Bridge
England
Sim Pairs

Thanks to our commentators:
Michael Byrne       Paul Hackett
Heather Dhondy       Chris Jagger
Andrew Robson       Nick Sandqvist
Nevena Senior       Tom Townsend

Tuesday
2nd February 2016
Thank you for taking part in this Bridge England Simultaneous Pairs. I hope you have enjoyed the event and will take pride in having supported our international teams.

2015 was a good year with all our teams making their way through to the knock out stages in the World Championships. Our Women’s team continued their excellent form and gained a bronze medal. Our Open team finished 4th after two agonising close matches.

This event is to specifically raise funds for our Junior Teams. We have, for the first time, a team who will represent England at U16 level in the World Championships to be held in Italy in August. Our U26 team have also qualified.

The EBU provides funding for these teams. Other important areas, such as development and teaching also require support and that means that the international budgets are never as large as we would wish. The players receive no personal payment from the EBU and have each committed much time and energy to representing their country at the bridge table.

I very much hope you have enjoyed the hands and the expert commentary, much of which has been supplied by the players who will be playing for our country this year. I also hope that you will continue to support this event and encourage your club to continue participation.

Jeremy Dhondy
February 2016
North has a skimpy rule of twenty opener – though you would not open that aceless junk if vulnerable. Talking of skimpy bids, trading on the all-green-bidders-vulnerability, East bids 2♣. West then goes a cultured route, first showing his club fit via a 2♣ unassuming cue-bid, then his five hearts to offer a choice of games (3♥ is forcing).

4♥ is only a fair contract – but North has to lead something. He might try 4Q, picking up the suit. Declarer wins 4A and, expecting North to hold 4K for his opener, spurns the finesse, laying down 4A and a small heart. North’s 4K “beats air” and declarer can win (say) 42 return with dummy’s 410, cross to 4Q and lead clubs.

With 4J popping up, the suit is good and declarer’s diamond loser can go. A marvellous 11 tricks and E/W +450. In my dreams, perhaps.

East opens a weak no-trump and South summons up the courage to bid a vulnerable 2♣. The reason why it is right to do so (stomaching the occasional large penalty) is that E/W are non-vulnerable, only going down in fifties. You might pass if both sides were vulnerable, as defending will sometimes net +200. North, meantime, knows South will be up to strength for a vulnerable 2♠ so jumps to game. The shape is poor, but the honours good and hopefully partner is shapely.

There is not too much to the play. Declarer must lead up to his ♥K, a marked finesse on the bidding, and set up a long club. N/S +620.

If E/W are playing a strong no-trump, East will open 1♣ or 1♦ according to system; South will overcall 1♠, North will make an unassuming cue bid, South a game try of (say) 3♣ and North will bid game.

North overcalls 1NT to show 15-18 balanced and South transfers into spades. He is close to another bid but (a) do not push for close game contracts at pairs and (b) his ♥10xx is a warning sign that there may be a ruff.

Trick one goes ♥6, ♦2, ♠8, ♣Q and it is a frustrating hand as the hearts are blocked. Declarer crosses to ♥K and leads ♥2. West alertly rises with ♥A and leads ♥K, East ruffling out ♥J. East switches to ♥10, West cashing ♥AK and ♥J. Eight tricks and N/S plus a measly 110. Note that if South decided to push and move with 2NT over 2♠, North should spurn the spade fit and bid 3NT as his hand is so flat and (without a ruffing value or an obviously weak suit) nine tricks are easier than ten.
Board 4: Dealer West: All vulnerable  

Paul Hackett

West North East South

1♦ Pass 1♠ Pass All Pass

Pass 2♥ Pass Pass Dible

Pass 3♥ Pass 4♥

Many players will pass on the West hand, giving N/S an easy run to game with North opening 1NT or 1♥ as 1♥ as their system allows.

If West opens, several N/S pairs may stay out of game. In an uncontested auction, declarer may not get the spades right and some will go off. Those who make eleven tricks will receive most of the match-points.

