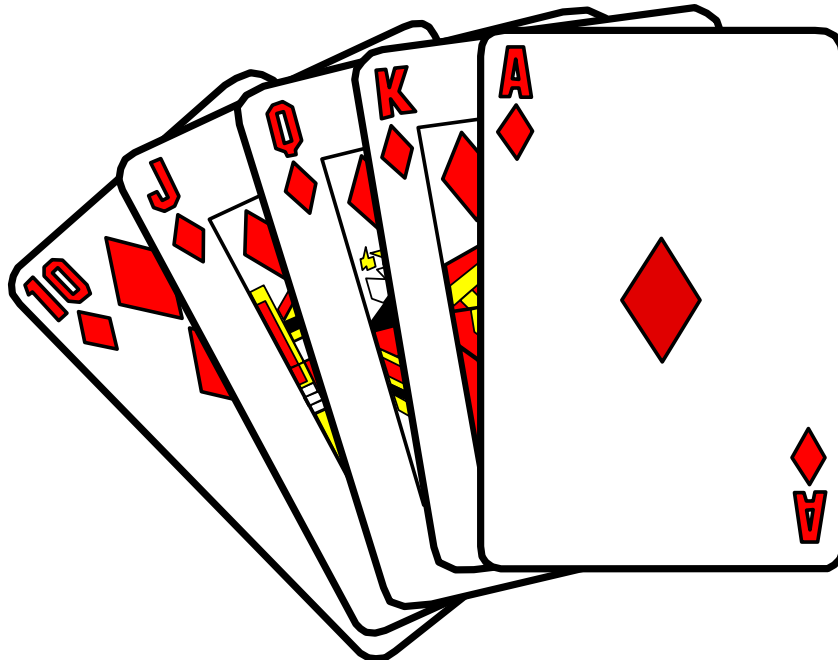


# HOUSE OF LORDS

7

# HOUSE OF COMMONS

**Sponsored by Lord Stanley Kalms**



**At the House of Lords**  
**Thursday 27<sup>th</sup> October 2022**  
*Commentary by Heather Dhondy*

## Deep Finesse

Each deal has been analysed by a computer program called *Deep Finesse* which tells you what contract each side can make with best play against best defence.

Consider the deal below, a sample hand from another event, and a deal which does not appear in this match.

**Hand 23** Game All, dealer South

♠ J 6 2  
 ♥ 8 5 3 2  
 ♦ K Q 5 4 3  
 ♣ K

♠ 5 3	N	♠ Q 10 9 8
♥ 9 7 6	W	♥ K J
♦ 10 8 7	E	♦ A J 9 2
♣ A J 10 9 8	S	♣ Q 6 3

♠ A K 7 4	<table style="border-collapse: collapse; width: 100%;"> <thead> <tr> <th style="padding: 2px 5px;"></th> <th style="padding: 2px 5px;">♣</th> <th style="padding: 2px 5px;">♦</th> <th style="padding: 2px 5px;">♥</th> <th style="padding: 2px 5px;">♠</th> <th style="padding: 2px 5px;">NT</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px 5px;">N</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">1</td> <td style="padding: 2px 5px;">3</td> <td style="padding: 2px 5px;">3</td> <td style="padding: 2px 5px;">-</td> </tr> <tr> <td style="padding: 2px 5px;">S</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">1</td> <td style="padding: 2px 5px;">3</td> <td style="padding: 2px 5px;">2</td> <td style="padding: 2px 5px;">-</td> </tr> <tr> <td style="padding: 2px 5px;">E</td> <td style="padding: 2px 5px;">3</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">1</td> </tr> <tr> <td style="padding: 2px 5px;">W</td> <td style="padding: 2px 5px;">2</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">-</td> <td style="padding: 2px 5px;">-</td> </tr> </tbody> </table>		♣	♦	♥	♠	NT	N	-	1	3	3	-	S	-	1	3	2	-	E	3	-	-	-	1	W	2	-	-	-	-
		♣	♦	♥	♠	NT																									
N		-	1	3	3	-																									
S		-	1	3	2	-																									
E	3	-	-	-	1																										
W	2	-	-	-	-																										
♥ A Q 10 4																															
♦ 6																															
♣ 7 5 4 2																															

Here *Deep Finesse* (the matrix to the right of the South hand) is telling us that North-South could make 1♦ and 3♥. It is also saying that North could make 3♠ but that South could only make 2♠. From the East-West perspective East could make 3♣ but West only 2♣. East could make 1NT, but West could be defeated. Many of the possible contracts are absurd (how could North declare the thing in Spades, for example?) but *Deep Finesse* does not concern itself with such trifles.

