ J8732 ♣ K5</p>	<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>1♥</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>2♠</td><td>Pass</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>With a combined 25 high card points but no game making, it will be difficult for E/W to stop in a making contract. East will have to rebid 2♥ because 3♣ would show extra values, more than East has (unless 2♦ is game forcing, when 3♣ could just show extra clubs). E/W will be faced with a choice between hearts, spades and NT – East is unlikely to choose to play in diamonds but this is the only denomination which can make ten tricks. Playing in other denominations , the West hand might only make ♥Q and the three top diamond tricks. But 3NT is not certain to be defeated – South has a difficult lead and declarer is threatening to make extra tricks in all four suits.</p> <p>A diamond lead allows declarer to set up the suit and a spade lead helps declarer in that suit. On a non-diamond lead, the correct play for both sides will not be obvious.</p>	West	North	East	South			1♥	Pass	2♦	Pass	2♥	Pass	2♠	Pass	2NT	Pass	3♦	Pass	3♠	Pass	3NT	All Pass																																																																
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HCP					Makeable contracts																																																																																		
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<p>♠ 52 ♥ KJ764 ♦ J763 ♣ Q4</p> <p>♠ 9864 ♠ A73 ♥ Q5 ♥ 92 ♦ KQ42 ♦ 95 ♣ K85 ♣ AJ9763</p> <p>♠ KQJ10 ♥ A1083 ♦ A108 ♣ 102</p>	<p>Board 20 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♦</td><td>2♣</td><td>Pass</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>Pass</td></tr><tr><td>Dbl</td><td>Pass</td><td>3♣</td><td>All Pass</td></tr></table> <p>Many different auctions will happen on this hand – this is admittedly a timid effort. Even 3♣ may not always make, on a passive diamond lead declarer might think they have to find ♠Q. In fact declarer can try playing twice towards ♥Q before playing spades. Most of the time, the position of ♥AK will become obvious and if declarer needs ♠Q they will know to play the opening bidder for that card. 3♦ by North looks set to lose five tricks in the black suits and declarer can do nothing with the long hearts.</p> <p>The hand is more exciting if someone bids no-trumps. If North opens an off-centre 1NT and East doubles, South may run to an unfortunate 2♥ doubled. (Although if South tries to run to 2♥ via a 2♦ transfer, South may end up declaring diamonds.) If West tried no-trumps on the basis of his diamond stop, they could make from four to ten tricks, depending if North finds South’s heart entry at trick one or two.</p>	West	North	East	South	Pass	1♦	2♣	Pass	Pass	2♦	Pass	Pass	Dbl	Pass	3♣	All Pass																																																																						
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<div><div>♠ K42</div><div>♥ Q</div><div>♦ KQ1053</div><div>♣ K1083</div><div><div>♠ QJ7</div><div>♥ AK52</div><div>♦ 942</div><div>♣ 642</div></div><div><div>♠ 10853</div><div>♥ 109863</div><div>♦ 7</div><div>♣ QJ7</div></div><div><div>♠ A96</div><div>♥ J74</div><div>♦ AJ86</div><div>♣ A95</div></div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>13</td><td></td><td>N</td><td>4</td><td>5</td><td>-</td><td>2</td><td>4</td></tr><tr><td>10</td><td></td><td>3</td><td>S</td><td>4</td><td>5</td><td>-</td><td>2</td><td>4</td></tr><tr><td></td><td>14</td><td></td><td>E</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		13		N	4	5	-	2	4	10		3	S	4	5	-	2	4		14		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>1♦</td><td>Pass</td><td>3NT</td></tr></table> <div>All Pass</div> <div>South may not have any (other) way of showing a game-forcing hand with diamond support but will be content to bid and play 3NT. If N/S do have more sophisticated agreements, with a forcing response to show a good hand with diamonds, it may do them no good. If North shows heart shortage, South will think they have no heart stop and they will play 5♦ rather than 3NT. But 3NT is likely to make ten tricks, outscoring 5♦ which might not even make.</div> <div>In 3NT, South has nine tricks because the hearts cannot run. The most threatening defence is to cash one heart and then switch (to a club, say), threatening to run the hearts if East get in with a club. When declarer cashes the diamonds and one black suit, the defence will have to throw too many hearts that declarer can generate a tenth trick in the other black suit or in hearts. It will not be obvious but declarer may need to do something if other declarers get a friendlier lead and have ten tricks. 5♦ will make if declarer can establish a club trick to discard a spade from dummy, but will can go off if declarer finesses twice in clubs, losing to ♣QJ.</div>	West	North	East	South		1♦	Pass	3NT												
