

# ***British Autumn***

## ***Sim Pairs***



**Tuesday**  
**4th October 2016**

Welcome to the British Autumn 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.

This is your last chance in 2016 to qualify for cash prizes. The leading pair drawn win £1000 and the same is the case for the first club drawn. There are other cash prizes. There will be a draw for major prizes at the AGM in late November and a full list will be published on the website.

You can find all the full details, results and last year's prize winners at [www.ebu.co.uk/sims/](http://www.ebu.co.uk/sims/)

You can earn Blue points and they are awarded to the top third of the field. Don't be too impatient for the results! Provisional results will appear quickly but they won't be finalised and nor will the master point awards until all results are in and score corrections have been made. This can take up to three weeks. It really helps us if you can keep your scorecard for that period. Clubs should keep the travellers if still used.

Jeremy Dhondy, Chairman EBU

<div><div><div>♠QJ1043</div><div>♥10</div><div>♦K42</div><div>♣10743</div></div><div><div>♠8765</div><div>♥KJ32</div><div>♦Q86</div><div>♣Q8</div></div><div><div>♠9</div><div>♥84</div><div>♦AJ973</div><div>♣AKJ52</div></div><div><div>♠AK2</div><div>♥AQ9765</div><div>♦105</div><div>♣96</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td></td></tr><tr><td>8</td><td>13</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>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>E</td><td>4</td><td>4</td><td>-</td><td>-</td><td>1</td></tr><tr><td>W</td><td>4</td><td>4</td><td>-</td><td>-</td><td>1</td></tr></table></div>	HCP		6		8	13	13		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	1	-	S	-	-	-	1	-	E	4	4	-	-	1	W	4	4	-	-	1	<div>Board 1 : Dealer North : Love all</div> <div><div><div>West</div><div>North</div><div>East</div><div>South</div></div><div><div></div><div>Pass</div><div>1♦</div><div>1♥</div></div><div><div>Dbl</div><div>Pass</div><div>2♣</div><div>Pass</div></div><div><div>2♦</div><div>All Pass</div><div></div><div></div></div></div> <div><p>A quiet board to start with. E/W are likely to win the part score battle as it is hard for N/S to find their spade fit. In a diamond part score, you will lose a spade, a heart and probably a trump if they find their ruff, or if you mis-guess the trump position. If they begin with two top spades, there is the opportunity to make eleven tricks by crossing to dummy with the club and leading the ♦Q, later dropping the doubleton ten, however I expect 130 to be a more common result.</p></div>
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<div><div><div>♠J95</div><div>♥7</div><div>♦K543</div><div>♣KQ843</div></div><div><div>♠8432</div><div>♥Q843</div><div>♦J10</div><div>♣J62</div></div><div><div>♠Q1076</div><div>♥AJ95</div><div>♦976</div><div>♣97</div></div></div> <div><div>♠AK</div><div>♥K1062</div><div>♦AQ82</div><div>♣A105</div></div> <div><table><tr><th>HCP</th></tr><tr><td>9</td></tr><tr><td>47</td></tr><tr><td>20</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>2</td><td>2</td><td>6</td><td></td></tr><tr><td>S</td><td>6</td><td>6</td><td>2</td><td>2</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	9	47	20	Makeable contracts								♣	♦	♥	♠	NT		N	6	6	2	2	6		S	6	6	2	2	6		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 3 : 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>2NT</td></tr><tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♦</td></tr><tr><td>Pass</td><td>4♥</td><td>Pass</td><td>4♠</td></tr><tr><td>Pass</td><td>4NT</td><td>Pass</td><td>5♣</td></tr><tr><td>Pass</td><td>6♦</td><td>All Pass</td><td></td></tr></table> <p>How do you play a bid of 3♠ over partner’s 2NT? One useful method is to use it as minor suit Stayman. Partner responds in their minor, or bids 3NT with no four-card minor. With the North hand, I would try 3♠, but give up if partner didn’t have a minor. On this deal it should help you to find the good 6♦ contract. 6NT also makes, but this requires the ♥A to be onside to give you your twelfth trick.</p>	West	North	East	South				2NT	Pass	3♠	Pass	4♦	Pass	4♥	Pass	4♠	Pass	4NT	Pass	5♣	Pass	6♦	All Pass	
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<div><div><div>♠75</div><div>♥A87</div><div>♦A1063</div><div>♣10962</div></div><div><div>♠K964</div><div>♥KQJ52</div><div>♦KJ2</div><div>♣4</div></div><div><div>♠J832</div><div>♥-</div><div>♦Q9874</div><div>♣K875</div></div></div> <div><div>♠AQ10</div><div>♥109643</div><div>♦5</div><div>♣AQJ3</div></div> <div><table><tr><th>HCP</th></tr><tr><td>8</td></tr><tr><td>136</td></tr><tr><td>13</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>2</td><td>-</td><td>2</td><td>-</td><td>2</td><td></td></tr><tr><td>S</td><td>2</td><td>-</td><td>2</td><td>-</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>2</td><td>-</td><td></td></tr></table></div>	HCP	8	136	13	Makeable contracts								♣	♦	♥	♠	NT		N	2	-	2	-	2		S	2	-	2	-	2		E	-	2	-	3	-		W	-	2	-	2	-		<div>Board 5 : Dealer North : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>2♥</td><td>All Pass</td><td></td></tr></table> <p>The 1♥ opening will take West by surprise, but the raise to 2♥ will be even more surprising. What would you lead? I confess I would lead a spade, which works out disastrously, as I was taught “trump length, lead strength”. The idea is that you play a forcing defence and hopefully end up with more trumps than declarer, whilst establishing your suit in the process. On this hand it probably concedes an over-trick! As it happens, E/W want to be competing in spades, but it is hard to see a way into the auction for them.</p>	West	North	East	South		Pass	Pass	1♥	Pass	2♥	All Pass													