Note that the difference between what one player could achieve against what his partner could make would be down to the opening lead.

Note also that this analysis assumes best play up against best defence. "Best" in this context means that everybody would be peeking at the opponents' cards and playing accordingly. In 1NT, for example, East would play a Club to the Ace, felling North's King. Well, a human being would not, perhaps, but *Deep Finesse* would. So these analyses should be taken with just a smidgeon of salt.

<p>♠ J75 ♥ KJ ♦ AQJ103 ♣ 652</p> <p>♠ K643                      ♠ A1092 ♥ 109743                    ♥ Q2 ♦ 6                                ♦ 97542 ♣ A84                          ♣ Q7</p> <p>♠ Q8 ♥ A865 ♦ K8 ♣ KJ1093</p>	<p>Board 1 : Dealer North : Love all</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td>1NT</td> <td>Pass</td> <td>2♣</td> </tr> <tr> <td>Pass</td> <td>2♦</td> <td>Pass</td> <td>3NT</td> </tr> </table> <p>All pass</p> <p>A straight-forward auction to the normal 3NT contract. With the Q♣ onside, there is no way to defeat the contract and the only lead to hold declarer to nine tricks is a spade, establishing a third trick in the suit ready to cash when in with the A♣.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		1NT	Pass	2♣	Pass	2♦	Pass	3NT
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
	1NT	Pass	2♣										
Pass	2♦	Pass	3NT										

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
12	N 3	4	1	-	3
7      8	S 3	4	1	-	3
13	E -	-	-	2	-
	W -	-	-	2	-

<p>♠ AKJ109 ♥ 2 ♦ AK3 ♣ Q1097</p> <p>♠ 3                                ♠ 6542 ♥ A1085                        ♥ KQJ7643 ♦ J1098                         ♦ 2 ♣ A865                         ♣ J</p> <p>♠ Q87 ♥ 9 ♦ Q7654 ♣ K432</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td>3♥</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>Dbl</td> <td>Pass</td> <td>5♦</td> </tr> <tr> <td>Dbl</td> <td>All pass</td> <td></td> <td></td> </tr> </table> <p>This hand will become awkward for North on the likely auction given above. Should you bid 4♠ or double? Double looks the most flexible and will work if partner can pass, or if they hold a long minor to call. If South holds four spades they will probably call 4♠, so to overcall 4♠ only rates to win over a double when South holds precisely three spades. Here South holds three spades and overcalling 4♠ is the winning action and if East-West defend, East will need to guess to lead the right singleton to defeat the contract. 5♦ will be defeated by one or two tricks, depending on if the defence can find their club ruff, but since East-West can make 5♥, that is no disaster.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>			3♥	Pass	4♥	Dbl	Pass	5♦	Dbl	All pass		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>														
		3♥	Pass														
4♥	Dbl	Pass	5♦														
Dbl	All pass																

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
17	N 4	3	-	3	-
9      7	S 4	3	-	3	-
7	E -	-	5	-	-
	W -	-	5	-	-

<p>♠ A65 ♥ AK108 ♦ J7 ♣ AJ74</p> <p>♠ 10943                        ♠ J87 ♥ J6                                ♥ Q9432 ♦ A94                             ♦ KQ32 ♣ KQ53                         ♣ 9</p> <p>♠ KQ2 ♥ 75 ♦ 10865 ♣ 10862</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 25%;"><b>West</b></td> <td style="width: 25%;"><b>North</b></td> <td style="width: 25%;"><b>East</b></td> <td style="width: 25%;"><b>South</b></td> </tr> <tr> <td></td> <td></td> <td></td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>1♥</td> <td>All Pass</td> <td></td> </tr> </table> <p>If South responds 1NT to North's 1♥, that will be raised to 2NT. The clubs lie favourably for declarer with the nine falling singleton so eight tricks will not prove problematic. If South passes 1♥, West might protect with a double, and now East has a decision. Pass is an option, but you know that partner doesn't have opening values, which makes it more likely that declarer will succeed. However trying 1NT or 2♦, with the minority of high cards, and vulnerable, doesn't look too tempting either, so I would pass and hope it goes one down. On this deal, declarer will make the contract for certain, but it is still your cheapest option.</p>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>				Pass	Pass	1♥	All Pass	
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>										
			Pass										
Pass	1♥	All Pass											