HCP		Makeable contracts																																																																							
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<div><div>♠ 9</div><div>♥ KQ</div><div>♦ K762</div><div>♣ AK10652</div><div><div>♠ QJ7</div><div>♥ AJ65</div><div>♦ 108</div><div>♣ QJ43</div></div><div><div>♠ K6532</div><div>♥ 84</div><div>♦ Q943</div><div>♣ 97</div></div><div><div>♠ A1084</div><div>♥ 109732</div><div>♦ AJ5</div><div>♣ 8</div></div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>15</td><td></td><td>N</td><td>5</td><td>4</td><td>3</td><td>1</td><td>3</td></tr><tr><td>11</td><td></td><td>5</td><td>S</td><td>5</td><td>4</td><td>3</td><td>1</td><td>3</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		15		N	5	4	3	1	3	11		5	S	5	4	3	1	3		9		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>1♥</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2NT *</td></tr><tr><td>Pass</td><td>3♣</td><td>Pass</td><td>3NT All Pass</td></tr></table> <div>Game for N/S only makes because of the power of their pips: ♠1098 provide a second spade stop in no trumps, ♥10/9 allow a ruffing finesse playing in clubs, and ♣6 is needed in either denomination. So it may not be clear to bid or make game. North is marginal for a 2♦ reverse, but his heart honours look good when South bids the suit. It is useful to agree that, after a reverse, fourth suit at the 2-level (otherwise 2NT) shows weakness and all other bids are forcing. In this auction, 2♠ by South would show weakness and 2NT is forcing, South chooses to stress his spade stop over his heart suit. North is not sure about 3NT but South insists – hoping to have a double spade stop. Playing in clubs or no trumps, declarer needs five club tricks. If West plays an honour on a club lead from South, North can play clubs from the top for one loser; so it looks better for West to duck ♣8 and now declarer must find the play of ♣10.</div>	West	North	East	South			Pass	Pass	Pass	1♣	Pass	1♥	Pass	2♦	Pass	2NT *	Pass	3♣	Pass	3NT All Pass
HCP		Makeable contracts																																																																							
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<div><div>♠ A86</div><div>♥ AKJ104</div><div>♦ 75</div><div>♣ A64</div><div><div>♠ KQ942</div><div>♥ 532</div><div>♦ K3</div><div>♣ K75</div></div><div><div>♠ 1075</div><div>♥ Q7</div><div>♦ QJ92</div><div>♣ J932</div></div><div><div>♠ J3</div><div>♥ 986</div><div>♦ A10864</div><div>♣ Q108</div></div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>16</td><td></td><td>N</td><td>2</td><td>3</td><td>4</td><td>1</td><td>3</td></tr><tr><td>11</td><td></td><td>6</td><td>S</td><td>2</td><td>3</td><td>4</td><td>1</td><td>3</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		16		N	2	3	4	1	3	11		6	S	2	3	4	1	3		7		E	-	-	-	-	-				W	-	-	-	-	-	<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>2♥</td><td>2♠</td><td>3♥</td></tr></table> <div>All Pass</div> <div>An auction where everyone needs to be cautious – N/S are unlikely to make game and E/W can make nothing. None of the bids (except 2♥) are clear cut. South can only afford to bid 3♥ if it is not invitational – as a passed hand, any bid by South could be based on heart support.</div> <div>Playing in hearts, North can ruff a spade in dummy before losing the heart finesse. Then there appears to be nothing to do but play a club towards dummy and decide whether to play ♣Q or ♣10 for eight or nine tricks.</div> <div>Seeing all four hands, North can obviously make ten tricks in hearts in playing hearts from the top and playing East for ♣J. It is far less obvious how to make nine tricks at no-trumps, say on a spade lead. (In 3NT, North has to cash the hearts from the top and then West cannot keep winning spades and guard both minor kings as potential entries. When West discards diamonds, East can be thrown in diamonds to play clubs without West winning any more tricks.)</div>	West	North	East	South				Pass	1♠	2♥	2♠	3♥								
HCP		Makeable contracts																																																																							