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<div><div><div><div>♠AQ84</div><div>♥86</div><div>♦Q108764</div><div>♣4</div></div><div><div>♠KJ1072</div><div>♥AKQ5</div><div>♦J</div><div>♣863</div></div><div><div>♠93</div><div>♥3</div><div>♦A52</div><div>♣AKJ10752</div></div><div><div>♠65</div><div>♥J109742</div><div>♦K93</div><div>♣Q9</div></div></div><div><table><tr><th>HCP</th><th></th><th></th></tr><tr><td>8</td><td></td><td></td></tr><tr><td>14</td><td>12</td><td></td></tr><tr><td>6</td><td></td><td></td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>4</td><td>-</td><td>1</td><td>4</td><td>5</td><td></td></tr><tr><td>W</td><td>6</td><td>-</td><td>1</td><td>4</td><td>5</td><td></td></tr></table></div></div>	HCP			8			14	12		6			Makeable contracts								♣	♦	♥	♠	NT		N	-	1	-	-	-		S	-	1	-	-	-		E	4	-	1	4	5		W	6	-	1	4	5		<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>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>4♦</td><td>Pass</td></tr><tr><td>4♥</td><td>pass</td><td>5♣</td><td>All Pass</td></tr></table> <p>The best match-point score you can reasonably get is from 3NT, but slam is not unreasonable, and pairs will be tempted to investigate 6♣.</p> <p>Some will bid it, and South will need to lead a spade, or else those tricks will rapidly disappear on the hearts. Depending on how the auction develops, North might consider doubling 6♣, to ask for dummy's first suit. If a spade is led, even 5♣ can't make as three rounds of spades promotes South's trump queen.</p>	West	North	East	South	1♠	Pass	2♣	Pass	2♥	pass	3♦	Pass	4♣	pass	4♦	Pass	4♥	pass	5♣	All Pass
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<div><div><div>♠A107</div><div>♥A3</div><div>♦Q109</div><div>♣J10643</div></div><div><div>♠Q852</div><div>♥KQ52</div><div>♦K3</div><div>♣A95</div></div><div><div>♠K964</div><div>♥J864</div><div>♦J64</div><div>♣82</div></div><div><div>♠J3</div><div>♥1097</div><div>♦A8752</div><div>♣KQ7</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>11</td></tr><tr><td>145</td></tr><tr><td>10</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>3</td><td>3</td><td>-</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>3</td><td>3</td><td>-</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>2</td><td>2</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>2</td><td>2</td><td>-</td><td></td></tr></table></div>	HCP	11	145	10	Makeable contracts								♣	♦	♥	♠	NT		N	3	3	-	-	1		S	3	3	-	-	1		E	-	-	2	2	-		W	-	-	2	2	-		<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>Pass</td><td>Pass</td></tr><tr><td>1NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Although N/S have a minor suit part score available, they do best to defend 1NT which should go the dreaded two down vulnerable. On the natural club lead, declarer can hold up to the third round, but missing the other three aces it is highly unlikely to do any good, and when North is in with a heart, the clubs are cashed and a diamond switch will leave declarer out of time to set up a spade trick.</p>	West	North	East	South		Pass	Pass	Pass	1NT	All Pass						
HCP																																																															
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<div><div><div>♠A42</div><div>♥63</div><div>♦J8765</div><div>♣K97</div></div><div><div>♠J86</div><div>♥J105</div><div>♦AQ93</div><div>♣A42</div></div><div><div>♠KQ97</div><div>♥KQ987</div><div>♦K</div><div>♣853</div></div><div><div>♠1053</div><div>♥A42</div><div>♦1042</div><div>♣QJ106</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>8</td></tr><tr><td>1213</td></tr><tr><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>1</td><td>1</td><td>4</td><td>3</td><td>2</td><td></td></tr><tr><td>W</td><td>1</td><td>1</td><td>4</td><td>3</td><td>2</td><td></td></tr></table></div>	HCP	8	1213	7	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	1	1	4	3	2		W	1	1	4	3	2		<div>Board 10 : Dealer East : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♥</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>With a combined 25 count and eight-card fit, 4♥ rates to be a popular contract. Even those wedded to the losing trick count who raise only to three with the West cards should hear their partner bid game now that the ♦K appears to be (and is) a working card. The natural club lead is the best for the defence and threatens to establish two club tricks to go with the two major suit aces. Having no fast entry back to dummy, declarer must sacrifice a diamond trick in order to get one club away by cashing the ace, dropping the king, and queen. After drawing trumps, declarer will need to bring in the spade suit, however given that the only missing spades are the ace and ten, there are reasonable prospects of taking the three tricks required in the suit.</p>	West	North	East	South			1♥	Pass	2♦	Pass	2♥	Pass	4♥	All Pass		
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<div><div><div>♠AJ8753</div><div>♥Q10</div><div>♦J953</div><div>♣Q</div></div><div><div>♠K</div><div>♥A843</div><div>♦Q72</div><div>♣AJ742</div></div><div><div>♠64</div><div>♥J97</div><div>♦K84</div><div>♣K10953</div></div><div><div>♠Q1092</div><div>♥K652</div><div>♦A106</div><div>♣86</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>10</td></tr><tr><td>147</td></tr><tr><td>9</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>2</td><td>-</td><td>4</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>2</td><td>-</td><td>4</td><td>1</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP	10	147	9	Makeable contracts								♣	♦	♥	♠	NT		N	-	2	-	4	1		S	-	2	-	4	1		E	3	-	1	-	-		W	3	-	1	-	-		<div>Board 11 : Dealer South : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♣</td><td>2♠</td><td>3♣</td><td>4♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>This is one of those hands where no one will be certain of who is saving against who. Bidding to the level of the fit works well for N/S and the cards are favourable enough for them to make their 4♠ contract despite holding the minority of the points. If E/W push on to 5♣ and get doubled, they will need to read the play well to avoid going three down, although I expect even if they lose 500, they will be saved by one or two 590s to N/S.</p> <p>The play in 4♠ is simple enough. The trump finesse needs to be taken followed by a double diamond finesse. Nine tricks in clubs is a more complex problem, and declarer will end up having to read the heart position unless they get any assistance from the defence.</p>	West	North	East	South				Pass	1♣	2♠	3♣	4♠	All Pass			