HCP	Makeable contracts				
	♣	♦	♥	♠	NT
17	N 3	1	1	2	2
10      8	S 3	1	1	2	2
5	E -	-	-	-	-
	W -	-	-	-	-

♠ QJ85  
 ♥ A952  
 ♦ 104  
 ♣ Q109

♠ 1043  
 ♥ 8  
 ♦ AJ972  
 ♣ AJ52

♠ A762  
 ♥ KJ104  
 ♦ 85  
 ♣ 863

♠ K9  
 ♥ Q763  
 ♦ KQ63  
 ♣ K74

HCP	
9	
10	8
13	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	2	1	1
S	-	-	2	1	1
E	-	-	-	-	-
W	-	-	-	-	-

Board 4 : Dealer West : All vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	Pass	Pass	1NT

All pass

A quiet auction, but the play has some interest. The likely diamond lead will be won by the ten in dummy. Declarer may play on either major, but probably spades, preserving the A♥ as a certain entry to dummy later. This works well for declarer when the 10♠ falls in three rounds, giving three tricks in the suit, and at least one further trick in each of the others means the contract will make. If declarer starts with ace and another heart, East will win, and the break will be revealed. East can play through a diamond and West will establish the suit. Declarer will play on spades, East winning the second round and getting off play with a heart. This leaves declarer a guess in clubs to make the contract, but declarer should know that West holds the ace, since otherwise East would have opened the bidding.

♠ KQ84  
 ♥ AQJ875  
 ♦ 5  
 ♣ A7

♠ A963  
 ♥ 6  
 ♦ J98  
 ♣ K10542

♠ 102  
 ♥ 10943  
 ♦ K1032  
 ♣ Q86

♠ J75  
 ♥ K2  
 ♦ AQ764  
 ♣ J93

HCP	
16	
8	5
11	

Makeable contracts					
	♣	♦	♥	♠	NT
N	1	2	6	4	3
S	1	2	6	4	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 5 : Dealer North : NS vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	1♥	Pass	2♦
Pass	2♠	Pass	3♣
Pass	3♥	Pass	4♥

All pass

4♥ looks like a normal game although slam is not far away and declarer will probably emerge with ten or eleven tricks. The bidding is likely to have pin-pointed a club lead and declarer will probably lose a trick in that suit as well as the A♠, and possibly also a long spade in the end. There will be some who get to 3NT which is a lot less comfortable on a club lead. There are only eight tricks, and declarer will need to look carefully at the carding in clubs to form a view as to whether they are four-four or five-three as this will determine whether it is safe to drive out the A♠ for the contract. On this layout it is not, and the only way to succeed is to risk a diamond finesse.

♠ A108  
 ♥ 73  
 ♦ AJ1096  
 ♣ K76

♠ J932  
 ♥ Q8  
 ♦ KQ832  
 ♣ Q9

♠ KQ74  
 ♥ AKJ6  
 ♦ -  
 ♣ AJ1042

♠ 65  
 ♥ 109542  
 ♦ 754  
 ♣ 853

HCP	
12	
10	18
0	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	6	2	4	6	4
W	6	2	4	6	5

Board 6 : Dealer East : EW vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♠	Pass	1♣	Pass
4♠	All pass	4♦	Pass

If West responds 1♠ to partner's 1♣, opener will make a splinter bid. Since 2♦ is a reverse, 3♦ would be a splinter and therefore 4♦ here should show a void. None of this will interest West. Although holding a few values, they aren't good ones for slam – too much in diamonds, poor trumps and no aces. As it turns out, slam is not terrible, although not good either. It needs the club finesse and trumps to come in. When everything works, the bold bidders will be rewarded.