			♣	♦	♥	♠	NT																																																																		
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<p>♠ 83 ♥ A7642 ♦ 10 ♣ K10862</p> <p>♠ 10942 ♠ AQ65 ♥ J10 ♥ 853 ♦ AKQ76 ♦ J985 ♣ 75 ♣ Q9</p> <p>♠ KJ7 ♥ KQ9 ♦ 432 ♣ AJ43</p>	<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>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>Pass</td><td>4♥</td></tr></table> <p>All Pass</p> <p>There is not much to the play: N/S will declare hearts or clubs and make eleven tricks, playing both suits to break evenly and playing up to ♠KJ for a trick.</p> <p>But it is not clear how to bid game playing usual agreements – 3♣ rebid by North is at least invitational but is usually forcing, even game forcing – as such it is clearly an overbid. Once North shows hearts and clubs and invitational values, South will bid game. To solve North’s rebid problem, you need play more gadgets in response to 1NT. You can play a 2♠ rebid to show an artificial,unbalanced, invitational hand or you can play 2♠ upwards as second-round transfers. But there is much detail to be worked out.</p> <p>N/S may fare better after a prepared 1♣ opening (playing a strong no trump). But they will still need clear agreements about the strength of club rebids after 1♣ – 1♥ – 1NT or 1♣ – 1♥ – 2♥.</p>	West	North	East	South	Pass	Pass	Pass	1NT	Pass	2♦ *	Pass	2♥	Pass	3♣ (?)	Pass	4♥																																				
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<p>♠ QJ984 ♥ 65 ♦ K43 ♣ Q76</p> <p>♠ 1076 ♠ A532 ♥ KQ42 ♥ AJ7 ♦ AJ9 ♦ 1087 ♣ AJ3 ♣ K108</p> <p>♠ K ♥ 10983 ♦ Q652 ♣ 9542</p>	<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>1NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>After a weak 1NT, West has a bit to spare and might choose an unrevealing auction, rather than bid Stayman – even if they have a 4-4 heart fit there may be the same number of tricks playing in no-trumps.</p> <p>South is unlikely to find lead ♠K after this auction – the only lead that really threatens declarer. Declarer will be able to establish a diamond and may have a choice of finessing ♣Q either way for the overtrick.</p> <p>Playing a strong 1NT, E/W will still reach 3NT. If East rebids 1♠, West is likely to be declarer and North may lead spades, but North will need to avoid leading an honour to be able to later establish the suit. Even if the defenders do manage to establish the spade suit, declarer may be forced to take the club finesse the winning way (so it would lose to South who does not have the winning spades). In this case, declarer may be in the position of being able to repeat the diamond finesse for the overtrick, potentially risking the contract; but North’s discards when the hearts are cashed may make the position clear to declarer.</p>	West	North	East	South		Pass	1NT	Pass	3NT	All Pass																																										
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	Pass	1NT	Pass																																																		
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<p>♠ 1092 ♥ 753 ♦ 10973 ♣ 753</p> <p>♠ AKQ5 ♠ 3 ♥ A1086 ♥ 942 ♦ QJ ♦ AK654 ♣ Q84 ♣ KJ102</p> <p>♠ J8764 ♥ KQJ ♦ 82 ♣ A96</p>	<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>1♦</td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>2♣</td><td>Pass</td></tr><tr><td>2♠ *</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>4♦ (?)</td><td>Pass</td><td>5♦</td><td>Pass</td></tr><tr><td>??</td><td></td><td></td><td></td></tr></table> <p>Once East opens, West will be interested in slam. The 2♠ rebid is Fourth Suit Forcing and West might bid 3NT at his third turn – intending to show a stronger hand than bidding 3NT earlier. When East shows limited support for hearts, West will hope to be able to develop tricks in two or three suits. If West tries to investigate further by showing his diamond cards, the auction will probably not get any clearer. West will be reluctant to play 5♦ at match-points and will have to choose between 6♦ and 6NT. South will lead a heart against any slam. In 6♦, East can overtake ♦J, playing for diamonds 3-3; it looks play for spades 5-3 or 4-4: cash ♦QJ, then ♠AKQ throwing hearts, but then declarer must play on clubs.</p> <p>A heart lead is the only suit to defeat 6NT but West is likely to be the one to bid no-trumps and the auction is not likely to suggest a heart lead from North.</p>	West	North	East	South			1♦	Pass	1♥	Pass	2♣	Pass	2♠ *	Pass	3♥	Pass	4♦ (?)	Pass	5♦	Pass	??																															