Board 5: Dealer North: N/S vulnerable  

Paul Hackett

West North East South

All Pass

Modern theory suggests that in fourth position you do not open with 12 points with only four cards in the majors. Those who throw caution to the wind will be delighted that they have a diamond fit and, with the favourable trump lie, will always make nine tricks whichever way they play the club suit. N/S pairs who get a plus score should do well in the match-pointing.

Board 6: Dealer East: E/W vulnerable  

Paul Hackett

West North East South

1NT 2♥ Pass Pass

All Pass

N/S pairs will have their own favourite overcalls against a weak no-trump. Multi Landy bidders will bid 2♥ to show hearts and a minor while Aspto bidders will bid 2♠ to show hearts and another. While 4♥ is the definite teams bid, some cautious Souths may only bid 3♥.

The play is all about discovering where ♠Q is. When West shows up with the ♠AK and we are forced to play them for ♥Q, declarer should play a spade to the King. When this is won by the ♠A, West has shown 13 points so ♠Q is marked in East’s hand. N/S +420.

Board 31: Dealer South: NS vulnerable  

Paul Hackett

West North East South

Pass 1♥ Pass 2♥ Pass

4♥ All Pass

Although you have 20 points, opening 2NT with 5-4 is not generally a winning action but here all roads should lead to 4♥.

While there are many lines to make twelve tricks, a reasonable one after ♥J lead and a diamond return is to play the ♦A and ruff a spade. Return with a club and ruff another spade. Another club is followed by ruffing the last spade. Run ♥Q and lead ♥J (in case South had three hearts and foolishly tried ruffing the club). With ♥K dropping, 12 tricks should be made. Slam is not a good percentage chance and is unlikely to be bid.

Board 32: Dealer West: EW vulnerable  

Andrew Robson

West North East South

Pass 1♥ 2♦ 3♠

Pass 3♣ Pass 6♥

North has a tricky rebid over 3♠, 3♥ has the merit if showing the 4♠ shape, but risks missing 3NT when South has no diamond stopper (and no major fit). The knowledge that North has extra values with a fifth heart enthuses South sufficiently to bid 6♥, loving his good hearts and, of course, his diamond void.

6♥ is not easy to make. Best is to win the likely ♥K lead with ♦A, then cash ♥K and cross to ♥A, noting East’s ♥W, presumably a singleton. Now cash ♥A and see West’s ♥Q fall. You can now run club winners through West. When he ruffs, you overruff, draw trumps finishing in dummy and run more clubs. Six clubs (one is ruffed), five hearts plus ♥A make 12 tricks and N/S a somewhat fortuitous +980.
After two passes, East will open 1♥, no doubt looking forward to a leisurely constructive auction where his side can bid a game. If so he is in for a disappointment since his side is outgunned. Several tables may pass out 1♥, as although South has a fine collection he isn’t quite strong enough for a 1NT overcall which starts at a good 15 upwards. West in my view should respond 1♥, not only to keep the opponents out but also because a better contract might await. If so he had better have a way to bail out into 3♥ after his partner jumps to 2NT.

Played by West, hearts isn’t too bad since a low club lead will blow the suit. If he is careful, he can actually make nine tricks. Those in no-trumps will suffer agrim. While East has to come to a club trick or the fifth diamond, that is only 5 tricks and a poor match point score. And finally those left to rot in 1♥ will have a jolly time on a club or heart lead, and not enjoy the play on any other! Pluses will score well for either side.

Board 28: Dealer West: N/S vulnerable

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ K J 3 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ K 7 6 4 2</td>
</tr>
<tr>
<td>3</td>
<td>♦ J 10 8 7 4</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q 10 9 8 7 4 2</td>
</tr>
</tbody>
</table>

This process may even be repeated – this time with South the victim. If East can hold his losses to three spades and one trick in each other suit, he will score a well-deserved +90, but may be disappointed by the score.

