

British Autumn

Sim Pairs



Thursday
6th 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 Robin Barker.

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/

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

♠Q62

♥K93

♦8732

♣J52

♠A104

♥AJ865

♦-

♣98743

♠93

♥Q72

♦AJ106

♣AKQ6

♠KJ875

♥104

♦KQ954

♣10

HCP					♣	♦	♥	♠	NT
	6			N	-	1	-	1	-
9		16		S	-	1	-	1	-
	9			E	5	-	5	-	3
				W	5	-	5	-	3

♠43

♥K4

♦Q9865

♣KQ96

♠AKQ10

♥72

♦AKJ1043

♣10

♠952

♥AQ10985

♦72

♣J3

♠J876

♥J63

♦-

♣A87542

HCP					♣	♦	♥	♠	NT
	10			N	3	-	-	-	-
17		7		S	3	-	-	-	-
	6			E	-	4	5	3	1
				W	-	4	4	3	1

Board 1 : Dealer North : Love all

West	North	East	South
	Pass	1♣	1♠
2♥	2♠	4♥	All Pass

If N/S were silent, E/W could conduct some delicate auction where East shows a strong no-trump and West checks for fits in hearts or clubs. But once South overcalls, West has to stretch to a forcing 2♥ response and East can just bid game. If N/S knew they had a second fit in diamonds they might try 4♠ over 4♥, which will be doubled. The defence can take six tricks (for example, two diamond ruffs and four aces) for N/S -500 and a bad score but sometimes the defence will miss a trick. If N/S have a two-suited jump overcall (for example, 3♣) which shows spades and diamonds that will find their double-fit immediately.

E/W can always make eleven tricks in 4♥: losing a trump and a spade. If the defence do not lead spades, it may be possible to avoid a spade loser with a dummy reversal, ruffing three diamonds in West and drawing the last trump with ♥Q.

Board 2 : Dealer East : NS vulnerable

West	North	East	South
		2♥	Pass
4♥	All Pass		

Depending on what East opens, West may make some enquiries on the way to 4♥: if East had solid hearts (♥AKQxxx) and could show them then 6♥ might be lay-down. It is difficult to see how N/S will get their club suit into the auction.

4♥ by East is not an easy contract to play: declarer would like to ruff a club in dummy before taking a finesse in hearts but there are no entries to East even if the defence lead clubs. If South cashes ♣A and switches to a spade, declarer may decide to give up on the club ruff and play hearts twice from dummy, hoping to lose one trump and two clubs. As the cards lie, this plan will not work if South wins the first round of hearts and continues clubs: declarer will be stuck in dummy and the defence can ruff diamonds and spades. The winning line for declarer is to finesse ♥Q and cash ♥A but I do not know why they should choose that line.

(4♥ can make an overtrick by playing two rounds of trumps and taking the spade finesse; but declarer will not play this line as it risks going off.)