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<p>♠ 2 ♥ A32 ♦ K10965 ♣ K753</p> <p>♠ KJ764      ♠ AQ1083 ♥ J105      ♥ Q64 ♦ J73      ♦ 82 ♣ J10      ♣ 862</p> <p>♠ 95 ♥ K987 ♦ AQ4 ♣ AQ94</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>8</td></tr><tr><td>7</td><td>15</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>5</td><td>5</td><td>-</td><td>2</td><td></td></tr><tr><td>S</td><td>6</td><td>5</td><td>5</td><td>-</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr></table>	HCP		10	8	7	15	Makeable contracts								♣	♦	♥	♠	NT		N	6	5	5	-	2		S	6	5	5	-	2		E	-	-	-	1	-		W	-	-	-	1	-		<p>Board 12 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</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</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>E/W will do well to stay very, very quiet on this board since a natural uninterrupted auction by N/S is quite likely to result in the disastrous contract of 3NT. If either opponent ventures in with spades, the opponents will be warned off and will probably play in five of a minor, which has eleven easy tricks, and twelve are available in clubs since two hearts will disappear from the South hand on the long diamonds.</p>	West	North	East	South	Pass	Pass	Pass	1♥	Pass	2♦	Pass	2NT	Pass	3♥	Pass	3NT	All Pass							
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<p>♠ KQJ74 ♥ A94 ♦ 3 ♣ K932</p> <p>♠ 9      ♠ 653 ♥ 85      ♥ QJ102 ♦ J98765      ♦ 102 ♣ QJ107      ♣ 8654</p> <p>♠ A1082 ♥ K763 ♦ AKQ4 ♣ A</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>13</td><td>3</td></tr><tr><td>4</td><td>20</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>3</td><td>5</td><td>7</td><td>6</td><td></td></tr><tr><td>S</td><td>5</td><td>3</td><td>5</td><td>7</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		13	3	4	20	Makeable contracts								♣	♦	♥	♠	NT		N	5	3	5	7	6		S	5	3	5	7	6		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></td><td>1♠</td><td>Pass</td><td>2NT</td></tr><tr><td>Pass</td><td>3♣</td><td>Pass</td><td>3♦</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>4NT</td></tr><tr><td>Pass</td><td>5♠</td><td>Pass</td><td>7♠</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>N/S should be disappointed if they miss this excellent grand slam, holding solid trumps and all the aces and kings. South will be thinking in terms of a grand as soon as partner opens 1♠, and will at some stage bid RKCB to find out about the trumps and ♥A. Of course there will be a slight concern about the third round of hearts, but if North shows a second suit of clubs at any stage, South will know that North holds at most five red cards and that the ♦AKQ and ♥AK will be enough to cover those tricks.</p>	West	North	East	South		1♠	Pass	2NT	Pass	3♣	Pass	3♦	Pass	3♥	Pass	4NT	Pass	5♠	Pass	7♠	All Pass			
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<p>♠ K985 ♥ AK8 ♦ 10875 ♣ 74</p> <p>♠ Q1032      ♠ A4 ♥ Q7543      ♥ - ♦ 9      ♦ QJ632 ♣ J109      ♣ AQ6532</p> <p>♠ J76 ♥ J10962 ♦ AK4 ♣ K8</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>13</td></tr><tr><td>5</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>-</td><td>1</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>1</td><td>1</td><td></td></tr><tr><td>E</td><td>4</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr></table>	HCP		10	13	5	12	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	1	1		S	-	1	2	1	1		E	4	-	-	-	-		W	3	-	-	-	-		<p>Board 14 : Dealer East : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♣</td><td>1♥</td></tr><tr><td>Pass</td><td>2♣</td><td>2♦</td><td>2♥</td></tr><tr><td>3♣</td><td>All Pass</td><td></td><td></td></tr></table> <p>Would you overcall 1♥ with the South cards? The suit isn't great, it has to be admitted, but the values are there and the vulnerability suggests bidding. Despite the five-nil break, 2♥ can make if declarer reads the spade position, so West does best to compete in hearts rather than try for the low level penalty. Holding such a weak hand, and with poor heart intermediates, it looks a better prospect to compete in partner's first suit.</p> <p>In 3♣, South is unable to lead trumps without sacrificing the trump trick, which allows declarer to ruff the diamonds good, and just concede a trump, a diamond and a spade.</p>	West	North	East	South			1♣	1♥	Pass	2♣	2♦	2♥	3♣	All Pass										
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<div><div><div>♠K64</div><div>♥984</div><div>♦K64</div><div>♣QJ42</div></div><div><div>♠J1098</div><div>♥AKJ5</div><div>♦AQ8</div><div>♣A10</div></div><div><div>♠AQ3</div><div>♥732</div><div>♦10973</div><div>♣765</div></div><div><div>♠752</div><div>♥Q106</div><div>♦J52</div><div>♣K983</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th></tr><tr><td>9</td><td></td><td>6</td></tr><tr><td>19</td><td></td><td>6</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</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>3</td><td>4</td><td>5</td><td>5</td><td>4</td><td></td></tr><tr><td>W</td><td>3</td><td>4</td><td>5</td><td>5</td><td>4</td><td></td></tr></table></div>	HCP			9		6	19		6	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	3	4	5	5	4		W	3	4	5	5	4		<div>Board 15 : Dealer South : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♥</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>The contract will be 3NT at most tables, with the odd pair missing game, and the question how many tricks will be taken. On the normal club lead, declarer will begin by playing on spades, and must then decide which red suit to tackle. On the actual deal, we can see that playing on hearts is a big winner because the suit divides 3-3 and the finesse works, however it doesn't seem unreasonable to try two diamond finesses once the East hand turns out to have two entries, especially if the carding in clubs suggests a 4-4 break. Now provided one of the diamond honours are with South, you will come to nine tricks. This unfortunately won't score too well since those playing on hearts will emerge with an overtrick.</p>	West	North	East	South				Pass	1♥	Pass	1NT	Pass	3NT	All Pass		