♠ 2  
 ♥ 743  
 ♦ Q87  
 ♣ KJ8752  
 ♠ KQ8653      ♠ J97  
 ♥ K985      ♥ J62  
 ♦ K9      ♦ 6543  
 ♣ 9      ♣ AQ6  
 ♠ A104  
 ♥ AQ10  
 ♦ AJ102  
 ♣ 1043

HCP	
6	8
11	
15	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3	2	-	-	-
S	3	2	-	-	-
E	-	-	1	3	1
W	-	-	1	3	1

Board 7 : Dealer South : All vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			1♦
1♠	2♦	2♠	Dbl
3♠	All Pass		

This will be a part-score battle which East-West are likely to win despite having the minority of points since they hold the spade suit. In the auction above North is not strong enough to introduce the club suit at the two-level so has to make do with a simple raise to 2♦. When East competes to 2♠, South can show a strong NT-type of hand with a double, but when West makes a pre-emptive raise to 3♠, everyone has said their bit and should give up.

There are just two hearts, a trump and a diamond to take against 3♠ so it should make.

♠ KQ9  
 ♥ AK973  
 ♦ Q86  
 ♣ AQ  
 ♠ J8      ♠ A5  
 ♥ J      ♥ 10864  
 ♦ 109532      ♦ AJ4  
 ♣ K9642      ♣ 10853  
 ♠ 1076432  
 ♥ Q52  
 ♦ K7  
 ♣ J7

HCP	
20	9
5	
6	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	4	4	5
S	-	-	4	4	5
E	1	1	-	-	-
W	1	1	-	-	-

Board 8 : Dealer West : Love all

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	2NT	Pass	3♥
Pass	3♠	Pass	4♠
All pass			

The auction above is normal enough and will get you to a good game. 3NT is dangerous since you would be in trouble if one defender held Jxx in spades, since the defence would have time to set up the clubs before your spades were established. On this layout, however, 3NT is an easy make.

4♠ is safe enough even if the defence find their heart ruff, which is what they would need to do to hold the contract to ten tricks.

♠ J106  
 ♥ 75  
 ♦ KQJ642  
 ♣ 53  
 ♠ K52      ♠ AQ97  
 ♥ AJ632      ♥ K1084  
 ♦ A75      ♦ -  
 ♣ 96      ♣ J8742  
 ♠ 843  
 ♥ Q9  
 ♦ 10983  
 ♣ AKQ10

HCP	
7	10
12	
11	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	1	-	-	-
S	-	1	-	-	-
E	3	-	5	4	4
W	3	-	5	4	3

Board 9 : Dealer North : EW vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	3♦	Dbl	5♦
5♥	All pass		

What would you open the North cards first in hand?

The hand is ideal for pre-empting since you have no defence, but a good suit. The vulnerability also makes a pre-empt attractive, so although only holding six of the suit, you should be opening 3♦ on this hand.

This causes problems for the opponents, and you might even steal the contract. The East hand is very minimal for a take-out double, but with such good shape, it should be coming in. Your partner will certainly up the ante to 5♦, whether or not East enters the auction, but if East finds the double, West will be able to compete to 5♥ or double 5♦.

5♦ is actually pretty expensive, given the mirror shapes in the majors, but since 5♥ is an easy make, going for 800 is not a catastrophe.

♠ A97  
♥ AQ962  
♦ 765  
♣ 94

♠ Q10  
♥ K73  
♦ AQ1093  
♣ K107

♠ J43  
♥ 104  
♦ KJ84  
♣ Q852

♠ K8652  
♥ J85  
♦ 2  
♣ AJ63

HCP	
10	7
14	9

Makeable contracts					
	♣	♦	♥	♠	NT
N	1	-	4	4	2
S	1	-	4	4	2
E	-	2	-	-	-
W	-	2	-	-	-

Board 10 : Dealer East : All vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		Pass	Pass
1NT	All pass		

The auction is likely to subside in 1NT by West unless North or South find a way in. If they do they will make nine or ten tricks in either majors, depending on the view taken in hearts. The best percentage play is to lead the jack, and, if covered by the king, win and finesse the ten. This doesn't work on the layout but since you are unlikely to reach game, it is just an overtrick.