<div><div><div>♠ AK</div><div>♥ AJ52</div><div>♦ Q75</div><div>♣ K762</div></div><div><div>♠ J109873</div><div>♥ K1086</div><div>♦ 10</div><div>♣ J8</div></div><div><div>♠ 652</div><div>♥ Q97</div><div>♦ A6432</div><div>♣ 103</div></div><div><div>♠ Q4</div><div>♥ 43</div><div>♦ KJ98</div><div>♣ AQ954</div></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>17</td><td></td><td>N</td><td>4</td><td>3</td><td>2</td><td>-</td><td>5</td></tr><tr><td>5</td><td></td><td>6</td><td>S</td><td>4</td><td>3</td><td>2</td><td>-</td><td>4</td></tr><tr><td></td><td>12</td><td></td><td>E</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>-</td><td>-</td><td>1</td><td>-</td></tr></table></div>	HCP		Makeable contracts											♣	♦	♥	♠	NT		17		N	4	3	2	-	5	5		6	S	4	3	2	-	4		12		E	-	-	-	1	-				W	-	-	-	1	-	<div>Board 3 : Dealer South : EW vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♣</td></tr><tr><td>Pass</td><td>1♥</td><td>Pass</td><td>2♣</td></tr><tr><td>Pass</td><td>3NT</td><td>All Pass</td><td></td></tr></table></div> <div><p>It is not easy to bid the North hand with any confidence, very soon South will limit his hand and North will just bid 3NT. At his second turn, North could manufacture a bid in diamonds but 2♦ may not be forcing and 3♦ does not look right. East is likely to lead diamonds: hoping for an honour with West, but singleton 10 is not what he is looking for and declarer can play on diamonds for eleven tricks. Some will be attracted by the pre-emptive power of the weak no-trump and open 1NT, and North may go straight to 3NT. When West is on lead, sometimes he will find a heart lead and now declarer only has ten tricks. But anything is better than playing in clubs; 5♣ will go off on a diamond lead, and will not score as well as 3NT+1 or +2 even when it does make.</p></div>	West	North	East	South				1♣	Pass	1♥	Pass	2♣	Pass	3NT	All Pass	
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<div><div>♠ K1073</div><div>♥ K864</div><div>♦ J106</div><div>♣ 65</div><div>♠ A62</div><div>♥ AJ972</div><div>♦ A87</div><div>♣ AJ</div><div>♠ Q98</div><div>♥ 103</div><div>♦ K932</div><div>♣ Q1098</div><div>♠ J54</div><div>♥ Q5</div><div>♦ Q54</div><div>♣ K7432</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>7</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>18</td><td></td><td>7</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>8</td><td></td><td>E</td><td>2</td><td>4</td><td>3</td><td>2</td><td>3</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>4</td><td>3</td><td>2</td><td>3</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		7		N	-	-	-	-	18		7	S	-	-	-	-		8		E	2	4	3	2	3				W	2	4	3	2	3	<div>Board 7 : Dealer South : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>1NT</td><td>Pass</td></tr><tr><td>2NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>The 1NT response is a wide range bid and natural methods do not always give the right outcome. If 2NT is the only balanced invitational bid, and shows 17-18, then there is a likelihood of playing in 2NT with 18 HCP opposite 7. Either of E/W might bid more: West with his aces, East with his tens and nines (and eights).</p> <p>Playing 5-card majors and a new suit response at the two level as game forcing, the 1NT response is even more wide-ranging and is often played as forcing. Opener has to keep the auction open on more hands and there is scope for different strengths of invitational bids.</p> <p>Playing in no-trumps, East is likely to get the black-suit finesses played for him. As long as declarer concentrates on hearts, he should make two spades, three hearts, two diamonds and two clubs for nine tricks.</p>	West	North	East	South				Pass	1♥	Pass	1NT	Pass	2NT	All Pass		
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<div><div><div>♠ A</div><div>♥ A864</div><div>♦ Q84</div><div>♣ AQ874</div></div><div><div>♠ QJ</div><div>♥ 93</div><div>♦ K7652</div><div>♣ J962</div></div><div><div>♠ 1087652</div><div>♥ KJ5</div><div>♦ J9</div><div>♣ K5</div></div><div><div>♠ K943</div><div>♥ Q1072</div><div>♦ A103</div><div>♣ 103</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>♠</th><th>NT</th></tr><tr><td></td><td>16</td><td></td><td>N</td><td>3</td><td>2</td><td>4</td><td>1</td><td>3</td></tr><tr><td>7</td><td></td><td>8</td><td>S</td><td>3</td><td>2</td><td>4</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>	HCP		Makeable contracts										♣	♦	♥	♠	NT		16		N	3	2	4	1	3	7		8	S	3	2	4	1	3		9		E	-	-	-	-	-				W	-	-	-	-	-	<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>1♣</td><td>Pass</td><td>1♥</td></tr><tr><td>Pass</td><td>3♠*</td><td>Pass</td><td>4♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>*3♠ is a splinter showing a shortage and raise to 4♥ – it is not necessarily right to do this with singleton ace – and perhaps North is only worth 3♥ anyway. South has no ambitions beyond game.</p> <p>In 4♥, there are tricks to lose in each suit except spades, and it may not be possible to avoid a spade loser. Certainly, if South draws trumps and plays a club to the queen and king then he will only make nine tricks. A winning line is to duck a club and ruff the third round if the king had not appeared. Another line for declarer is to run the ♣10 – if West covers declarer can finesse for the nine on the next round.</p>	West	North	East	South		1♣	Pass	1♥	Pass	3♠*	Pass	4♥	All Pass			