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<div><div><div>♠ 6</div><div>♥ K94</div><div>♦ 82</div><div>♣ QJ97643</div></div><div><div>♠ AK842</div><div>♥ Q6</div><div>♦ Q9</div><div>♣ AK105</div></div><div><div>♠ QJ53</div><div>♥ 1073</div><div>♦ 10753</div><div>♣ 82</div></div><div><div>♠ 1097</div><div>♥ AJ852</div><div>♦ AKJ64</div><div>♣ -</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>6</td><td></td><td>N</td><td>3</td><td>3</td><td>4</td><td>-</td><td>-</td></tr><tr><td>18</td><td></td><td>3</td><td>S</td><td>3</td><td>3</td><td>4</td><td>-</td><td>-</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		6		N	3	3	4	-	-	18		3	S	3	3	4	-	-		13		E	-	-	-	2	-				W	-	-	-	1	-	<div>Board 27 : Dealer South : Love all</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♥</td></tr><tr><td>1♠</td><td>2♣</td><td>2♠</td><td>3♦</td></tr><tr><td>3♠</td><td>4♥</td><td>Pass</td><td>Pass</td></tr><tr><td>Pass ?</td><td></td><td></td><td></td></tr></table></div> <div>That final question mark might apply to some of the other calls – or all the auction. The first question is whether West should double or overcall. Some players would always double on 18 high card points but others prefer to bid their major first and show their extra values later (usually by a later double). Over 1♠ or a double, the next question is whether North can bid clubs or support hearts, and whether jumping in clubs is weak or strong, and whether any club bids could imply a heart fit. Then should East make a weak raise to 2♠ or 3♠?</div> <div>Over 3♦, West will worry that they do not have many tricks playing in spades; and if North bids 4♥, West will worry that perhaps only two of ♠AK ♣AK are cashing. 3♠ will go off even if the defence do not lead clubs for two ruffs and two off. 4♥ can make (with an overtrick on a non-heart lead) but if declarer tries to finesse in either hearts or diamond, they are likely to go off.</div>	West	North	East	South				1♥	1♠	2♣	2♠	3♦	3♠	4♥	Pass	Pass	Pass ?			
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<div><div><div>♠ -</div><div>♥ KQJ10654</div><div>♦ 83</div><div>♣ K752</div></div><div><div>♠ Q964</div><div>♥ 3</div><div>♦ KQ9742</div><div>♣ 63</div></div><div><div>♠ AJ852</div><div>♥ 87</div><div>♦ A10</div><div>♣ QJ84</div></div><div><div>♠ K1073</div><div>♥ A92</div><div>♦ J65</div><div>♣ A109</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>1</td><td>-</td><td>4</td><td>-</td><td>-</td></tr><tr><td>7</td><td></td><td>12</td><td>S</td><td>1</td><td>-</td><td>4</td><td>-</td><td>-</td></tr><tr><td></td><td>12</td><td></td><td>E</td><td>-</td><td>2</td><td>-</td><td>3</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>2</td><td>-</td><td>3</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		9		N	1	-	4	-	-	7		12	S	1	-	4	-	-		12		E	-	2	-	3	-				W	-	2	-	3	-	<div>Board 28 : Dealer West : NS vulnerable</div> <div><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>2♠*</td></tr><tr><td>4♠</td><td>5♥(?)</td><td>All Pass</td><td></td></tr></table></div> <div>West might open a weak 2♦ or even 3♦ – but the four-card major may deter them. North could open 3♥ but it may be better to open 1♥ and give room to investigate game. South's 2♠ cue bid will usually be a good hand with three-card heart support. Now West could bid 3♦ or even 4♦ – as a passed hand, showing spade support and a diamond suit. But 4♦ gives North the opportunity to describe his hand in various ways, whereas 4♠ forces North to make the final decision. 5♥ should lose three tricks in the minors but there is danger for the defence. Without any diamond bid from West, East may lead a black suit and either suit costs a trick.</div> <div>For E/W, spades play better than diamonds: the 4-0 break in spades is more damaging with that suit as a side suit than as trumps. Declaring in spades, East can make nine tricks as long as he avoids losing to ♠10. Best will be to play a small spade from dummy (not ♠Q or ♠9) and then take ♠A and continue small back.</div>	West	North	East	South	Pass	1♥	1♠	2♠*	4♠	5♥(?)	All Pass									