Board 29: Dealer North: All vulnerable

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ A Q J 5 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ K Q J 6 5 2 4</td>
</tr>
<tr>
<td>3</td>
<td>♦ A K 9 8 7 6 4</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q 10 9 8 7 4 2</td>
</tr>
</tbody>
</table>

West has a difficult choice, but Pass works best. While North could pass this out, it looks more natural for him to bid 1♠. Later West can come in to show the minors and 3♠ is actually the top spot, which should make 4♠.

If some Souths do go on to 3♠, even the most timid Easts should find a double, which will teach South a lesson he needs! To bid on here really doesn’t have much justification with only three card support and a rather unexciting hand!

Board 30: Dealer East: Love all

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ A K Q J 5 4 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ Q J 10 8 7 4 2</td>
</tr>
<tr>
<td>3</td>
<td>♦ K 9 8 7 6 4</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q J 10 9 8 7 4 2</td>
</tr>
</tbody>
</table>

At this vulnerability, no doubt some South players will enter the fray and play in 2♠, making anything from five to seven tricks.

The play in 1NT on a small spade lead will vary greatly. East may choose to put up 10 at trick one, but if he plays low, North should follow smoothly with 2NT. East wins, and doesn’t really want to play on any suit himself – he would much prefer the defence to open them up. Consequently, he may well decide to return a spade to the ten and ace. North is already semi end-game, and will concede a trick with his choice of return.

This process may even be repeated – this time with South the victim. If East can hold his losses to three spades and one trick in each other suit, he will score a well-deserved +90, but may be disappointed by the score.

Board 7: Dealer South: All vulnerable

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ K J 9 8 7 4 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ K Q J 10 4</td>
</tr>
<tr>
<td>3</td>
<td>♦ A K 9 8 7 6 4</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q 10 9 8 7 4 2</td>
</tr>
</tbody>
</table>

North makes a quick calculation, and sees that a suitable 13 count opposite – e.g. AQJ A K – makes slam very good. This makes the North hand virtually perfect for a splinter bid of 4♠, making it very easy for his partner to evaluate his holdings. South has three big aces, and his club holding is not unsuitable, and he should co-operate with a cue bid of 4♥. North bids 5♣ to say that he was marginal for his slam try, and South has no reason to do any more with his minimum.

Makeable contracts

<table>
<thead>
<tr>
<th></th>
<th>♠</th>
<th>♥</th>
<th>♦</th>
<th>♣</th>
<th>NT</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td></td>
<td>N</td>
<td>1</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>21</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

There’s nothing to the play, of course, and it’s hard to imagine anyone making anything other than eleven tricks when the diamond finesse fails.

Board 8: Dealer West: Love all

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ Q J 10 9 8 7 4 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ A K Q J 5 4 2</td>
</tr>
<tr>
<td>3</td>
<td>♦ K Q J 10 8 7 4 2</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q 10 9 8 7 4 2 4</td>
</tr>
</tbody>
</table>

Depending on what you expect from an Unusual 2NT at equal vulnerability, some Wests may bid 5♣ the first time, and some of those will catch a double from North, but most will wait. East completes the picture of his hand with a double, showing extra values, and West naturally converts.

The play offers no problem for West. The only time the contract is in danger is if it’s played from East on a small heart lead, ducked by North. Now an ‘Avoidance Play’ is required; two rounds of Clubs are followed by a diamond through North. Whenever ♠ K appears, North is left on lead with it.

Board 9: Dealer North: EW vulnerable

<table>
<thead>
<tr>
<th>Hand</th>
<th>Makeable contracts</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>♠ K 7 6 5 4 2</td>
</tr>
<tr>
<td>2</td>
<td>♥ J 10 9 8 7 4 2</td>
</tr>
<tr>
<td>3</td>
<td>♦ J 8 7 6 4 2 4</td>
</tr>
<tr>
<td>4</td>
<td>♣ Q 10 9 8 7 4 2</td>
</tr>
</tbody>
</table>

Whilst players in gene

Makeable contracts

<table>
<thead>
<tr>
<th></th>
<th>♠</th>
<th>♥</th>
<th>♦</th>
<th>♣</th>
<th>NT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td></td>
<td>N</td>
<td>1</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
If West has no rescue mechanism, he will simply bid 2♥. What should North do?
Standard is to play penalty doubles here (though most top players play take-out), and he may well choose to do this. South has no reason to remove but with ten points in declarer’s singleton suit, 2♥ should come home. Never mind – it is only pairs!