HCP		Makeable contracts																																																																				
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<div><div><div>♠ QJ98</div><div>♥ 7</div><div>♦ 1064</div><div>♣ K10543</div></div><div><div>♠ 52</div><div>♥ AK862</div><div>♦ J32</div><div>♣ 962</div></div><div><div>♠ A104</div><div>♥ 54</div><div>♦ KQ987</div><div>♣ QJ8</div></div><div><div>♠ K763</div><div>♥ QJ1093</div><div>♦ A5</div><div>♣ A7</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>♠</th><th>NT</th></tr><tr><td></td><td>6</td><td></td><td>N</td><td>2</td><td>-</td><td>1</td><td>4</td><td>-</td></tr><tr><td>8</td><td></td><td>12</td><td>S</td><td>2</td><td>-</td><td>1</td><td>4</td><td>-</td></tr><tr><td></td><td>14</td><td></td><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>1</td></tr></table>	HCP		Makeable contracts										♣	♦	♥	♠	NT		6		N	2	-	1	4	-	8		12	S	2	-	1	4	-		14		E	-	1	-	-	1				W	-	1	-	-	1	<div>Board 10 : Dealer East : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1NT</td><td>2♣*</td></tr><tr><td>Pass</td><td>2♠</td><td>All Pass</td><td></td></tr></table> <p>Over the opponent's opening 1NT, it is good to be able to show some two-suiters – especially both majors. The simplest method is Landy, where *2♣ shows 5/4 in the majors and other suit bids are natural. Fortunately (!), in this auction N/S are playing Landy and they find their spade fit. West does not have a suit that he wants to play in, when the opponents are known to have (at least) four cards.</p> <p>In 2♠, there are no surprises for N/S. Declarer can play hearts through West and this will result in nine tricks. To make ten tricks, declarer needs to take advantage of the 3-3 club break and/or take two ruffs in one hand before drawing trumps.</p> <p>If South does not overcall, then East might play in 1NT which has seven tricks. Both sides could declare 2♥, if South overcalls or if South passes and West transfers. Neither side will do well in 2♥.</p>	West	North	East	South			1NT	2♣*	Pass	2♠	All Pass					
HCP		Makeable contracts																																																																				
				♣	♦	♥	♠	NT																																																														
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<div><div><div>♠ KQ10964</div><div>♥ Q76</div><div>♦ 5</div><div>♣ 432</div></div><div><div>♠ J53</div><div>♥ A10985</div><div>♦ 82</div><div>♣ AJ10</div></div><div><div>♠ A2</div><div>♥ 32</div><div>♦ AKJ74</div><div>♣ Q865</div></div><div><div>♠ 87</div><div>♥ KJ4</div><div>♦ Q10963</div><div>♣ K97</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>♠</th><th>NT</th></tr><tr><td></td><td>7</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>10</td><td></td><td>14</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>9</td><td></td><td>E</td><td>4</td><td>3</td><td>3</td><td>-</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>4</td><td>3</td><td>3</td><td>-</td><td>2</td></tr></table>	HCP		Makeable contracts										♣	♦	♥	♠	NT		7		N	-	-	-	-	-	10		14	S	-	-	-	-	-		9		E	4	3	3	-	2				W	4	3	3	-	2	<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>Pass</td><td>2♠</td><td>3♦</td><td>Pass</td></tr><tr><td>3♥</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>A 2♠ pre-empt is enough to cause problems for E/W. East will want to do something over 2♠ and West will not want to pass out 3♦; now E/W will reach game and 3NT is no worse than anything else.</p> <p>3NT is pretty hopeless with South's holding in diamonds, East will do well to cash out in clubs and then diamonds for one off, which may not be a bad score.</p> <p>4♥ by West is not such a bad contract, the defence have to make sure they get their diamond ruff and their spade trick because declarer can take three hearts and four clubs given time.</p> <p>If North is left to play in 2♠, the defence can take three club tricks and a heart ruff but declarer may escape for one off.</p>	West	North	East	South				Pass	Pass	2♠	3♦	Pass	3♥	Pass	3NT	All Pass