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<div><div><div>♠Q94</div><div>♥J64</div><div>♦A107</div><div>♣AKJ10</div></div><div><div>♠KJ86</div><div>♥K32</div><div>♦643</div><div>♣Q74</div></div><div><div>♠A7</div><div>♥985</div><div>♦QJ92</div><div>♣9652</div></div><div><div>♠10532</div><div>♥AQ107</div><div>♦K85</div><div>♣83</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th></tr><tr><td>15</td><td></td><td>7</td></tr><tr><td>9</td><td></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>3</td><td>2</td><td>3</td><td>3</td><td>3</td><td></td></tr><tr><td>S</td><td>3</td><td>2</td><td>3</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></div>	HCP			15		7	9		9	Makeable contracts								♣	♦	♥	♠	NT		N	3	2	3	3	3		S	3	2	3	3	3		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 16 : Dealer West : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♣</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>1NT</td><td>Pass</td><td>3NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>Despite being a little thin on values, 3NT is not a bad contract at all, with all your tens pulling their weight. It requires one of the heart or club finesses to work since the defence will never be able to take more than three spade tricks however the layout. On this deal it is the clubs that provide four tricks to go with three hearts and two diamonds. The big question is how many people will bid it?</p>	West	North	East	South	Pass	1♣	Pass	1♥	Pass	1NT	Pass	3NT	All Pass			
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<div><div><div>♠A10864</div><div>♥KQJ10</div><div>♦107</div><div>♣86</div></div><div><div>♠QJ75</div><div>♥6</div><div>♦9843</div><div>♣AJ103</div></div><div><div>♠K</div><div>♥A52</div><div>♦AJ2</div><div>♣KQ9742</div></div><div><div>♠932</div><div>♥98743</div><div>♦KQ65</div><div>♣5</div></div></div> <div><table><tr><th>HCP</th><th></th><th></th></tr><tr><td>10</td><td></td><td>17</td></tr><tr><td>8</td><td></td><td>5</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>5</td><td>2</td><td>-</td><td>-</td><td>3</td><td></td></tr><tr><td>W</td><td>5</td><td>2</td><td>-</td><td>-</td><td>3</td><td></td></tr></table></div>	HCP			10		17	8		5	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	2	-	-		S	-	-	2	-	-		E	5	2	-	-	3		W	5	2	-	-	3		<div>Board 17 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♣</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>3♣</td><td>Pass</td></tr><tr><td>5♣</td><td>All Pass</td><td></td><td></td></tr></table> <p>With just one heart stopper and needing to establish a spade trick, you don't want to be playing 3NT, however given the VERY fortuitous heart blockage, it will actually make! Those who reach the better contract of 5♣ will feel a little cheated by those making 3NT. In 5♣ you should duck the opening ♦K lead, a Bath Coup, which prevents South from continuing the suit. As it happens this is unnecessary on this deal as the ♦10 is with North, but it is good technique. Now when the ♠A is driven out, declarer can dispose of the remaining diamond loser on the established ♠Q.</p>	West	North	East	South		Pass	1♣	Pass	1♠	Pass	3♣	Pass	5♣	All Pass		
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<div><div><div>♠ Q653</div><div>♥ AK72</div><div>♦ AJ7</div><div>♣ Q10</div></div><div><div>♠ K4</div><div>♥ 109</div><div>♦ KQ98</div><div>♣ K8752</div></div><div><div>♠ AJ982</div><div>♥ Q86</div><div>♦ 54</div><div>♣ J94</div></div><div><div>♠ 107</div><div>♥ J543</div><div>♦ 10632</div><div>♣ A63</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>16</td><td>8</td></tr><tr><td>11</td><td>5</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>2</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>2</td><td>-</td><td>-</td><td>2</td><td>-</td><td></td></tr></table></div>	HCP		16	8	11	5	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	2	-	-		S	-	1	2	-	-		E	2	-	-	1	-		W	2	-	-	2	-		<div>Board 18 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>1♣</td><td>Dbl</td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>2♥</td><td>3♣</td><td>All Pass</td></tr></table> <p>This will be a part score tussle that neither side really want to win unless they can buy it at the two-level. In a heart part score, N/S have two spades to lose and a trick in each of the other suits.</p> <p>If E/W venture to 3♣, North will do best to take the heart tricks and sit back and wait for the two inevitable trump tricks. The diamond trick can't disappear, but if the diamond tricks are not taken, they will go on the spades.</p>	West	North	East	South			Pass	Pass	1♣	Dbl	1♠	Pass	2♣	Pass	Pass	Dbl	Pass	2♥	3♣	All Pass