### Board 10: Dealer East: All vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♠</td>
<td>Dble</td>
<td>All Pass</td>
<td></td>
</tr>
</tbody>
</table>

This hand shows how difficult the weak no-trump can make life for opponents. South has a marginal double but, with good cards and a five card suit, it is normally right to enter the auction.

If West has no rescue mechanism, he will simply bid 2♥. What should North do?

### Board 11: Dealer South: Love all vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♥</td>
<td>Pass</td>
<td>3♥</td>
<td>4♠</td>
</tr>
<tr>
<td>Pass</td>
<td>5♣</td>
<td>All Pass</td>
<td></td>
</tr>
</tbody>
</table>

Historically, people would have opened 1♠ on the South hand, but 1♠ is better with 5-5 as it is good to show the five card major straight away, as well as being more preemptive. After this is looks like all roads should lead to 5♦.

The play is interesting, and declarer can make 12 tricks by playing ace and another club early. In practice, I suspect many will only make 11 tricks, which is fair enough.

### Board 12: Dealer West: NS vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♥</td>
<td>Pass</td>
<td>Pass</td>
<td>2♠</td>
</tr>
<tr>
<td>Pass</td>
<td>2NT</td>
<td>Pass</td>
<td>3NT</td>
</tr>
<tr>
<td>All Pass</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bridge is a really difficult game! After what looks like an easy weak two bid from West, South is best to content himself with simply bidding 2♠. North could well pass this, but may well bid 2NT in spite of the thin heart stop, which South will raise.

The defence needs to set up a diamond trick to beat 3NT before declarer sets up the spades. If it starts with three rounds of hearts then dummy is under pressure. If two diamonds are relinquished, then West may well switch to one. If a club is thrown instead, a club switch cuts communications and declarer may still go down.

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### Board 25: Dealer North: EW vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♠</td>
<td>3♠</td>
<td>Pass</td>
<td>Pass</td>
</tr>
<tr>
<td>4♠</td>
<td>Dble</td>
<td>Pass</td>
<td>Pass</td>
</tr>
<tr>
<td>Pass</td>
<td>5♠</td>
<td>Pass</td>
<td>6♠</td>
</tr>
<tr>
<td>All Pass</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The final contract will very much depend on what East and West choose to do. The vulnerability will prevent them from bidding too much and the above auction is plausible, although a less conservative North may choose not to pass 4♠.

If West makes the overbid of 5♠ rather than 4♠, 5♠ may well end the bidding and although cheaper than a slam, 500 will be worse than the many 480s that I expect to see.

### Board 26: Dealer East: All vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♠</td>
<td>Pass</td>
<td>4♦</td>
<td>1♠</td>
</tr>
</tbody>
</table>

It’s not obvious to see a way into the auction for N/S. Clearly South has no action, but should North come in? Certainly if he finds himself in the protective position, but in a live auction it looks a little dangerous. In any case, E/W can always push on in the minors, and with a ♦ onside and both minors breaking three-two, ten tricks are easy for E/W in either minor.

If any N/S’s do get to play in a major, they will need to do well in hearts to emerge with eight tricks, but is this possible to find? If you can form a view of the minor suit distribution and location of the high cards before you tackle the suit, you may be able to work out that East must hold 15+ points since he did not open 1NT. Now if you figure that he holds ♤, you will begin by cashing the Ace, and then cross to dummy to lead a second heart. When West follows with the nine, your only hope is to play for ♦ doubleton.