Meanwhile, defending 1NT, North will probably begin with a heart. Declarer is up to six tricks now and might cash them, or attempt to slip through a club for a seventh trick. If that is tried, and defence will need to be awake, and take the ace, their four heart tricks and two spade tricks to defeat it.

♠ J10  
♥ J53  
♦ A7432  
♣ 1084

♠ 2  
♥ KQ109874  
♦ 9  
♣ K752

♠ AKQ753  
♥ A6  
♦ Q8  
♣ AQJ

♠ 9864  
♥ 2  
♦ KJ1065  
♣ 963

HCP	
6	22
8	4

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	1	-	-	-
S	-	1	-	-	-
E	6	-	6	5	2
W	6	-	6	5	2

Board 11 : Dealer South : Love all

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			Pass
3♥	Pass	3♠	Pass
4♣	Pass	5♥	Pass
6♥	All Pass		

What a hand East holds facing partner's 3♥ opening! However it is not easy to know how to proceed. The auction above is all more-or-less natural, and West should be happy to co-operate. Having opened 3♥ non-vulnerable, the hand is a lot better than it might have been.

The slam is a great contract, but it might be hard to reach.

♠ AQJ1065  
♥ 7  
♦ A10753  
♣ 8

♠ -  
♥ Q654  
♦ 864  
♣ AJ10542

♠ 8743  
♥ K108  
♦ J2  
♣ KQ63

♠ K92  
♥ AJ932  
♦ KQ9  
♣ 97

HCP	
11	9
7	13

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	4	1	6	1
S	-	5	1	6	1
E	3	-	-	-	-
W	3	-	-	-	-

Board 12 : Dealer West : NS vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	1♠	Pass	2♥
Pass	2♠	Pass	4♠
All pass			

It is normal to open this shapely North hand, however when partner responds 2♥, you are not strong enough to reverse into 3♦, so must rebid your spades. Holding six such good ones, however, this is not a problem, and South will raise you to game.

South's diamond cards are gold dust, and when the suit divides there are twelve easy tricks. Slam is actually a very good contract indeed since it doesn't even need diamonds to come in if trumps are two-two, and will even succeed if neither suit divides if the same hand holds the length in both.

♠AQJ7  
♥Q  
♦AJ75  
♣Q852

♠K932                      ♠64  
♥875                        ♥A632  
♦Q964                      ♦K1082  
♣J7                         ♣K43

♠1085  
♥KJ1094  
♦3  
♣A1096

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
16		N	5	2	5	4	4
6	10	S	5	2	4	4	3
		E	-	-	-	-	-
8		W	-	-	-	-	-

Board 13 : Dealer North : All vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1♦	Pass	1♥
Pass	1♠	Pass	1NT

All pass

3NT is a good contract here, but you are just short of the point count so I don't expect the majority to reach it. The solidity of the heart suit provides four tricks, and with the spade finesse working as well, nine tricks are a certainty. The most awkward lead for declarer is a diamond, but since this will be North's first bid suit, you may well avoid one. On the auction given above, clubs becomes the unbid suit and if West were to try the J♣, this turns out very badly for the defence and declarer will be able to make twelve tricks.

♠10  
♥53  
♦1087632  
♣KQ87

♠Q732                      ♠AK94  
♥1094                      ♥QJ762  
♦KQ9                        ♦A  
♣J63                        ♣A52

♠J865  
♥AK8  
♦J54  
♣1094

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
5		N	-	2	-	-	-
8	18	S	-	2	-	-	-
		E	1	-	3	3	3
9		W	1	-	3	3	3

Board 14 : Dealer East : Love all

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1♥	Pass
1♠	Pass	4♠	All pass

4♠ is the normal contract here, but it can be defeated on the unlikely lead of 5♥, since North can take a ruff and South still has a certain trump trick. On the more normal lead of K♣, declarer can succeed, but the play becomes interesting. After winning the A♣, declarer will try a top spade from dummy and spot the ten from North. Now cash the A♦ and try a low spade towards hand. If South puts in the eight, you can win, cash the diamonds discarding clubs and set out establishing the hearts. The best South can do is force declarer to ruff clubs in dummy twice, but now leading a third and fourth round of hearts enables declarer to score the seven of trumps. If South doesn't insert the eight on the second round of trumps, declarer must put in the seven to succeed! There is not much reason to get it right since North's 10 can easily be a bluff with, for example, J108.