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<div><div><div>♠ J1073</div><div>♥ Q1087654</div><div>♦ K8</div><div>♣ -</div></div><div><div>♠ AKQ65</div><div>♥ AK</div><div>♦ J7</div><div>♣ KQ95</div></div><div><div>♠ 84</div><div>♥ J9</div><div>♦ 106542</div><div>♣ 10872</div></div><div><div>♠ 92</div><div>♥ 32</div><div>♦ AQ93</div><div>♣ AJ643</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td>1</td></tr><tr><td>22</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>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>2</td><td>1</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>2</td><td>2</td><td>-</td><td>2</td><td>-</td><td></td></tr></table></div>	HCP		6	1	22	11	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	1	-	-		S	-	-	1	-	-		E	2	1	-	1	-		W	2	2	-	2	-		<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>1♣</td></tr><tr><td>Dbl</td><td>3♥</td><td>Pass</td><td>Pass</td></tr><tr><td>3♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>This is another hand where very little can be made. Those emerging with a plus score will be doing well. 3♠ can be defeated by N/S, either by taking two club ruffs in the North hand, or by playing passively since there are no entries to dummy to take a club finesse, so declarer will end up by losing a trump trick, two diamonds and two clubs.</p> <p>To extract the maximum against a heart part score, East needs to begin with a spade. After cashing two top spades, West should lead a low one for East to ruff. Now two rounds of trumps allows West to cash the third top spade.</p>	West	North	East	South				1♣	Dbl	3♥	Pass	Pass	3♠	All Pass						
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<div><div><div>♠ 102</div><div>♥ J75</div><div>♦ Q7653</div><div>♣ 1087</div></div><div><div>♠ 764</div><div>♥ 103</div><div>♦ 1084</div><div>♣ AQJ65</div></div><div><div>♠ Q9853</div><div>♥ A9</div><div>♦ K2</div><div>♣ K942</div></div><div><div>♠ AKJ</div><div>♥ KQ8642</div><div>♦ AJ9</div><div>♣ 3</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td>12</td></tr><tr><td>7</td><td>18</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>3</td><td>5</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>3</td><td>5</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>-</td><td>2</td><td>-</td><td></td></tr><tr><td>W</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr></table></div>	HCP		3	12	7	18	Makeable contracts								♣	♦	♥	♠	NT		N	-	3	5	-	1		S	-	3	5	-	1		E	1	-	-	2	-		W	1	-	-	1	-		<div>Board 20 : 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>Pass</td><td>1♠</td><td>Dbl</td></tr><tr><td>2♠</td><td>Pass</td><td>Pass</td><td>3♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>Looking at the N/S cards, you certainly want to be having a go at 4♥, but getting there isn't so easy. East will open the bidding with 1♠, and the South hand is rather too good for a simple overcall, so begins with a double.</p> <p>Whether or not you are playing five-card majors, the West hand should raise to 2♠, given the ruffing values in hearts, and this makes life sufficiently awkward for N/S that there will be plenty of pairs missing the game. With only one entry to dummy, declarer is forced into the winning line in diamonds, playing for king doubleton, however if South leads a top heart from hand and East takes the first round, this creates an extra entry and declarer may be tempted to lead the ♦Q from dummy, preparing to finesse the nine after ruffing a spade. In theory this is playing for a mis-defence, and declarer should therefore not be tempted.</p>	West	North	East	South	Pass	Pass	1♠	Dbl	2♠	Pass	Pass	3♥	All Pass							
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<div><div><div>♠ QJ</div><div>♥ AK97</div><div>♦ 97</div><div>♣ K7654</div></div><div><div>♠ K108643</div><div>♥ J86</div><div>♦ AK5</div><div>♣ A</div></div><div><div>♠ 2</div><div>♥ 532</div><div>♦ J1062</div><div>♣ QJ932</div></div><div><div>♠ A975</div><div>♥ Q104</div><div>♦ Q843</div><div>♣ 108</div></div><div><table><tr><th>HCP</th><th colspan="6">Makeable contracts</th></tr><tr><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>13</td><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td>15</td><td>S</td><td>1</td><td>-</td><td>1</td><td>1</td></tr><tr><td>4</td><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td></tr><tr><td>8</td><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td></tr></table></div></div>	HCP	Makeable contracts							♣	♦	♥	♠	NT	13	N	-	-	1	-	15	S	1	-	1	1	4	E	-	1	-	-	8	W	-	1	-	-	<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>1♠</td><td>Dbl</td><td>Pass</td><td>1NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>I expect a wide variety of contracts and results here. West doesn't want to be doing too much bidding at this vulnerability and does best to go quietly after partner cannot respond the 1♠ opening bid. Holding 1NT to seven tricks is not easy. You do best to attack declarer's communication but leading hearts. Suppose declarer wins and leads a spade. You must win this and, rather unnaturally, must cash the ♣A before continuing with hearts. Now declarer cannot reach both the ♣K and the ♠A. If you fail to cash the ♣A, declarer can cash the second spade and the hearts in dummy and stick you on lead with the ♣A. Although he will never make the ♣K, instead you will have to concede a diamond, or lead a spade round into the A9.</p>	West	North	East	South			Pass	Pass	1♠	Dbl	Pass	1NT	All Pass													
HCP	Makeable contracts																																																															
	♣	♦	♥	♠	NT																																																											
13	N	-	-	1	-																																																											
15	S	1	-	1	1																																																											
4	E	-	1	-	-																																																											
8	W	-	1	-	-																																																											
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		Pass	Pass																																																													
1♠	Dbl	Pass	1NT																																																													
All Pass																																																																