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<p>♠AQ984 ♥8743 ♦4 ♣KQ10</p> <p>♠K10632 ♠5 ♥5 ♥Q1096 ♦AJ103 ♦K9765 ♣J93 ♣652</p> <p>♠J7 ♥AKJ2 ♦Q82 ♣A874</p>	<p>Board 12 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♣</td></tr><tr><td>Pass</td><td>2♥</td><td>Pass</td><td>4♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>When North rebids 2♥, South may want to do more than 4♥. The alternative is to rebid 3♦ (fourth suit, artificial and game forcing) and bid 4♥ on the next round. Nothing will excite North and either way they will play in 4♥. 4♥ should make an overtrick. North should be able to ruff two diamonds and finesse in hearts and spades – the 4-1 trump break is not a great inconvenience with all the winners in spades and clubs.</p> <p>There will be some different problems for N/S if West opens 2♠, which could be weak with spades and another suit or just a 5-card natural weak two. North will not have a bid over 2♠ but South will be able to double something: E/W will probably find their way from 2♠ doubled to 3♦ and then N/S will probably find their way to 4♥.</p>	West	North	East	South	Pass	1♠	Pass	2♣	Pass	2♥	Pass	4♥	All Pass																																																							
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HCP		Makeable contracts																																																																			
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<p>♠5 ♥AQ8742 ♦108 ♣A1063</p> <p>♠Q743 ♠A108 ♥J3 ♥K5 ♦K9753 ♦AJ62 ♣82 ♣QJ95</p> <p>♠KJ962 ♥1096 ♦Q4 ♣K74</p>	<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>Dble</td><td>Pass</td></tr><tr><td>3♦</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>Another hand for guess work by the players and the commentator. If everyone takes the opportunity to bid their suits then N/S will play in hearts or E/W will play in diamonds. With both sides having a nine-card fit and both sides not vulnerable, the bidding could reach the four level.</p> <p>In a diamond contract by East the defence should come to their four tricks without difficulty.</p> <p>The play in a heart contract by North could be more interesting. The defence can always hold declarer to eight tricks by playing on clubs and diamonds. But otherwise declarer may have a chance to ruff out ♠Q trebleton, which does not work. The more spectacular and winning line (for nine tricks) would be to play the ♠J off dummy on the third round of spades: pinning the ♠10 and establishing ♠9.</p>	West	North	East	South			1♣	1♠	Pass	2♥	Dble	Pass	3♦	Pass	Pass	3♥	All Pass																																																			
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<div><div><div>♠ AJ54</div><div>♥ K8732</div><div>♦ Q832</div><div>♣ -</div></div><div><div>♠ KQ10</div><div>♥ QJ5</div><div>♦ K10</div><div>♣ Q10874</div></div></div> <div><div>♠ 97</div><div>♥ 1094</div><div>♦ J954</div><div>♣ KJ95</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>10</td><td></td><td>N</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td></tr><tr><td>12</td><td></td><td>13</td><td>S</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>2</td><td>-</td><td>-</td><td>1</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>2</td><td>-</td><td>-</td><td>1</td><td>1</td></tr></table>	HCP		Makeable contracts									♣	♦	♥	♠	NT		10		N	-	2	1	-	-	12		13	S	-	2	1	-	-		5		E	2	-	-	1	1				W	2	-	-	1	1	<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>1NT</td><td>Pass</td></tr><tr><td>2♣</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>A straight-forward Stayman auction: East has three tens and a potentially useful suit so accepts West’s invitation. Unfortunately, the club suit turns out be potentially useless against South’s over-cards and 3NT is hopeless. North could open light, based on his shape: “it was rule-of-19, partner”. This will give East some awkward calls. If he passes over 1♥ from North, he is likely to be faced with responding to a protective take-out double: 1♥ – Pass – Pass – X – Pass – ? The theory of the transferred king says that you respond to partner’s protective actions (overcall or take-out double) by imagining you had a king less and were responding to a direct overcall or double. (You transfer a king to partner’s hand.) On this basis, East would not really be worth more than 1NT (about 10-13 HCP). Playing in no-trumps, South may give away a club trick on the lead, giving declarer eight tricks, but a heart lead (for instance) can hold declarer to seven tricks.</p>	West	North	East	South		Pass	1NT	Pass	2♣	Pass	2♦	Pass	2NT	Pass	3NT	All Pass				
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<div><div>♠Q108632</div><div>♥J</div><div>♦KQ</div><div>♣Q1062</div><div>♠AK54</div><div>♥A85</div><div>♦AJ72</div><div>♣73</div><div>♠J</div><div>♥KQ743</div><div>♦9543</div><div>♣AK9</div><div>♠97</div><div>♥10962</div><div>♦1086</div><div>♣J854</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>10</td><td></td><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>16</td><td></td><td>13</td><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td></td><td>1</td><td></td><td>E</td><td>1</td><td>6</td><td>5</td><td>2</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>6</td><td>5</td><td>2</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		10		N	-	-	-	-	16		13	S	-	-	-	-		1		E	1	6	5	2				W	1	6	5	2	<div>Board 18 : Dealer East : 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>1♥</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>3♣</td><td>Pass</td><td>3NT</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>???