♠AQ943  
♥1082  
♦105  
♣Q73

♠K62                        ♠1087  
♥KJ3                        ♥975  
♦AQJ43                      ♦986  
♣KJ                         ♣A865

♠J5  
♥AQ64  
♦K72  
♣10942

HCP		Makeable contracts					
		♣	♦	♥	♠	NT	
8		N	-	-	1	1	-
18	4	S	1	-	1	1	-
		E	-	2	-	-	1
10		W	-	2	-	-	1

Board 15 : Dealer South : NS vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			Pass
1♦	All Pass		

Not much action on this board. The only possible variations to the auction above will arise if North makes a sporting vulnerable overcall of 1♠, or if East misguidedly responds to 1♦. In 1♦, North is unable to find a good lead, but a club or a heart look the most likely. A club gives least away since it is unclear how to reach dummy's ace. Declarer will win and play out the ace and queen of trumps, which South will probably duck to deny the entry. Now declarer should cash the K♣ before playing a third trump, leaving South unable to prevent an eighth trick. The alternative of taking the second trump and playing through a spade, collecting the ruff doesn't fare any better since the trump is now an entry to the club for a heart discard, and to lead towards the hearts.



♠ J86  
 ♥ Q975  
 ♦ Q108  
 ♣ 874

♠ A94                      ♠ K2  
 ♥ K32                      ♥ J1086  
 ♦ AJ765                    ♦ 943  
 ♣ AQ                        ♣ J532

♠ Q10753  
 ♥ A4  
 ♦ K2  
 ♣ K1096

HCP	
5	
18	5
12	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	-	1	-
S	-	-	-	1	-
E	1	3	2	-	1
W	1	3	2	-	1

Board 16 : Dealer West : EW vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♦	Pass	Pass	1♠
Dbl	Pass	2♦	All pass

Would you respond to 1♦ with the East cards? The danger is that partner will hold a good hand and you will get too high. You are happy enough in 1♦, holding three-card support so I would pass. South will protect with 1♠, and now West has a choice between a double and 1NT. I prefer double as the spade stopper is not ideal, and the contract might be better played by partner, if they are able to bid 1NT, with the potential spade lead coming round to them. Over you take-out double, East has options, but will probably settle for what is a certain seven-card fit at least and return to 2♦.

In 2♦, you can take a spade ruff in dummy and also take the club finesse, leaving you just two heart tricks and two trumps to lose.

♠ 6  
 ♥ KJ53  
 ♦ J1063  
 ♣ Q542

♠ A542                      ♠ QJ9873  
 ♥ 10942                    ♥ Q8  
 ♦ K742                     ♦ Q5  
 ♣ 9                         ♣ K76

♠ K10  
 ♥ A76  
 ♦ A98  
 ♣ AJ1083

HCP	
7	
7	10
16	

Makeable contracts					
	♣	♦	♥	♠	NT
N	5	3	3	-	1
S	5	4	4	-	4
E	-	-	-	3	-
W	-	-	-	3	-

Board 17 : Dealer North : Love all

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
4♠	Pass	2♠	Dbl
	All pass		

There will be some variety here. Despite holding ten points, the East hand looks more like a weak two than a one opener, and South will probably double this. Now West should raise directly to 4♠, making life hard for the opponents to get to their optimum contract.

If East-West are in spades, they should escape for one down with the aid of the trump finesse. Meanwhile, if North-South find their way to 5♣, they might need to take the odd good view to succeed, however with one diamond finesse being enough to bring in the suit for three tricks it might just come home.