<div><div><div>♠ K3</div><div>♥ 976</div><div>♦ KJ1082</div><div>♣ K109</div></div><div><div>♠ Q854</div><div>♥ A108</div><div>♦ A74</div><div>♣ A64</div></div><div><div>♠ A10972</div><div>♥ QJ5</div><div>♦ Q653</div><div>♣ J</div></div><div><div>♠ J6</div><div>♥ K432</div><div>♦ 9</div><div>♣ Q87532</div></div><div><table><tr><th>HCP</th><th colspan="6">Makeable contracts</th></tr><tr><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr><tr><td>10</td><td>N</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>14</td><td>S</td><td>1</td><td>-</td><td>-</td><td>-</td></tr><tr><td>10</td><td>E</td><td>-</td><td>3</td><td>1</td><td>5</td></tr><tr><td>6</td><td>W</td><td>-</td><td>3</td><td>1</td><td>5</td></tr></table></div></div>	HCP	Makeable contracts							♣	♦	♥	♠	NT	10	N	1	-	-	-	14	S	1	-	-	-	10	E	-	3	1	5	6	W	-	3	1	5	<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>1NT</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>4♠</td><td>All Pass</td></tr></table> <p>Game at last for E/W, albeit a thin one. I would expect most pairs to bid it, since the West hand is bound to break the transfer with all those aces, and East will probably have a go, hoping that the singleton is a useful feature.</p> <p>The cards lie very favourably, with both red kings well-placed and just one trump to lose, there are eleven easy tricks to be had.</p>	West	North	East	South				Pass	1NT	Pass	2♥	Pass	3♠	Pass	4♠	All Pass										
HCP	Makeable contracts																																																															
	♣	♦	♥	♠	NT																																																											
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<div><div><div>♠QJ</div><div>♥109852</div><div>♦Q96</div><div>♣972</div></div><div><div>♠K109</div><div>♥KQ6</div><div>♦AJ104</div><div>♣A86</div></div><div><div>♠A8542</div><div>♥J43</div><div>♦K87</div><div>♣KQ</div></div><div><div>♠763</div><div>♥A7</div><div>♦532</div><div>♣J10543</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>5</td></tr><tr><td>17</td></tr><tr><td>5</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</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>6</td><td>5</td><td>6</td><td>6</td><td></td></tr><tr><td>W</td><td>4</td><td>6</td><td>5</td><td>6</td><td>6</td><td></td></tr></table></div>	HCP	5	17	5	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	4	6	5	6	6		W	4	6	5	6	6		<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>1NT</td><td>Pass</td><td>2♣</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>4♠</td><td>All Pass</td></tr></table> <p>Another game for E/W, but which one? Those reaching 3NT will score well since twelve tricks are available in spades or no-trumps when the ♠QJ drop doubleton.</p> <p>The natural way to play the spade suit is to cash the king and run the ten (assuming no honour appears). This is a safety play, guarding against North holding QJxx. Cashing the king also picks up the suit for no loser when South holds a singleton honour (since you will finesse on the second round), or North holds QJ doubleton, as on this deal.</p>	West	North	East	South	1♦	Pass	1♠	Pass	1NT	Pass	2♣	Pass	3♠	Pass	4♠	All Pass	
HCP																																																																
5																																																																
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<div><div><div>♠95</div><div>♥6542</div><div>♦KJ5</div><div>♣9632</div></div><div><div>♠J632</div><div>♥QJ7</div><div>♦Q9872</div><div>♣5</div></div><div><div>♠10</div><div>♥AK109</div><div>♦1064</div><div>♣KQJ107</div></div><div><div>♠AKQ874</div><div>♥83</div><div>♦A3</div><div>♣A84</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>4</td></tr><tr><td>6</td></tr><tr><td>13</td></tr><tr><td>17</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>3</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>3</td><td>1</td><td></td></tr><tr><td>E</td><td>1</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>1</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP	4	6	13	17	Makeable contracts								♣	♦	♥	♠	NT		N	-	1	-	3	1		S	-	1	-	3	1		E	1	-	2	-	-		W	1	-	2	-	-		<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>Pass</td><td>1♣</td><td>Dbl</td></tr><tr><td>1♠</td><td>Pass</td><td>2♣</td><td>2♠</td></tr></table> <p>All Pass</p> <p>The South hand is too strong to overcall 1♠ so must start with a double, intending to bid spades on the next round. If West responds 1♠ and East rebids 2♣, South should not be put off bidding 2♠, and this is natural. For those brave enough to take the diamond finesse, they will emerge with nine tricks, but even those settling for eight tricks will get a decent score, since 2♣ is not going more than one down, even if South forces declarer in clubs. Declarer can ruff the second spade and play on trumps. South forces declarer to ruff again on which North discards a heart, but declarer can cash the remaining trumps, leaving one in the North hand and three rounds of hearts to emerge with seven tricks.</p>	West	North	East	South		Pass	1♣	Dbl	1♠	Pass	2♣	2♠				
HCP																																																																
4																																																																