### Board 27: Dealer South: Love all vulnerable

<table>
<thead>
<tr>
<th>West</th>
<th>North</th>
<th>East</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass</td>
<td>1♥</td>
<td>Pass</td>
<td>Pass</td>
</tr>
<tr>
<td>Pass</td>
<td>4♥</td>
<td>Pass</td>
<td>4♥</td>
</tr>
<tr>
<td>Pass</td>
<td>5♥</td>
<td>Pass</td>
<td>4NT</td>
</tr>
<tr>
<td>Pass</td>
<td>5NT</td>
<td>Pass</td>
<td>6♠</td>
</tr>
<tr>
<td>Pass</td>
<td>7♦</td>
<td>All Pass</td>
<td></td>
</tr>
</tbody>
</table>

7♦ is cold barring an opening ruff, and 7NT cold on clubs 3-2. So this is a pure bidding test. With all due respect, tonight isn’t the World Pairs Final, so in practice the suit grand slam is likely to score well above average, without the jeopardy of scoring zero when clubs don’t break, so let’s just try and get there, e.g. via the auction above.

North could RKCB himself over 4♥, but it works better to leave it for South, who has the crucial ♦ in his hand. 6♠ (promising 6♥) fills his hand in nicely. North bids on to seven safe in the knowledge that South would have signed off in 6♥ if he wasn’t game for a grand.
Board 22: Dealer East: EW vulnerable
\[\begin{array}{|c|c|c|}
\hline
\text{West} & \text{North} & \text{East} \\
\hline
\text{South} & 1NT* & Pass \\
\hline
\end{array}\]
3NT All Pass

27 HCP and an eight card fit, but no game for E/W, due to the bad trump break and the two hands being too flat. Starting with seven top tricks, East will do well to go one down in 3NT or 4H. In the heart game, a spade, heart or club lead will give a trick, and now various endplays will produce an extra one.

If South starts with a diamond against 4H, declarer has to win, draw two trumps and exit with a diamond. North can switch to a spade, but South is end-played when his
\[\begin{array}{|c|c|c|}
\hline
\text{A} & \text{9} & \text{5} \\
\text{K} & \text{Q} & \text{J} \\
\text{8} & \text{3} & \text{2} \\
\hline
\end{array}\]
dummy. He has to give the 8th trick another throw in produces the 9th. The strong no-trump openers might make 3NT after 1NT-3NT, a major suit lead and a similar end-play.

HCP
\[\begin{array}{|c|c|c|}
\hline
\text{HCP} & \text{Makeable contracts} & \text{NT} \\
\hline
\text{12} & \text{N} & \text{1} \\
\text{9} & \text{4} & \text{2} \\
\text{6} & \text{1} & \text{3} \\
\text{3} & \text{1} & \text{3} \\
\hline
\end{array}\]

Board 23: Dealer South: All vulnerable
\[\begin{array}{|c|c|c|}
\hline
\text{West} & \text{North} & \text{East} \\
\hline
\text{South} & \text{1} & Pass \\
\hline
\end{array}\]
Dble 2 1 All Pass

Ace doubleton in opener’s suit should persuade West to double, instead of overcall 1NT. Best defence will be 1NT, A, A, and another spade, but even then, nine tricks can be made double dummy. Win A, ruff a heart, play another spade. If West throws a heart, cash K, discarding a diamond and run A10. Win the club return, cash the 3rd club and exit with Q for an end-play.

If, on the 3rd trump, West parts with a diamond, throw a club on K and ruff a heart, then exit with Q. If West throws a club on the 3rd trump, A for a diamond discard, ruff a heart and play Ace and a small club.

HCP
\[\begin{array}{|c|c|c|}
\hline
\text{HCP} & \text{Makeable contracts} & \text{NT} \\
\hline
\text{14} & \text{N} & \text{1} \\
\text{12} & \text{4} & \text{2} \\
\text{9} & \text{1} & \text{3} \\
\text{6} & \text{1} & \text{3} \\
\hline
\end{array}\]

Board 24: Dealer West: Love all
\[\begin{array}{|c|c|c|}
\hline
\text{West} & \text{North} & \text{East} \\
\hline
\text{South} & Pass & Pass & Pass \\
\hline
\end{array}\]
Pass Pass Pass

Nine tricks can be made, if one goes for a 3-3 heart and club split, plus a well-placed AA. Realistically, on a spade lead, there will be a lot of scores of 1NT just made or plus one. Some declarers will go after the badly splitting diamond suit, which will work on a different day.