</td><td></td></tr></table></div> <div>At this point, East may be embarrassed by the suit for her 2♦ rebid. She could try to signoff in either 5♦ or 5♥ (if there is an agreed suit); or she could attempt to reject the slam try with a natural 4NT (if no suit is agreed); or she could stress the club control with 5♣. It will be difficult to stop West from bidding slam.</div> <div>Playing in hearts, there is always a heart and diamond to lose; and the normal play in the diamond suit will generate two losers. So 4♥ making may be best they can do.</div> <div>In diamonds there need not be a heart loser but again there are likely to be two diamond losers. The “Makeable contracts” shows 6♦ making – which is easy if declarer plays for this diamond layout. Declarer plays ♦A and a small diamond, and can then draw the last trump with ♦J; declarer can then establish one long heart by ruffing a heart in West.</div>	West	North	East	South			1♥	Pass	1♠	Pass	2♦	Pass	3♣	Pass	3NT	Pass	4♦	Pass	4♥	Pass	4♠	Pass	???	
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<div><div>♠Q6</div><div>♥KQ10</div><div>♦Q953</div><div>♣K1074</div><div>♠KJ9753</div><div>♥J</div><div>♦A8</div><div>♣Q962</div><div>♠10</div><div>♥98732</div><div>♦J1072</div><div>♣A83</div><div>♠A842</div><div>♥A654</div><div>♦K64</div><div>♣J5</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>12</td><td></td><td>N</td><td>-</td><td>1</td><td>2</td><td>-</td></tr><tr><td>11</td><td></td><td>5</td><td>S</td><td>1</td><td>2</td><td>2</td><td>1</td></tr><tr><td></td><td>12</td><td></td><td>E</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></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		12		N	-	1	2	-	11		5	S	1	2	2	1		12		E	-	-	-	-				W	-	-	-	-	<div>Board 20 : Dealer West : All 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>1NT</td><td>Pass</td></tr><tr><td>2♠</td><td>All Pass</td><td></td><td></td></tr></table></div> <div>East may respond to the opening 1♠ holding less than the traditional 6 high card points: this may improve the contract, and it may avoid missing game when opener is strong. When East responds and West rebids his suit, N/S may not get into the auction.</div> <div>N/S have different problems if East passes and South bids a protective 1NT. This can be played as 11-14 high card points, with stronger hands doubling and then rebidding no-trumps; but when the opening bid is a major it will not be possible to rebid 1NT. So some play that a protective 1NT overcall over a major shows more like 12-16. Either way, the wide range for the bid means responder needs some bids to show different strengths of invitational hands.</div> <div>2♠ by West can go two off, especially if the defence play hearts and declarer is forced; and -200 is “never” a good score.</div> <div>No-trump contracts by South can make eight or nine tricks, so stopping in 2NT may not score well.</div>	West	North	East	South	1♠	Pass	1NT	Pass	2♠	All Pass														
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<p>♠ 962 ♥ AK1086543 ♦ 6 ♣ 5</p> <p>♠ KJ ♠ A53 ♥ QJ2 ♥ 97 ♦ J952 ♦ K10873 ♣ QJ64 ♣ A87</p> <p>♠ Q10874 ♥ - ♦ AQ4 ♣ K10932</p>		<p>Board 21 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>4♥</td><td>All Pass</td><td></td></tr></table> <p>Even at this vulnerability, many Norths will open 4♥ on their eight-card suit. With the remaining points even split, it looks as if a safer 3♥ opening bid will end the auction.</p> <p>There are five tricks for the defence in hearts (played by North) – but that requires East to underlead ♠A at trick one. On a dangerously passive heart lead, declarer can take two hearts and play a club towards the king, ensuring nine tricks. The awkward opening lead for declarer is a small diamond – declarer should probably finesse; when the ♦Q holds, there are nine tricks. If the diamond finesse were to lose, declarer might just be held to seven tricks but he would often make eight: the same as he would if he had taken ♦A at trick one.</p>		West	North	East	South		4♥	All Pass																																									