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<div><div><div>♠AKJ</div><div>♥KJ9</div><div>♦K</div><div>♣AK9864</div></div><div><div>♠104</div><div>♥A7</div><div>♦1096543</div><div>♣QJ3</div></div><div><div>♠752</div><div>♥Q1082</div><div>♦Q872</div><div>♣72</div></div><div><div>♠Q9863</div><div>♥6543</div><div>♦AJ</div><div>♣105</div></div></div> <div><table><tr><th>HCP</th></tr><tr><td>22</td></tr><tr><td>7</td></tr><tr><td>4</td></tr><tr><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>5</td><td>1</td><td>4</td><td>6</td><td>6</td><td></td></tr><tr><td>S</td><td>5</td><td>1</td><td>4</td><td>6</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	22	7	4	7	Makeable contracts								♣	♦	♥	♠	NT		N	5	1	4	6	6		S	5	1	4	6	6		E	-	-	-	-	-		W	-	-	-	-	-		<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>2♦</td><td>Dbl</td><td>4♦</td><td>Pass</td></tr><tr><td>Pass</td><td>Dbl</td><td>Pass</td><td>4♠</td></tr></table> <p>All Pass</p> <p>N/S have a decent slam on in spades, but if E/W can interfere with their bidding, it will be hard to reach. Given a free run they may just get there if North is allowed to open 2♣, South responds 2♦, and North rebids 3♣. Now when 3♠ is raised to four, South will be tempted to cue-bid 5♦.</p> <p>Against 6♠, the best lead (apart from the double-dummy low heart!) is a diamond, which threatens the entry to the club suit. However, declarer can play for both black suits to divide and cash two top trumps from dummy and play three rounds of clubs. Now the final round of trumps, winning in dummy allows the club suit to be cashed for heart discards.</p> <p>If clubs had failed to break, declarer would still be in a position to guess the hearts for the contract.</p>	West	North	East	South			Pass	Pass	2♦	Dbl	4♦	Pass	Pass	Dbl	Pass	4♠
HCP																																																																
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<div><div><div>♠AJ</div><div>♥J74</div><div>♦QJ10</div><div>♣AKQ32</div></div><div><div>♠KQ86</div><div>♥KQ5</div><div>♦K86</div><div>♣954</div></div><div><div>♠543</div><div>♥A8</div><div>♦A9543</div><div>♣1087</div></div><div><div>♠10972</div><div>♥109632</div><div>♦72</div><div>♣J6</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>18</td><td></td></tr><tr><td>13</td><td>8</td></tr><tr><td>1</td><td></td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>1</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>1</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td><td></td></tr></table></div>	HCP		18		13	8	1		Makeable contracts								♣	♦	♥	♠	NT		N	1	-	1	-	1		S	1	-	1	-	1		E	-	2	-	1	-		W	-	2	-	1	-		<div>Board 27 : Dealer South : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1NT</td><td>Dbl</td><td>Pass</td><td>2♥</td></tr></table> <div>All Pass</div> <p>The best result for South is to pass the double of 1NT. Five rounds of clubs stand up and declarer can't come to seven tricks without establishing diamonds, which give the defence their seventh trick. However, this is a tough thing to do holding just one point, and it is normal to remove to your five card suit.</p> <p>The normal ♠K lead sets up six defensive tricks, but declarer can play three rounds of clubs discarding a diamond before tackling trumps. For this reason, the defence need to cash their two diamonds before declarer can gain the lead, and then a switch to the ♠K which leaves declarer no chance.</p>	West	North	East	South				Pass	1NT	Dbl	Pass	2♥				
HCP																																																																			
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<div><div><div>♠1097</div><div>♥QJ9642</div><div>♦108</div><div>♣105</div></div><div><div>♠Q2</div><div>♥-</div><div>♦AKJ97643</div><div>♣QJ4</div></div><div><div>♠53</div><div>♥AK1083</div><div>♦Q2</div><div>♣A962</div></div><div><div>♠AKJ864</div><div>♥75</div><div>♦5</div><div>♣K873</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>3</td><td></td></tr><tr><td>13</td><td>13</td></tr><tr><td>11</td><td></td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>2</td><td>5</td><td>1</td><td>-</td><td>1</td><td></td></tr><tr><td>W</td><td>2</td><td>5</td><td>-</td><td>-</td><td>1</td><td></td></tr></table></div>	HCP		3		13	13	11		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	1	-		S	-	-	-	1	-		E	2	5	1	-	1		W	2	5	-	-	1		<div>Board 28 : Dealer West : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♦</td><td>Pass</td><td>1♥</td><td>1♠</td></tr><tr><td>3♦</td><td>Pass</td><td>3♠</td><td>Pass</td></tr><tr><td>4♦</td><td>Pass</td><td>5♦</td><td>All Pass</td></tr></table> <p>What would you choose to open the West hand? Some might consider opening this with a strong artificial bid like 2♣, but it doesn't quite meet the requirements for that and might well lead to an adjusted score. I would prefer to open 1♦ because there is a possibility that 3NT is the best spot at pairs. Suppose partner has the hand they have plus the ♠J instead of a club, for example. Now declarer has eleven tricks in clubs or no-trumps.</p> <p>In this deal, South is going to enter the auction with spades, which will be sufficient to put E/W off playing in 3NT, and they are likely to reach 5♦. There is no problem to the play since two clubs can be discarded on the hearts.</p>	West	North	East	South	1♦	Pass	1♥	1♠	3♦	Pass	3♠	Pass	4♦	Pass	5♦	All Pass
HCP																																																																			
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<div><div><div>♠Q64</div><div>♥Q94</div><div>♦A87543</div><div>♣8</div></div><div><div>♠A109875</div><div>♥10</div><div>♦J96</div><div>♣642</div></div><div><div>♠J</div><div>♥AJ52</div><div>♦Q102</div><div>♣AQ1073</div></div><div><div>♠K32</div><div>♥K8763</div><div>♦K</div><div>♣KJ95</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>8</td><td></td></tr><tr><td>5</td><td>14</td></tr><tr><td>13</td><td></td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>2</td><td></td></tr><tr><td>E</td><td>3</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>W</td><td>2</td><td>-</td><td>-</td><td>1</td><td>-</td><td></td></tr></table></div>	HCP		8		5	14	13		Makeable contracts								♣	♦	♥	♠	NT		N	-	-	2	-	1		S	-	-	2	-	2		E	3	-	-	1	-		W	2	-	-	1	-		<div>Board 29 : Dealer North : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2♦</td><td>All Pass</td><td></td></tr></table> <p>This is not a great moment to open a weak 2♦ as it happens, since the defence can have fun with some major