HCP
\[\begin{array}{|c|c|c|}
\hline
\text{HCP} & \text{Makeable contracts} & \text{NT} \\
\hline
\text{9} & \text{N} & \text{1} \\
\text{7} & \text{3} & \text{2} \\
\text{5} & \text{3} & \text{2} \\
\text{3} & \text{1} & \text{3} \\
\hline
\end{array}\]

North has the age-old problem to start with, open 1NT and hide the five-card major or open 1 4 and hide the true nature of the hand. Which action will be the winner on this hand depends on whether N/S are feeling bloodthirsty.

Where the auction starts with 1NT by North, South should transfer to diamonds (transfers in four suits are quite common these days) and West will presumably overcall 3H, thinking it completely safe. North must pass but South should take some action when 3H travels round to him, and double is as good as any. Whether North interprets this as penalties or a modern "do what you think is right" double, he should pass, and 500 is available on a diamond lead (overtrick) and a club switch.

After a 1H opening, South will respond 2 3 and if West bids a restrained 2H, South will compete with 2C or 3C or 3H when it comes round, ending the auction. Nine tricks are the limit in spades, although ten might be made if E/W miss their heart ruff.

HCP
\[\begin{array}{|c|c|c|}
\hline
\text{HCP} & \text{Makeable contracts} & \text{NT} \\
\hline
\text{12} & \text{N} & \text{2} \\
\text{9} & \text{4} & \text{2} \\
\text{6} & \text{1} & \text{3} \\
\text{3} & \text{1} & \text{3} \\
\hline
\end{array}\]

Board 25: Dealer South: Love all
\[\begin{array}{|c|c|c|}
\hline
\text{West} & \text{North} & \text{East} \\
\hline
\text{South} & Pass & Pass & Pass \\
\hline
\end{array}\]
Pass Pass Pass

E/W have 26 points, an eight card spade fit and a singleton, so it is somewhat irritating to those bids sensibly to 4H, thinking it completely safe. North must pass but South should take some action when 3H travels round to him, and double is as good as any. Whether North interprets this as penalties or a modern "do what you think is right" double, he should pass, and 500 is available on a diamond lead (overtrick) and a club switch.

If East passes, West should open 2H in third seat. Now, after a positive of 2X from East, a small slam should be reached at least. Any Souths that get a chance to double a 4H cue bid by East should take the chance and hold the contract to twelve tricks. Not much good if East plays it and they end up on lead though!
... allowing the defenders in total a heart, a club and (depending on West's defence) either a spade or a diamond ruff.

This time North's luck is in. He gets a diamond lead to 3NT, and the AK is inside for the overtrick. +430 should be worth 90% of the match-points.

North borrows a point for his five-card suit and 150 aces. A standard Stayman auction (no Puppet Stayman for me) leads to 3NT.

No opening lead is attractive from East's point of view, sitting over the strong hand with all the points. Perhaps a deceptive ♠ is the best shot, as West is unlikely to have enough in spades, or indeed in any suit, to be ruinously deceived.

On a spade lead North should make ten tricks for an average (the 11th is strictly double dummy). On a heart lead he is likely to make 9 or 11 for near double dummy. On a heart lead he is likely to make 9 or 11 for near bottom or near-top, depending on how he tackles the diamond suit. The ♦9 gives him the losing option of two finesses into the East hand.

South's take-out double is a stretch. It would not be a mistake to pass. With a useful collection North of course responds in his major. With no high cards he would prefer 4♦. Whether 4♥ from South over 4♣ shows extras is a theoretical point worthy of discussion.

The ♠10 looks a normal opening stab. North wins the ♠A, ducks a club to the King, covers the ♠7 return, ruffs the nine and plays ace and another club to clear that suit, ruffing with ♠6. With East apparently doubleton in each minor, hearts must now be 3-2. He plays ♠K, and another if ducked, allowing the defenders in total a heart, a club and (depending on West's defence) either a spade or a diamond ruff.