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<div><div><div>♠ AQ532</div><div>♥ 9862</div><div>♦ 102</div><div>♣ 42</div></div><div><div>♠ 8</div><div>♥ 1043</div><div>♦ AKJ97</div><div>♣ Q1053</div></div><div><div>♠ 10764</div><div>♥ QJ5</div><div>♦ Q863</div><div>♣ K9</div></div><div><div>♠ KJ9</div><div>♥ AK7</div><div>♦ 54</div><div>♣ AJ876</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>6</td><td></td><td>N</td><td>1</td><td>-</td><td>3</td><td>3</td><td>2</td></tr><tr><td>10</td><td></td><td>8</td><td>S</td><td>1</td><td>-</td><td>3</td><td>3</td><td>2</td></tr><tr><td></td><td>16</td><td></td><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		6		N	1	-	3	3	2	10		8	S	1	-	3	3	2		16		E	-	3	-	-	-				W	-	3	-	-	-	<div>Board 29 : Dealer North : All vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1♣</td></tr><tr><td>1♦</td><td>1♠</td><td>3♦</td><td>Dbl</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>3♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table></div> <div>N/S will find their spade fit and will out-bid the E/W diamond fit. It is possible that the jump to 3♦ will deprive N/S of bidding room and one of them may go to game. Playing in spades, it is difficult to see declarer being allowed to establish club tricks and instead there will be a heart loser for nine tricks. If West gets to declare in diamonds, it is even more certain that the defence will take just four tricks. There will be different decisions in the auction if South opens a strong 1NT. On the principle of disturbing the opponents' 1NT auction, West will overcall 2♦ if that is natural. North can bid 2♠, natural and not-invitational, as stronger hands can be shown using an artificial 2NT (e.g. lebensohl) or transfers at the three level. South will then have to bid 3♠ over 3♦ from East.</div>	West	North	East	South		Pass	Pass	1♣	1♦	1♠	3♦	Dbl	Pass	3♥	Pass	3♠	All Pass			
HCP		Makeable contracts																																																																							
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<div><div><div>♠ Q6</div><div>♥ K943</div><div>♦ A974</div><div>♣ 954</div></div><div><div>♠ J973</div><div>♥ Q1075</div><div>♦ 1085</div><div>♣ Q6</div></div><div><div>♠ A82</div><div>♥ AJ</div><div>♦ J632</div><div>♣ AJ82</div></div><div><div>♠ K1054</div><div>♥ 862</div><div>♦ KQ</div><div>♣ K1073</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>9</td><td></td><td>N</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>5</td><td></td><td>15</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>11</td><td></td><td>E</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		9		N	1	-	-	-	-	5		15	S	-	-	-	-	-		11		E	-	1	-	1	-				W	-	1	-	1	-	<div>Board 30 : Dealer East : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♣</td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>1NT</td><td>All Pass</td></tr></table> <p>The points are split and there is no eight-card fit so nobody can make very much. Indeed, if East opens a strong 1NT, both sides are already too high. When East opens, West will probably respond 1♥ in an attempt to improve the contract and then East is back to declaring 1NT. If N/S find a way into the auction, they could declare in either of their seven-card fits; equally E/W could declare in either of the other two suits if they move from 1NT. Suit contracts by either side are likely to make anything from six to eight tricks. In practice 1NT by East will make, especially if East has shown (real) clubs in the auction and South leads a spade rather than a small club.</p>	West	North	East	South			1♣	Pass	1♥	Pass	1NT	All Pass				
HCP		Makeable contracts																																																																			
			♣	♦	♥	♠	NT																																																														
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		1♣	Pass																																																																		