♠ KQ76  
 ♥ 8  
 ♦ KQ  
 ♣ KQ6432

♠ 108                      ♠ A42  
 ♥ KQ964                   ♥ A73  
 ♦ 1097                    ♦ AJ543  
 ♣ AJ5                     ♣ 97

♠ J953  
 ♥ J1052  
 ♦ 862  
 ♣ 108

HCP	
15	
10	13
2	

Makeable contracts					
	♣	♦	♥	♠	NT
N	2	-	-	1	-
S	2	-	-	1	-
E	-	5	4	-	2
W	-	5	5	-	3

Board 18 : Dealer East : NS vulnerable

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
2♦	3♣	1NT	Pass
Dbl	Pass	Pass	Pass
		3♥	All pass

North will certainly want to be in the auction after 1NT pass 2♦, and will probably settle for showing the six-card club suit. East and South will pass, and now West will be reluctant to let the auction go, and may try and take-out double. This works well when East is able to compete to 3♥.

On the likely club lead from the South hand, declarer will probably end up losing one trick in each suit to emerge with nine tricks.



♠9542  
♥Q1063  
♦97  
♣KQ10

♠AK7  
♥J982  
♦8542  
♣J9

♠106  
♥A74  
♦QJ3  
♣85432

♠QJ83  
♥K5  
♦AK106  
♣A76

HCP	
7	
9	7
17	

Makeable contracts					
	♣	♦	♥	♠	NT
N	3	2	2	4	3
S	3	2	2	4	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 19 : Dealer South : EW vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	2♠	Pass	2NT
Pass	3♠	All Pass	

On the auction above, South's 2NT shows about 17-18 with only four spades, whereas a game try in a new suit promises five. North is relatively minimum with bad trumps so is likely to sign off in 3♠.

In 3♠, declarer has nine tricks if trumps behave so will attempt to lead twice towards the QJ in hand. All is well when East hold 10x, and now declarer can try for an overtrick by ruffing out the ♦QJ or by taking a finesse in hearts. Both work so ten tricks will be made.

♠J9632  
♥J1093  
♦62  
♣K7

♠AQ  
♥K2  
♦K10874  
♣AJ82

♠K1054  
♥A75  
♦AQJ  
♣1095

♠87  
♥Q864  
♦953  
♣Q643

HCP	
5	
17	14
4	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	6	6	3	4	6
W	6	6	3	4	6

Board 20 : Dealer West : All vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1♠	Pass
2♣	Pass	2♥	Pass
3NT	All pass		

Slam is very good on these combined hands. There are eleven top tricks in either diamonds or NTs, and the twelfth can be established by taking two finesses in clubs. Without the 9♣, however, it is significantly worse, so these contracts are not always easy to reach with any degree of confidence.

Well done to anyone who bid it!

♠K9  
♥Q1062  
♦109  
♣K9843

♠A107652  
♥A8  
♦AQ86  
♣5

♠J4  
♥K94  
♦K5432  
♣1072

♠Q83  
♥J753  
♦J7  
♣AQJ6

HCP	
8	
14	7
11	

Makeable contracts					
	♣	♦	♥	♠	NT
N	1	-	1	-	-
S	1	-	1	-	-
E	-	5	-	5	2
W	-	5	-	5	2

Board 21 : Dealer North : NS vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	Pass
1♠	Pass	1NT	Pass
2♦	Pass	3♦	Pass
3♠	Pass	4♠	All pass

When you hold a six-four shape with a higher-ranking six-card suit such as the West hand, it is best to repeat your six-card suit over 1NT if you are minimum, and bid your four-card suit with a few extra values. Now if partner rebids 2NT, showing an invitational hand, the minimum hand can bid the four-card suit, non-forcing, and offering a choice. The hand with extra values shows the sixth card in the opening major and it is forcing. Here, West is clearly showing extras to bid on over 3♦, and with five diamonds and Jx in support of spades, East might have a go at game.

Declarer might well lose two trump tricks in practice, but even so, 4♠ is still making.

♠KQ83  
♥A973  
♦2  
♣9862

♠975  
♥1082  
♦AQ8  
♣J743

♠A10642  
♥KJ4  
♦K974  
♣5

♠J  
♥Q65  
♦J10653  
♣AKQ10

HCP	
9	11
7	13

Makeable contracts					
	♣	♦	♥	♠	NT
N	3	-	2	-	1
S	3	-	2	-	1
E	-	-	-	1	-
W	-	-	-	1	-

Board 22 : Dealer East : EW vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♠	Dbl
1NT	2♥	All pass	

East will open 1♠, and South should make a take-out double. Ideally you would like to have four hearts, but it isn't a guarantee and here it is the only call you can really make. West will probably show a few values with 1NT, and North holds a good hand in context, however a free bid of 2♥ is enough ("free" meaning that you didn't have to call once West had bid 1NT).