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<p>♠ Q107532 ♥ 6 ♦ A6 ♣ Q1082</p> <p>♠ AK4 ♠ - ♥ Q852 ♥ AK9 ♦ K83 ♦ J107542 ♣ K75 ♣ A964</p> <p>♠ J986 ♥ J10743 ♦ Q9 ♣ J3</p>		<p>Board 22 : 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>1♦</td><td>Pass</td></tr><tr><td>1♥</td><td>1♠</td><td>2♥</td><td>2♠</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>East does best to raise hearts with three-card support and West bids 3NT with a balanced hand and only four hearts. The auction would be more difficult for E/W if North had made a jump overcall or N/S had bid to 4♠ – E/W might end up in 5♦ or defending 4♠ doubled.</p> <p>In 3NT on a spade lead, West cannot afford two diamond losers, because if he loses the lead twice, the spades can be cashed. The line in diamonds is to run the ♦J: if it is covered by queen, king, and ace, then declarer has a choice between finessing for ♦9 in North or cashing ♦10. I checked this suit combination with SuitPlay (a freeware program) and in isolation, it is right to finesse on the second round of the suit. On his hand, declarer has extra information from the spade suit and the heart break. The right play is the difference between 3NT-2 and 3NT+3.</p> <p>In 5♦, East can afford two diamond losers and again should run ♦J: now the decision to finesse on the second is only the difference between 5♦= and 5♦+1.</p>		West	North	East	South			1♦	Pass	1♥	1♠	2♥	2♠	3NT	All Pass																																		
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<p>♠ J10632 ♥ 62 ♦ 10 ♣ AJ874</p> <p>♠ A98 ♠ KQ75 ♥ Q5 ♥ KJ74 ♦ AQJ654 ♦ 87 ♣ 53 ♣ Q92</p> <p>♠ 4 ♥ A10983 ♦ K932 ♣ K106</p>		<p>Board 23 : 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>Pass</td></tr><tr><td>1♦</td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>It seems reasonable for West to raise to 3NT when the diamonds could be a great source of tricks. 3NT is not a good contract, but has play when the clubs are blocked and ♥A is not with the long clubs. The defence cannot take five tricks, and when declarer gets the lead, only the 4-1 diamond break stops declarer having nine tricks. But there are opportunities for the defence to go wrong: declarer has three diamond tricks, so can make if the defence let him have three heart tricks.</p> <p>The alternative strain of playing in diamonds has four losers but there are opportunities for both declarer and defenders. On a heart lead (from North) and a heart return, if declarer tries to play the diamond finesse then there is a danger of a spade ruff in South, or a heart ruff in North. Instead, if declarer cashes ♦A, he can use the spade entry to dummy to cash the hearts and discard clubs, for eleven tricks.</p>		West	North	East	South				Pass	1♦	Pass	1♥	Pass	2♦	Pass	2NT	Pass	3NT	All Pass																														
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<p>♠ - ♥ K1086542 ♦ Q542 ♣ 82</p> <p>♠ Q974 ♠ K ♥ A ♥ Q97 ♦ KJ87 ♦ A106 ♣ J1076 ♣ KQ9543</p> <p>♠ AJ1086532 ♥ J3 ♦ 93 ♣ A</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>3♥</td><td>Pass</td><td>4♠</td></tr><tr><td colspan="4">All Pass</td></tr></table> <p>South can bid 3♠ but that is usually forcing, so he might as well show the nature of his hand directly and bid 4♠. Spades are likely to play better than hearts and there are some North hands where 4♠ will make. E/W need to do something but it is not clear that they will get to 5♣ or even defend a major suit contract doubled. 4♠ by South should lose two trumps, a heart and two diamonds, for two off. The double-dummy defence for three off is for West to cash ♥A and then lead a low diamond: East must win with ♦10 and can give partner a heart, and a second heart when in with ♦A gives a trump promotion. 5♣ is a comfortable contract if E/W can get there. There are just two aces to lose: declarer does not need to find ♦Q as West third diamond goes on ♠Q and West can ruff two hearts.</p>	West	North	East	South	Pass	3♥	Pass	4♠	All Pass																																											
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<p>♠ J98 ♥ A943 ♦ 65 ♣ 6532</p> <p>♠ 74 ♠ KQ65 ♥ 107 ♥ KQJ62 ♦ A107 ♦ 3 ♣ K109874 ♣ AQJ</p> <p>♠ A1032 ♥ 85 ♦ KQJ9842 ♣ -</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>1♥</td><td>3♦</td></tr><tr><td>Pass</td><td>Pass</td><td>Dble</td><td>Pass</td></tr><tr><td>4♣</td><td>Pass</td><td>5♣</td><td>All Pass</td></tr></table> <p>Once South bids 3♦ (or even 4♦), there are many places where E/W may end up: 3♦ doubled, 3NT, 4♣, 4♥ or 5♣. Against diamond contracts, West must lead a major and when he gets in with ♦A, continue the major for a ruff; but still declarer has nine tricks and make 3♦ (doubled). Otherwise, declarer uses the ♥A as an entry to lead spades and can make ten tricks. The play in 5♣ is interesting: given the solidity of the clubs, it looks obvious to ruff the diamond losers in dummy; but there is not an entry to West for the second ruff. Declarer is alright as long as he keeps a club in dummy and plays hearts – he may not get a second ruff but will discard a diamond on a heart. In 4♥, East can make eleven tricks by drawing trumps, unless North takes the first heart and gives South a club ruff.</p>	West	North	East	South		Pass	1♥	3♦	Pass	Pass	Dble	Pass	4♣	Pass	5♣	All Pass																																				