1♥	Pass	1NT	All Pass																																																																		
<div><div><div>♠ 82</div><div>♥ J9632</div><div>♦ QJ76</div><div>♣ 94</div></div><div><div>♠ J3</div><div>♥ A875</div><div>♦ AK104</div><div>♣ 765</div></div><div><div>♠ K976</div><div>♥ Q104</div><div>♦ 53</div><div>♣ KQJ8</div></div><div><div>♠ AQ1054</div><div>♥ K</div><div>♦ 982</div><div>♣ A1032</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>4</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>12</td><td></td><td>11</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>13</td><td></td><td>E</td><td>2</td><td>1</td><td>1</td><td>1</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>1</td><td>1</td><td>1</td><td>2</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		4		N	-	-	-	-	-	12		11	S	-	-	-	-	-		13		E	2	1	1	1	2				W	2	1	1	1	2	<div>Board 31 : 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>1♠</td></tr><tr><td>Dbl</td><td>Pass</td><td>2NT</td><td>All Pass</td></tr></table> <p>East does not have enough in spades to pass out 1♠ doubled, although this would be a good place for E/W to play, with only a part score their way. ♠Jx makes a big difference to the defence of 1♠ doubled, if West had a singleton and North had ♠Jxx 1♠ would be much more comfortable. No contract for E/W plays very well, with only two tricks each in diamonds and clubs. No-trumps can make between seven and nine tricks. South will probably lead a low spade in the hope that partner can get in to play spades through East. Declarer may win with ♠J and play a heart to ♥Q or ♥10, losing to the singleton king. Now if South plays diamonds, declarer can be held to seven tricks. Obviously, declarer does better to cash ♥A or at least play a small heart from East to king and ace: now declarer has chances for nine tricks.</p>	West	North	East	South				1♠	Dbl	Pass	2NT	All Pass				
HCP		Makeable contracts																																																																			
			♣	♦	♥	♠	NT																																																														
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<div><div><div>♠ A875</div><div>♥ J75</div><div>♦ KQ10</div><div>♣ J75</div></div><div><div>♠ KJ103</div><div>♥ KQ98</div><div>♦ A2</div><div>♣ K83</div></div><div><div>♠ Q96</div><div>♥ 104</div><div>♦ J98543</div><div>♣ 94</div></div><div><div>♠ 42</div><div>♥ A632</div><div>♦ 76</div><div>♣ AQ1062</div></div></div> <div><table><tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr><tr><th></th><th></th><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td></td><td>11</td><td></td><td>N</td><td>2</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td>16</td><td></td><td>3</td><td>S</td><td>2</td><td>-</td><td>1</td><td>-</td><td>1</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		11		N	2	-	1	-	-	16		3	S	2	-	1	-	1		10		E	-	2	-	1	-				W	-	2	-	1	-	<div>Board 32 : Dealer West : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>Pass</td><td>2♣</td></tr><tr><td>Pass</td><td>2♥(?)</td><td>Pass</td><td>2NT</td></tr><tr><td>Pass</td><td>3♣(?)</td><td>All Pass</td><td></td></tr></table> <p>Bidding opposite a protective overcall is ill-defined and on this hand N/S are probably too high once North goes on over 2♣. These sequences are defined by the <i>principle of the transferred king</i> – where overcaller bids as if they had 3HCP more and their partner had 3HCP fewer. North’s 2♥ bid is an unassuming cue bid, which might be trying to find another fit, or to find no-trumps, or show a raise of clubs. 3♣ can make unless the defence play spades sufficiently early, but 2NT will probably not make. If West opens a strong 1NT, East is likely to take out to 3♦ – via a 2♠ or 2NT bid that includes weak hands with diamonds. But 3♦ has to lose three aces and two trumps tricks.</p>	West	North	East	South	1♥	Pass	Pass	2♣	Pass	2♥(?)	Pass	2NT	Pass	3♣(?)	All Pass	
HCP		Makeable contracts																																																																			
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