On the hand you are sufficiently high. The trumps are favourably placed for you but the clubs don't break, giving you three trump tricks, two spades and three clubs for eight.

♠Q96  
♥K  
♦AJ96  
♣AJ1063

♠KJ87  
♥A753  
♦75  
♣Q85

♠105432  
♥Q942  
♦10  
♣974

♠A  
♥J1086  
♦KQ8432  
♣K2

HCP	
15	2
10	13

Makeable contracts					
	♣	♦	♥	♠	NT
N	6	6	2	1	5
S	6	6	2	1	5
E	-	-	-	-	-
W	-	-	-	-	-

Board 23 : Dealer South : All vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	2♣	Pass	2♦
Pass	3♥	Pass	3♠
Pass	4♣	Pass	4NT
Pass	5♥	Pass	6♦
All Pass			

6♦ is an excellent slam. On the auction above, 3♥ is a splinter bid, agreeing diamonds. This is great news for South since all but one of those hearts losers will be ruffed in dummy. 3♠ and 4♣ are cue bids, at which point South can try Roman Keycard Blackwood. North owns up to two keycards, so there is just one missing, and South will bid the slam.

With clubs setting up pretty easily, or heart ruffs taken in dummy, all routes lead to twelve tricks.

♠J642  
♥9  
♦K752  
♣Q1074

♠873  
♥KJ4  
♦64  
♣98653

♠AQ109  
♥10753  
♦A10  
♣KJ2

♠K5  
♥AQ862  
♦QJ983  
♣A

HCP	
6	14
4	16

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	5	1	-	1
S	-	5	1	-	1
E	-	-	-	-	-
W	-	-	-	-	-

Board 24 : Dealer West : Love all

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1NT	Dbl
2♣	Dbl	Pass	2♥
Pass	2NT	Pass	3♦
All pass			

What call do you make with the South cards over East's 1NT? If you have a method to show a red two-suiter, you may choose that, but if don't, you might opt to double rather than bid your five-card heart suit, given your overall strength and relative weakness in the hearts. When West removes to 2♣ and your partner doubles, however, you will want to show your suits rather than defend, and so bid 2♥. Partner has a few values, but no support so may try 2NT, giving you the opportunity to show your second suit, which partner is very happy to leave.

When trumps divide and the K♥ ruffs down, and the A♠ is onside (unsurprisingly), you can make eleven tricks, but it is a bit of a push to bid it.

## Current victory totals:

**Lords - 25**

**Commons - 21**

<b>YEAR</b>	<b>Winners</b>	<b>YEAR</b>	<b>Winners</b>
1975	Lords	1998	Commons
1976	Commons	1999	Commons
1977	Commons	2000	Commons
1978	Commons	2001	Lords
1979	Lords	2002*	Commons
1980	Lords	2003**	Lords
1981	Lords	2004	Commons
1982	Lords	2005	Commons
1983	Lords	2006	Lords
1984	Commons	2007	Lords
1985	Commons	2008	Lords
1986	Commons	2009	Commons
1987	Lords	2010	Lords
1988	Lords	2011	Lords
1989	Lords	2012	Lords
1990	Lords	2013	Commons
1991	Commons	2014	Commons
1992	Commons	2015	Lords
1993	Commons	2016	Lords
1994	Lords	2017	Commons
1995	Commons	2018	Commons
1996	Lords	2019	Lords
1997	Lords	2021	Lords

\* played May 2003 / \*\* played July 2003





The 2021 winners: the House of Lords team – (pictured, left to right) Lord Mendoza, Lord Oaksey, Baroness Henig, Baroness Blackstone, James Cooper, Earl Of Caithness, (not pictured) Lord Kalms, Lord Hamilton

The Tony Berry Trophy is awarded for the best piece of play.  
The 2021 winners were Aaron Bell (with judge Tom Townsend).