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<p>♠ Q754 ♥ 963 ♦ 1097 ♣ K108</p> <p>♠ 6 ♠ AK10832 ♥ KJ8 ♥ A42 ♦ K854 ♦ QJ6 ♣ AJ762 ♣ 4</p> <p>♠ J9 ♥ Q1075 ♦ A32 ♣ Q953</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>2♣</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>With his red-suit honours, East will accept no-trumps rather than insisting on spades. But when the spades come in, 4♠ is a more comfortable contract than 3NT. In 4♠, East will play spades from the top, hoping for 3-3 break or QJ, Q9, or J9 doubleton; when diamonds are 3-3, he does not even need the heart finesse for eleven tricks. It is not obvious what North will lead against 3NT by West. Normally, declarer will just play on spades but must be careful to keep four clubs in dummy. When North gets in with ♠Q, he must play on clubs to hold declarer to nine tricks. Curiously, it does not help North to lead a club initially: declarer is in the position to play on clubs instead of spades and make ten tricks.</p>	West	North	East	South			1♠	Pass	2♣	Pass	2♠	Pass	2NT	Pass	3NT	All Pass																																				
West	North	East	South																																																		
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<div><div>♠AJ63</div><div>♥A7</div><div>♦A10743</div><div>♣53</div><div>♠Q9</div><div>♥KQJ4</div><div>♦KJ</div><div>♣A10982</div><div>♠852</div><div>♥95</div><div>♦9865</div><div>♣KQJ4</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>13</td><td></td><td>N</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr><tr><td>16</td><td></td><td>5</td><td>S</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td></tr><tr><td></td><td>6</td><td></td><td>E</td><td>1</td><td>-</td><td>3</td><td>-</td><td>-</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>-</td><td>3</td><td>-</td><td>-</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		13		N	-	2	-	1	-	16		5	S	-	2	-	1	-		6		E	1	-	3	-	-				W	1	-	3	-	-	<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>Pass</td></tr><tr><td>1♣</td><td>1♦</td><td>Dble</td><td>3♦</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table></div> <div>After the opening bid, there may be several ways for the auction to develop. It is tempting for East to show his major suit with a negative double, despite 5 high card points. However the auction goes, it is likely that both sides will bid their 5-4 fits to the three level.</div> <div>In 3♥ there is a loser in each suit: when hearts are 2-2 there is no problem in spades as two spades can be ruffed in West.</div> <div>In diamonds, there are only eight tricks: declarer cannot avoid losing two spades (except for the lead of a spade honour from East – definitely an unforced error). So if N/S push on to 4♦, E/W will have to double.</div>	West	North	East	South				Pass	1♣	1♦	Dble	3♦	3♥	All Pass						
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<div><div>♠A</div><div>♥AK83</div><div>♦K32</div><div>♣Q7654</div><div>♠J5</div><div>♥96</div><div>♦1074</div><div>♣AKJ1082</div><div>♠Q1073</div><div>♥J52</div><div>♦AQJ98</div><div>♣3</div><div>♠K98642</div><div>♥Q1074</div><div>♦65</div><div>♣9</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>16</td><td></td><td>N</td><td>-</td><td>-</td><td>3</td><td>2</td><td>-</td></tr><tr><td>9</td><td></td><td>10</td><td>S</td><td>-</td><td>-</td><td>3</td><td>2</td><td>-</td></tr><tr><td></td><td>5</td><td></td><td>E</td><td>1</td><td>2</td><td>-</td><td>-</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>1</td><td>2</td><td>-</td><td>-</td><td>1</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		16		N	-	-	3	2	-	9		10	S	-	-	3	2	-		5		E	1	2	-	-	1				W	1	2	-	-	1	<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>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></div> <div>N/S may miss their 4-4 hearts fit once South chooses to bid 1♠ rather than make a negative double on the first round. North may not want to reverse when there is little chance of there being a major suit fit and South might think 2♥ show more strength than 2♠ on the second round. The auction will be very different if West opens 3♣ despite the unpromising shape.</div> <div>In 2♠, South will make four spades and four hearts; the danger for the defence is that East will have to play diamonds and give a trick to ♦K, so West must lead a diamond (on the opening lead or when in with ♣A).</div> <div>If N/S do find their heart fit, it can be difficult to make more than eight tricks. The defence may allow declarer to cross-ruff in hearts and clubs, which will produce nine tricks if ♥Q remains in dummy to over ruff ♥J. It may also be possible to set up the spades, also making nine tricks.</div>	West	North	East	South	Pass	1♣	1♦	1♠	Pass	1NT	Pass	2♠	All Pass							