suit cross-ruffing and the contract will be defeated by two tricks. If North passes, this allows South to overcall in hearts, which is a much better trump suit for N/S. The ten falling singleton allows the trump suit to come in for four tricks to go with two diamonds, a club, and a spade, and a likely overtrick will be made by ruffing a club in dummy. Dummy looks to be short of entries on a diamond lead, say, however when declarer plays a trump to the queen and ace, East will be forced into helping declarer. In order to hold the contract to eight tricks, the defence must play on trumps quickly, either at trick one or after ace and a spade ruff. Now declarer does not have time to get a club ruff in dummy. The winning action is for East to push on to 3♣, which makes when the defence are unable to cash two diamond tricks despite the bad break, playing to ruff three hearts in dummy, and re-entering hand with spade ruffs.</p>	West	North	East	South		2♦	All Pass									
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<div><div><div>♠ A63</div><div>♥ J973</div><div>♦ A9</div><div>♣ QJ64</div></div><div><div>♠ K5</div><div>♥ K82</div><div>♦ 10764</div><div>♣ K852</div></div><div><div>♠ QJ10872</div><div>♥ Q</div><div>♦ K852</div><div>♣ A10</div></div><div><div>♠ 94</div><div>♥ A10654</div><div>♦ QJ3</div><div>♣ 973</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>12</td><td>12</td></tr><tr><td>9</td><td>7</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>2</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>3</td><td>-</td><td>3</td><td>1</td><td></td></tr><tr><td>W</td><td>-</td><td>3</td><td>-</td><td>3</td><td>1</td><td></td></tr></table></div>	HCP		12	12	9	7	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	2	-	-		S	1	-	2	-	-		E	-	3	-	3	1		W	-	3	-	3	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>1NT</td><td>Pass</td><td>2 ♠</td><td>All Pass</td></tr></table> <p>This isn't the most exciting board of the set. East should end up with nine tricks in spades, at some stage leading a diamond towards the king, unless one has already been led.</p> <p>The main thing is for E/W to end up in spades rather than diamonds at pairs. Given the quality of the intermediates I would prefer to rebid 2 ♠ rather than 2 ♦ over 1NT, since I am happy enough to play in spades facing a singleton in dummy.</p>	West	North	East	South			1 ♠	Pass	1NT	Pass	2 ♠	All Pass																				
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<div><div><div>♠ 982</div><div>♥ K9753</div><div>♦ J2</div><div>♣ Q75</div></div><div><div>♠ K763</div><div>♥ -</div><div>♦ AK74</div><div>♣ AK832</div></div><div><div>♠ AQJ54</div><div>♥ AJ8</div><div>♦ 105</div><div>♣ J109</div></div><div><div>♠ 10</div><div>♥ Q10642</div><div>♦ Q9863</div><div>♣ 64</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td>13</td></tr><tr><td>17</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>6</td><td>3</td><td>1</td><td>6</td><td>5</td><td></td></tr><tr><td>W</td><td>6</td><td>2</td><td>1</td><td>6</td><td>4</td><td></td></tr></table></div>	HCP		6	13	17	4	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	-	-	-		S	-	-	-	-	-		E	6	3	1	6	5		W	6	2	1	6	4		<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>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>3 ♠</td><td>Pass</td></tr><tr><td>4 ♣</td><td>Pass</td><td>4 ♥</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5 ♠</td><td>Pass</td></tr><tr><td>5NT</td><td>Pass</td><td>6 ♣</td><td>Pass</td></tr><tr><td>6 ♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>Over East's 1 ♠ response, 2 ♥ would be a reverse, therefore 3 ♥ is a splinter. Some people play that a jump to 4 ♥ shows specifically a void. Here it doesn't matter much since East holds the ace anyway, and also superb trumps, so should co-operate towards a slam. There will be the odd pair in 7 ♠, and this just need the clubs to come in, but they are out of luck today.</p>	West	North	East	South				Pass	1 ♣	Pass	1 ♠	Pass	3 ♥	Pass	3 ♠	Pass	4 ♣	Pass	4 ♥	Pass	4NT	Pass	5 ♠	Pass	5NT	Pass	6 ♣	Pass	6 ♠	All Pass		
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<div><div><div>♠ Q96</div><div>♥ 62</div><div>♦ 32</div><div>♣ Q98643</div></div><div><div>♠ A743</div><div>♥ QJ8</div><div>♦ A109</div><div>♣ A102</div></div><div><div>♠ 85</div><div>♥ A1095</div><div>♦ KJ754</div><div>♣ 75</div></div><div><div>♠ KJ102</div><div>♥ K743</div><div>♦ Q86</div><div>♣ KJ</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>4</td><td>8</td></tr><tr><td>15</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>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>E</td><td>-</td><td>4</td><td>3</td><td>1</td><td>3</td><td></td></tr><tr><td>W</td><td>-</td><td>4</td><td>3</td><td>1</td><td>3</td><td></td></tr></table></div>	HCP		4	8	15	13	Makeable contracts								♣	♦	♥	♠	NT		N	1	-	-	-	-		S	1	-	-	-	-		E	-	4	3	1	3		W	-	4	3	1	3		<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>1NT</td><td>All Pass</td></tr></table> <p>Most people are going to play in 1NT and it will be all about how many overtricks (if any) are made. Playing a strong no-trump, West will be declarer and a club lead is the most threatening. Now playing the diamonds in normal fashion, finessing into the safe hand, fails and a spade switch leaves declarer with the dilemma of whether to risk the contract by finessing in hearts, or settle for seven tricks. Either way they are on for a poor score since those playing a weak no-trump will have an easier time of it, probably receiving a heart lead. Now, even though declarer is likely to get the diamonds wrong, they have an extra heart trick in the bag, and will know to reject the finesse so will emerge with eight tricks.</p>	West	North	East	South	1 ♠	Pass	1NT	All Pass																								
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