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<div><div>♠AKQ87</div><div>♥6</div><div>♦AKJ</div><div>♣K1053</div><div>♠4</div><div>♥52</div><div>♦Q987</div><div>♣AJ9642</div><div>♠J1062</div><div>♥AK1084</div><div>♦1043</div><div>♣7</div><div>♠953</div><div>♥QJ973</div><div>♦652</div><div>♣Q8</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>20</td><td></td><td>N</td><td>-</td><td>1</td><td>2</td><td>3</td><td>3</td></tr><tr><td>7</td><td></td><td>8</td><td>S</td><td>-</td><td>1</td><td>2</td><td>3</td><td>3</td></tr><tr><td></td><td>5</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		20		N	-	1	2	3	3	7		8	S	-	1	2	3	3		5		E	-	-	-	-	-				W	-	-	-	-	-	<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>1♠</td><td>2♥</td><td>Pass</td></tr><tr><td>Pass</td><td>Dble</td><td>Pass</td><td>2♠</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>It is difficult to bid the North hand after a strong two-level opening, so that leaves a 1♠ opening. The 2♥ overcall is questionable but will be common. South could pass the reopening double for penalties but North could be a lot weaker: any minimum opening hand with roughly this shape would double. If South instead bids 2♠, North makes a try with 3♣ and they may give up below game.</div> <div>2♥ doubled by East does not have many tricks: it is likely to only make two top trumps and a couple of ruffs and ♣A, for three off and -800 – very bad, even if N/S could bid and make 4♠.</div> <div>3♠ by North should make but 4♠ is too much. In spades, North does best to play on clubs to try and get a club ruff and an entry for the diamond finesse. East can ruff a club in front of dummy but will have to play hearts or diamonds eventually.</div>	West	North	East	South		1♠	2♥	Pass	Pass	Dble	Pass	2♠	Pass	3♣	Pass	3♠	All Pass			
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<div><div><div>♠ J9764</div><div>♥ A8</div><div>♦ A3</div><div>♣ A865</div></div><div><div>♠ Q</div><div>♥ KQ643</div><div>♦ KJ62</div><div>♣ K42</div></div><div><div>♠ K10853</div><div>♥ 75</div><div>♦ Q9</div><div>♣ J973</div></div><div><div>♠ A2</div><div>♥ J1092</div><div>♦ 108754</div><div>♣ Q10</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>13</td><td></td><td>N</td><td>-</td><td>2</td><td>-</td><td>1</td><td>1</td></tr><tr><td>14</td><td></td><td>6</td><td>S</td><td>-</td><td>1</td><td>-</td><td>1</td><td>1</td></tr><tr><td></td><td>7</td><td></td><td>E</td><td>1</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		13		N	-	2	-	1	1	14		6	S	-	1	-	1	1		7		E	1	-	-	-	-				W	-	-	-	-	-	<div>Board 31 : 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>1♥</td><td>Pass</td><td>1♠</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♥</td><td>All Pass</td></tr></table></div> <div><p>I am sure North will not be silent at every table: to me neither 1♠ nor double appeal. By the time West rebids 2♦, there are apparently no making contracts for either side. If North passes on the first round, there is no way back into the auction for N/S and they will have to defend.</p><p>There will be a number of different scores in 2♥, one off may be normal but both sides can let through a trick either way. (Double dummy, the only play for two off is for North to lead ace and another diamond.)</p><p>If North does overcall 1♠ and East chooses to defend 1♠ doubled, then it is not clear whether this will make or go one off.</p></div>	West	North	East	South				Pass	1♥	Pass	1♠	Pass	2♦	Pass	2♥	All Pass
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<div><div><div>♠ Q52</div><div>♥ QJ8654</div><div>♦ J</div><div>♣ KJ9</div></div><div><div>♠ A1096</div><div>♥ K109</div><div>♦ 875</div><div>♣ 1086</div></div><div><div>♠ 743</div><div>♥ 3</div><div>♦ AK62</div><div>♣ AQ542</div></div><div><div>♠ KJ8</div><div>♥ A72</div><div>♦ Q10943</div><div>♣ 73</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>10</td><td></td><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td>7</td><td></td><td>13</td><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td></td><td>10</td><td></td><td>E</td><td>3</td><td>1</td><td>-</td><td>2</td><td>1</td></tr><tr><td></td><td></td><td></td><td>W</td><td>3</td><td>1</td><td>-</td><td>2</td><td>1</td></tr></table></div>	HCP		Makeable contracts									♣	♦	♥	♠	NT		10		N	-	-	2	-	-	7		13	S	-	-	2	-	-		10		E	3	1	-	2	1				W	3	1	-	2	1	<div>Board 32 : Dealer West : EW 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>2♣</td><td>2♦</td></tr><tr><td>3♣</td><td>Pass</td><td>Pass</td><td>3♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table></div> <div><p>Another hand with the high card points split 20-20 but on this hand both sides have a real fit and can actually make contracts at the two or three level.</p><p>Almost none of the bids in the given auction are automatic but usually both sides will find their fit and N/S will get to play their nine-card fit at the three level.</p><p>In 3♥, there are five losers as long as East does not play clubs. But 3♥-1 for -50 (or even 3♥ doubled -1 for -100) is better than defending 3♣ if that makes.</p><p>But it is not easy to play 3♣ (by East), declarer has to play a heart before using ♠A as an entry to cash ♥K and take the club finesse; but then declarer cannot draw any more trumps to leave the option of ruffing a diamond (or a heart) in dummy.</p></div>	West	North	East	South	Pass	1♥	2♣	2♦	3♣	Pass	Pass	3♥	All Pass			
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